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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
- Jobservers
- 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 jobservers 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.

---

Introduction | 1 3
Syntax diagrams

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

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Meaning</th>
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<tbody>
<tr>
<td>keyword</td>
<td>A keyword in the language. These have to be entered as shown. One example is the keyword <code>create</code>.</td>
</tr>
<tr>
<td>name</td>
<td>A parameter. In many cases, the user can choose a name or a number to be entered here.</td>
</tr>
<tr>
<td>NONTERM</td>
<td>A non-terminal symbol is represented by <code>SMALL CAPS</code>. A syntax element that is explained further on in the diagram has to be inserted here.</td>
</tr>
<tr>
<td>&lt; all</td>
<td>any &gt;</td>
</tr>
<tr>
<td>&lt; all</td>
<td>any &gt;</td>
</tr>
<tr>
<td>[ or alter ]</td>
<td>Optional syntax elements are placed in square brackets.</td>
</tr>
<tr>
<td>{ statename</td>
<td>Syntax elements that are placed in braces are repeated 0 to n times.</td>
</tr>
<tr>
<td>JOB_PARAMETER, JOB_PARAMETER</td>
<td>Cases where elements occur at least once are far more common and are shown as represented here.</td>
</tr>
<tr>
<td>]</td>
<td>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.</td>
</tr>
</tbody>
</table>
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:

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

- 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.

<table>
<thead>
<tr>
<th>Format</th>
<th>Example</th>
<th>Simplified Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>YYYY</td>
<td>1990</td>
<td>YYYY</td>
</tr>
<tr>
<td>YYYY–MM</td>
<td>1990–05</td>
<td>YYYYMM</td>
</tr>
<tr>
<td>YYYY–MM–DD</td>
<td>1990–05–02</td>
<td>YYYYMMDD</td>
</tr>
<tr>
<td>YYYY–MM–DDThh</td>
<td>1990–05–02T07</td>
<td>YYYYMMDDThh</td>
</tr>
<tr>
<td>YYYY–MM–DDThh:mm</td>
<td>1990–05–02T07:55</td>
<td>YYYYMMDDThh:mm</td>
</tr>
<tr>
<td>−MM</td>
<td>−05</td>
<td>−MM</td>
</tr>
<tr>
<td>−MM–DD</td>
<td>−05–02</td>
<td>−MMDD</td>
</tr>
<tr>
<td>−MM–DDThh</td>
<td>−05–02T07</td>
<td>−MMDDThh</td>
</tr>
<tr>
<td>−MM–DDThh:mm</td>
<td>−05–02T07:55</td>
<td>−MMDDThh:mm</td>
</tr>
</tbody>
</table>

Continued on next page
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.
<table>
<thead>
<tr>
<th>activate</th>
<th>delay</th>
<th>group</th>
<th>milestone</th>
<th>rawpassword</th>
<th>submitcount</th>
</tr>
</thead>
<tbody>
<tr>
<td>active</td>
<td>delete</td>
<td>header</td>
<td>minute</td>
<td>read</td>
<td>submittag</td>
</tr>
<tr>
<td>action</td>
<td>dependency</td>
<td>history</td>
<td>mode</td>
<td>reassure</td>
<td>submitted</td>
</tr>
<tr>
<td>add</td>
<td>deregister</td>
<td>hour</td>
<td>month</td>
<td>recursive</td>
<td>sum</td>
</tr>
<tr>
<td>after</td>
<td>dir</td>
<td>identified</td>
<td>move</td>
<td>register</td>
<td>suspend</td>
</tr>
<tr>
<td>alter</td>
<td>disable</td>
<td>ignore</td>
<td>multiplier</td>
<td>required</td>
<td>synchronizing</td>
</tr>
<tr>
<td>amount</td>
<td>disconnect</td>
<td>import</td>
<td>in</td>
<td>name</td>
<td>tag</td>
</tr>
<tr>
<td>and</td>
<td>distribution</td>
<td>inactive</td>
<td>inactive</td>
<td>nicevalue</td>
<td>test</td>
</tr>
<tr>
<td>avg</td>
<td>drop</td>
<td>infinite</td>
<td>infinite</td>
<td>node</td>
<td>time</td>
</tr>
<tr>
<td>base</td>
<td>dump</td>
<td>interval</td>
<td>interval</td>
<td>ninverse</td>
<td>timeout</td>
</tr>
<tr>
<td>batch</td>
<td>duration</td>
<td>inverse</td>
<td>inverse</td>
<td>nomaster</td>
<td>tree</td>
</tr>
<tr>
<td>before</td>
<td>dynamic</td>
<td>is</td>
<td>isx</td>
<td>nmerge</td>
<td>translate</td>
</tr>
<tr>
<td>broken</td>
<td>edit</td>
<td>job</td>
<td>ix</td>
<td>nonfatal</td>
<td>trigger</td>
</tr>
<tr>
<td>by</td>
<td>embedded</td>
<td>kill</td>
<td>job</td>
<td>nosuspend</td>
<td>trunc</td>
</tr>
<tr>
<td>cancel</td>
<td>enable</td>
<td>killed</td>
<td>kill</td>
<td>notrace</td>
<td>type</td>
</tr>
<tr>
<td>cancelled</td>
<td>endtime</td>
<td>level</td>
<td>level</td>
<td>notrunc</td>
<td>update</td>
</tr>
<tr>
<td>cascade</td>
<td>environment</td>
<td>limits</td>
<td>limits</td>
<td>nowarn</td>
<td>unreachable</td>
</tr>
<tr>
<td>change</td>
<td>erlog</td>
<td>line</td>
<td>line</td>
<td>of</td>
<td>unresolved</td>
</tr>
<tr>
<td>check</td>
<td>error</td>
<td>like</td>
<td>like</td>
<td>offline</td>
<td>usage</td>
</tr>
<tr>
<td>child</td>
<td>event</td>
<td>limits</td>
<td>limits</td>
<td>on</td>
<td>use</td>
</tr>
<tr>
<td>children</td>
<td>expand</td>
<td>line</td>
<td>line</td>
<td>online</td>
<td>user</td>
</tr>
<tr>
<td>childsuspend</td>
<td>expired</td>
<td>only</td>
<td>only</td>
<td>or</td>
<td>view</td>
</tr>
<tr>
<td>childtag</td>
<td>factor</td>
<td>owner</td>
<td>owner</td>
<td>parameters</td>
<td>warn</td>
</tr>
<tr>
<td>clear</td>
<td>failure</td>
<td>password</td>
<td>password</td>
<td>path</td>
<td>warning</td>
</tr>
<tr>
<td>command</td>
<td>fatal</td>
<td>path</td>
<td>path</td>
<td>pending</td>
<td>week</td>
</tr>
<tr>
<td>comment</td>
<td>filter</td>
<td>performance</td>
<td>performance</td>
<td>perl</td>
<td>with</td>
</tr>
<tr>
<td>condition</td>
<td>final</td>
<td>perl</td>
<td>perl</td>
<td>pid</td>
<td>workdir</td>
</tr>
<tr>
<td>connect</td>
<td>finish</td>
<td>mapping</td>
<td>mapping</td>
<td>pool</td>
<td>x</td>
</tr>
<tr>
<td>constant</td>
<td>finished</td>
<td>master</td>
<td>master</td>
<td>priority</td>
<td>xml</td>
</tr>
<tr>
<td>content</td>
<td>folder</td>
<td>mapping</td>
<td>mapping</td>
<td>pool</td>
<td>year</td>
</tr>
<tr>
<td>copy</td>
<td>footprint</td>
<td>mapping</td>
<td>mapping</td>
<td>priority</td>
<td></td>
</tr>
<tr>
<td>count</td>
<td>for</td>
<td>master</td>
<td>master</td>
<td>profile</td>
<td></td>
</tr>
<tr>
<td>create</td>
<td>force</td>
<td>master_id</td>
<td>master_id</td>
<td>protocol</td>
<td></td>
</tr>
<tr>
<td>cycle</td>
<td>free_amount</td>
<td>max</td>
<td>max</td>
<td>public</td>
<td></td>
</tr>
<tr>
<td>day</td>
<td>from</td>
<td>min</td>
<td>min</td>
<td>python</td>
<td></td>
</tr>
<tr>
<td>default</td>
<td>get</td>
<td>merge</td>
<td>merged</td>
<td></td>
<td></td>
</tr>
<tr>
<td>definition</td>
<td>grant</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>defer</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

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.

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

Table 1.3.: Keywords und synonyms

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).

<table>
<thead>
<tr>
<th>after final</th>
<th>exit state translation</th>
<th>non fatal</th>
</tr>
</thead>
<tbody>
<tr>
<td>all final</td>
<td>ext pid</td>
<td>requestable amount</td>
</tr>
<tr>
<td>backlog handling</td>
<td>free amount</td>
<td>resource state</td>
</tr>
<tr>
<td>before final</td>
<td>get next job</td>
<td>resource state definition</td>
</tr>
<tr>
<td>begin multicommand</td>
<td>ignore dependency</td>
<td>resource state mapping</td>
</tr>
<tr>
<td>broken active</td>
<td>immediate local</td>
<td>resource state profile</td>
</tr>
<tr>
<td>broken finished</td>
<td>immediate merge</td>
<td>resource template</td>
</tr>
<tr>
<td>change state</td>
<td>initial state</td>
<td>resource wait</td>
</tr>
<tr>
<td>default mapping</td>
<td>job definition</td>
<td>run program</td>
</tr>
<tr>
<td>dependency definition</td>
<td>job definition hierarchy</td>
<td>rerun program</td>
</tr>
<tr>
<td>dependency hierarchy</td>
<td>job definition hierarchy</td>
<td>scheduled event</td>
</tr>
<tr>
<td>dependency mode</td>
<td>job final</td>
<td>state profile</td>
</tr>
<tr>
<td>dependency wait</td>
<td>job server</td>
<td>status mapping</td>
</tr>
<tr>
<td>end multicommand</td>
<td>job state</td>
<td>suspend limit</td>
</tr>
</tbody>
</table>

Continued on next page
Editions

There are three editions of the BICsuite Scheduling System. Since features from later editions are not always present in the earlier editions, the relevant statements or options within the statements are designated accordingly. A letter in the top corner of the page indicates for which edition of the system this statement is available. Deviations from the general statement are shown in the syntax diagram. The symbols have the following meanings:

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>This symbol indicates a feature in the Basic version and all later versions.</td>
</tr>
<tr>
<td>P</td>
<td>This symbol indicates a feature in the Professional and Enterprise versions and all later versions.</td>
</tr>
<tr>
<td>E</td>
<td>This symbol indicates a feature in the Enterprise version.</td>
</tr>
</tbody>
</table>
2. Utilities

Starting and stopping the server

server-start

Introduction

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

Call

The following commands are used to call `server-start`:

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

OPTIONS:
- `-admin`
- `-protected`

The individual options have the following meanings:

<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>-admin</code></td>
<td>The server starts in &quot;admin&quot; mode. This means that user logins are disabled apart from the user SYSTEM.</td>
</tr>
<tr>
<td><code>-protected</code></td>
<td>&quot;protected&quot; 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.</td>
</tr>
</tbody>
</table>

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

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

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.
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

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 | -n o | s >`
- `<--no | verbose | -n o | v >`
- `<--ini | -ini > inifile`
- `<--no | tls | -n o | tls >`
- `<--no | help`
- `<--info sessioninfo`
- `<--no | S`
- `<--timeout timeout`

The individual options have the following meanings:
General

<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt; --host</td>
<td>-h &gt; hostname</td>
</tr>
<tr>
<td>&lt; --port</td>
<td>-p &gt; portnumber</td>
</tr>
<tr>
<td>&lt; --user</td>
<td>-u &gt; username</td>
</tr>
<tr>
<td>&lt; --pass</td>
<td>-w &gt; password</td>
</tr>
<tr>
<td>&lt; --jid</td>
<td>-j &gt; jobid</td>
</tr>
<tr>
<td>&lt; --key</td>
<td>-k &gt; jobkey</td>
</tr>
<tr>
<td>&lt; --[ no ]silent</td>
<td>-[ no ]s &gt;</td>
</tr>
<tr>
<td>&lt; --[ no ]verbose</td>
<td>-[ no ]v &gt;</td>
</tr>
<tr>
<td>&lt; --ini</td>
<td>-ini &gt; inifile</td>
</tr>
<tr>
<td>&lt; --[ no ]tls</td>
<td>-[ no ]tls &gt;</td>
</tr>
<tr>
<td>--no help</td>
<td>Return a help text</td>
</tr>
<tr>
<td>--info sessioninfo</td>
<td></td>
</tr>
<tr>
<td>--timeout</td>
<td>timeout</td>
</tr>
</tbody>
</table>

**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 defaults 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**

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:

- $SDMSSCONFIG/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:

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

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:

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>KeyStore</td>
<td>Keystore for TLS/SSL communication</td>
</tr>
<tr>
<td>TrustStore</td>
<td>Truststore for TLS/SSL communication</td>
</tr>
<tr>
<td>KeyStorePassword</td>
<td>Keystore password</td>
</tr>
<tr>
<td>TrustStorePassword</td>
<td>Truststore password</td>
</tr>
</tbody>
</table>

**Internal commands**

Apart from the BICsuite commands described in the following chapters, sdmsh 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:
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
UID : 0
IP : 127.0.0.1
TXID : 136448
IDLE : 0
TIMEOUT : 0
STATEMENT : show session

Session shown
```

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

[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).

[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
help                                   printed or not
include '<filespec>'                  -- reads sdms(h) commands from the given
prompt '<somestring>'                 -- sets to prompt to the specified value
    %H = hostname, %P = port, %U = user,
    %% = %
timing on|off                        -- controls whether the actual time is
whenever error                        -- specifies the behaviour of the program
continue|disconnect <integer>          -- specifies the behaviour of the program
General

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:

<table>
<thead>
<tr>
<th>Code</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>%H</td>
<td>Hostname des Scheduling Servers</td>
</tr>
<tr>
<td>%P</td>
<td>TCP/IP Port</td>
</tr>
<tr>
<td>%U</td>
<td>Username</td>
</tr>
<tr>
<td>%</td>
<td>Percent character (%)</td>
</tr>
</tbody>
</table>

18 | sdmsh
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;
```

```
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>
```

**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

[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*

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:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>AUTORESTART</td>
<td>The autorestart only functions if this parameter is set to “TRUE”</td>
</tr>
<tr>
<td>AUTORESTART_MAX</td>
<td>Defines the maximum number of automatic restarts if set</td>
</tr>
<tr>
<td>AUTORESTART_COUNT</td>
<td>Is set by the autorestart utility to count the number of restarts</td>
</tr>
<tr>
<td>AUTORESTART_DELAY</td>
<td>The time in minutes before a job is restarted</td>
</tr>
</tbody>
</table>

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 `sdmsh` utility is also used for `sdms-auto_restart`.

*Call*

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

```
   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:

<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>`&lt; --host</td>
<td>-h &gt; hostname`</td>
</tr>
<tr>
<td>`&lt; --port</td>
<td>-p &gt; portnumber`</td>
</tr>
<tr>
<td>`&lt; --user</td>
<td>-u &gt; username`</td>
</tr>
<tr>
<td>`&lt; --pass</td>
<td>-w &gt; password`</td>
</tr>
<tr>
<td>`&lt; --failed</td>
<td>-f &gt; jobid`</td>
</tr>
<tr>
<td>`&lt; --silent</td>
<td>-s &gt;`</td>
</tr>
<tr>
<td>`&lt; --verbose</td>
<td>-v &gt;`</td>
</tr>
<tr>
<td>`&lt; --timeout</td>
<td>-t &gt; minutes`</td>
</tr>
<tr>
<td>`&lt; --cycle</td>
<td>-c &gt; minutes`</td>
</tr>
<tr>
<td>`&lt; --help</td>
<td>-h &gt;`</td>
</tr>
<tr>
<td>`&lt; --delay</td>
<td>-d &gt; minutes`</td>
</tr>
<tr>
<td>`&lt; --max</td>
<td>-m &gt; number`</td>
</tr>
<tr>
<td>`&lt; --warn</td>
<td>-W &gt;`</td>
</tr>
</tbody>
</table>
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

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:

<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>`&lt; --host</td>
<td>-h &gt; hostname`</td>
</tr>
<tr>
<td>`&lt; --port</td>
<td>-p &gt; portnumber`</td>
</tr>
<tr>
<td>`&lt; --user</td>
<td>-u &gt; username`</td>
</tr>
<tr>
<td>`&lt; --pass</td>
<td>-w &gt; password`</td>
</tr>
<tr>
<td>`&lt; --key</td>
<td>-k &gt; jobkey`</td>
</tr>
<tr>
<td>`&lt; --silent</td>
<td>-s &gt;`</td>
</tr>
</tbody>
</table>

*Continued on the next page*
**Option** | **Meaning**
--- | ---
< --verbose | -v > | Increases the number of messages that are returned
< --timeout | -t > minutes | Number of minutes for attempting to get a server connection
< --cycle | -c > minutes | 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 > mode | 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.

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

### sdms-rerun

**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**

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:

<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>`--host</td>
<td>-h &gt; hostname`</td>
</tr>
<tr>
<td>`--port</td>
<td>-p &gt; portnumber`</td>
</tr>
<tr>
<td>`--user</td>
<td>-u &gt; username`</td>
</tr>
<tr>
<td>`--pass</td>
<td>-w &gt; password`</td>
</tr>
<tr>
<td>`--silent</td>
<td>-s &gt;`</td>
</tr>
</tbody>
</table>

*Continued on the next page*
### Continued from the previous page

<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>`&lt; --verbose</td>
<td>-v &gt;`</td>
</tr>
<tr>
<td>`&lt; --timeout</td>
<td>-t &gt; minutes`</td>
</tr>
<tr>
<td>`&lt; --cycle</td>
<td>-c &gt; minutes`</td>
</tr>
<tr>
<td>`&lt; --help</td>
<td>-h &gt;`</td>
</tr>
<tr>
<td>`&lt; --suspend</td>
<td>-S &gt;`</td>
</tr>
<tr>
<td>`&lt; --delay</td>
<td>-D &gt; delay`</td>
</tr>
<tr>
<td>`&lt; --unit</td>
<td>-U &gt; unit`</td>
</tr>
<tr>
<td>`&lt; --at</td>
<td>-A &gt; at`</td>
</tr>
</tbody>
</table>
**sdms-set_state**

**Introduction**

*Introduction*  
The utility *sdms-set_state* offers a simple way of setting the state of a job in the scheduling system. The logic of the option files that applies for the *sdmsh* utility is also used for *sdms-set_state*.

**Call**

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

```
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 >
< --case | -C >
< --| no | force | -| no |f >
```

The individual options have the following meanings:

<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt; --host</td>
<td>-h &gt; hostname</td>
</tr>
<tr>
<td>&lt; --port</td>
<td>-p &gt; portnumber</td>
</tr>
<tr>
<td>&lt; --user</td>
<td>-u &gt; username</td>
</tr>
<tr>
<td>&lt; --pass</td>
<td>-w &gt; password</td>
</tr>
<tr>
<td>&lt; --key</td>
<td>-k &gt; jobkey</td>
</tr>
</tbody>
</table>

Continued on the next page
<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt; --silent</td>
<td>-s &gt;</td>
</tr>
<tr>
<td>&lt; --verbose</td>
<td>-v &gt;</td>
</tr>
<tr>
<td>&lt; --timeout</td>
<td>-t &gt; minutes</td>
</tr>
<tr>
<td>&lt; --cycle</td>
<td>-c &gt; minutes</td>
</tr>
<tr>
<td>&lt; --help</td>
<td>-h &gt;</td>
</tr>
<tr>
<td>&lt; --case</td>
<td>-C &gt;</td>
</tr>
<tr>
<td>&lt; --state</td>
<td>/-S &gt; state</td>
</tr>
<tr>
<td>&lt; --force</td>
<td>-f &gt;</td>
</tr>
</tbody>
</table>
**sdms-set_variable**

**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`:

```
 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:

<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>`&lt; --host</td>
<td>-h &gt; hostname`</td>
</tr>
<tr>
<td>`&lt; --port</td>
<td>-p &gt; portnumber`</td>
</tr>
<tr>
<td>`&lt; --user</td>
<td>-u &gt; username`</td>
</tr>
<tr>
<td>`&lt; --pass</td>
<td>-w &gt; password`</td>
</tr>
<tr>
<td>`&lt; --key</td>
<td>-k &gt; jobkey`</td>
</tr>
<tr>
<td>`&lt; --silent</td>
<td>-s &gt;`</td>
</tr>
</tbody>
</table>

*Continued on the next page*
### General

<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt; --verbose</td>
<td>-v &gt;</td>
</tr>
<tr>
<td>&lt; --timeout</td>
<td>-t &gt; minutes</td>
</tr>
<tr>
<td>&lt; --cycle</td>
<td>-c &gt; minutes</td>
</tr>
<tr>
<td>&lt; --help</td>
<td>-h &gt;</td>
</tr>
<tr>
<td>&lt; --case</td>
<td>-C &gt;</td>
</tr>
</tbody>
</table>
**sdms-set_warning**

**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**

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:

<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt; --host</td>
<td>-h &gt; hostname</td>
</tr>
<tr>
<td>&lt; --port</td>
<td>-p &gt; portnumber</td>
</tr>
<tr>
<td>&lt; --user</td>
<td>-u &gt; username</td>
</tr>
<tr>
<td>&lt; --pass</td>
<td>-w &gt; password</td>
</tr>
<tr>
<td>&lt; --key</td>
<td>-k &gt; jobkey</td>
</tr>
<tr>
<td>&lt; --silent</td>
<td>-s &gt;</td>
</tr>
</tbody>
</table>

*Continued on the next page*
<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt; --verbose</td>
<td>-v &gt;</td>
</tr>
<tr>
<td>&lt; --timeout</td>
<td>-t &gt; minutes</td>
</tr>
<tr>
<td>&lt; --cycle</td>
<td>-c &gt; minutes</td>
</tr>
<tr>
<td>&lt; --help</td>
<td>-h &gt;</td>
</tr>
<tr>
<td>&lt; --warning</td>
<td>-m &gt; warning</td>
</tr>
</tbody>
</table>
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.

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

Call

The following commands are used to call sdms-submit:

```
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:

<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>`&lt; --host</td>
<td>-h &gt; hostname`</td>
</tr>
</tbody>
</table>

Continued on the next page
<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>`&lt; --port</td>
<td>-p &gt; portnumber`</td>
</tr>
<tr>
<td>`&lt; --user</td>
<td>-u &gt; username`</td>
</tr>
<tr>
<td>`&lt; --pass</td>
<td>-w &gt; password`</td>
</tr>
<tr>
<td>`&lt; --key</td>
<td>-k &gt; jobkey`</td>
</tr>
<tr>
<td>`&lt; --silent</td>
<td>-s &gt;`</td>
</tr>
<tr>
<td>`&lt; --verbose</td>
<td>-v &gt;`</td>
</tr>
<tr>
<td>`&lt; --timeout</td>
<td>-t &gt; minutes`</td>
</tr>
<tr>
<td>`&lt; --cycle</td>
<td>-c &gt; minutes`</td>
</tr>
<tr>
<td>`&lt; --help</td>
<td>-h &gt;`</td>
</tr>
<tr>
<td>`&lt; --tag</td>
<td>-T &gt; tag`</td>
</tr>
<tr>
<td>`&lt; --master</td>
<td>-M &gt;`</td>
</tr>
<tr>
<td>`&lt; --suspend</td>
<td>-S &gt;`</td>
</tr>
<tr>
<td>`&lt; --delay</td>
<td>-D &gt; delay`</td>
</tr>
<tr>
<td>`&lt; --unit</td>
<td>-U &gt; unit`</td>
</tr>
<tr>
<td>`&lt; --at</td>
<td>-A &gt; at`</td>
</tr>
</tbody>
</table>
Part II.

User Commands
3. alter commands
alter comment

Purpose

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

Syntax

The syntax for the `alter comment` statement is

```
alter [ existing ] comment on OBJECTURL
   with CC_WITHITEM
```

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
- parameter parametername of PARAM_LOC
- resource state definition statename
- resource state mapping mappingname
- resource state profile profilename
- scheduled event schedulepath . eventname
- schedule schedulepath
- resource resourcepath in serverpath
- < scope serverpath | jobserver serverpath >
- trigger triggername on TRIGGEROBJECT [ < noinverse | inverse > ]
- user username
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*.

Output

This statement returns a confirmation of a successful operation.
User Commands

alter environment

**Purpose**

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

**Syntax**

The syntax for the `alter environment` statement is

```
alter [ existing ] environment environmentname
   with ENV_WITH_ITEM

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

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

ENV_WITH_ITEM:
   resource = none
   | resource = ( ENV RESOURCE {, ENVRESOURCE} )

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.

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.
alter event

Purpose

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

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

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 93.

Output

This statement returns a confirmation of a successful operation.
**User Commands**

**alter exit state mapping**

**Purpose**

The purpose of the `alter exit state mapping` statement is to change properties of the specified mapping.

**Syntax**

The syntax for the `alter exit state mapping` statement is

```
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.

A statement like

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

defines the following mapping:

<table>
<thead>
<tr>
<th>Exit code range from</th>
<th>Exit code range until</th>
<th>Resulting exit state</th>
</tr>
</thead>
<tbody>
<tr>
<td>$-\infty$</td>
<td>-1</td>
<td>failure</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>success</td>
</tr>
<tr>
<td>1</td>
<td>3</td>
<td>warning</td>
</tr>
<tr>
<td>4</td>
<td>$\infty$</td>
<td>failure</td>
</tr>
</tbody>
</table>

**Output**

This statement returns a confirmation of a successful operation.
**alter exit state profile**

**Purpose**

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

**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**

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 96.

**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**

This statement returns a confirmation of a successful operation.
**User Commands**

*alter exit state translation*

---

### alter exit state translation

**Purpose**

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

**Syntax**

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

```
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.

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.
**alter folder**

**Purpose**

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

**Syntax**

The syntax for the *alter folder* statement is

```plaintext
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**

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 100.

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.
User Commands

alter folder

Output

Output: This statement returns a confirmation of a successful operation.
alter footprint

Purpose

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

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

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 102.

Output

This statement returns a confirmation of a successful operation.
alter group

Purpose

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

Syntax

Syntax The syntax for the alter group statement is

```
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

Description The alter group command is used to define which users belong to the group. 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

Output This statement returns a confirmation of a successful operation.
alter interval

Purpose

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

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 = ( INTERVAL_SELITEM {, INTERVAL_SELITEM} )
  starttime = < none | datetime >
  synctime = datetime
  group = groupname
```

IVAL_SELITEM:

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

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

Output

This statement returns a confirmation of a successful operation.
**User Commands**

### alter job

**Purpose**

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

**Syntax**

The syntax for the `alter job` statement is

```plaintext
alter job jobid
with WITHITEM {, WITHITEM}

alter job
with WITHITEM {, WITHITEM}
```

**WITHITEM:**

- `< suspend | suspend restrict | suspend local | suspend local restrict >`
- 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
- nice value = signed_integer
- priority = integer
- renice = signed_integer
- rerun [ recursive ]
- resume
- `< noresume | resume in period | resume at datetime >`
- run = integer
- state = JOBSTATE
- timestamp = string
- warning = string
alter job User Commands

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.

**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 jobserver or a user. The server can write this text itself as well. This option is normally used if the jobserver 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 jobserver to set the process ID of the control process within the server.

**exit code**  The exit code option is used by the jobserver 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 jobserver 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.
**User Commands**

**alter job**

**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 jobserver to ensure that the modified job matches the current version.
Theoretically, the computer could crash after a job has been started by a jobserver. To complete the work, the job is manually restarted from another jobserver. After the first system has been booted, the jobserver 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 jobservers, 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 jobserver 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 jobserver 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.
The effect of the **restrict** option is that cwa resume can be done by members of the group ADMIN only.

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

**Output**

*Output*  This statement returns a confirmation of a successful operation.
alter job definition

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

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:
```
  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 >
  | 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
```
User Commands

alter job definition

| 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_CHILDDEF {, JOB_CHILDDEF} )
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_CHILDDEF {, JOB_CHILDDEF} )
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_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 ] [ < export = parametername | export = none ]>

alter job definition
alter job definition

User Commands

JOB_REQUIRED:
JRQ_ITEM { JRQ_ITEM }

REQUIREMENT:
JRD_ITEM { JRD_ITEM }

JCD_ITEM:

alias = < none | aliasname >
| < enable | disable >
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:

condition = < none | string >
dependency dependencyname
folderpath . jobname
mode = < all final | job final >
state = none
state = ( JRQ_REQ_STATE { , JRQ_REQ_STATE } )
state = all reachable
User Commands

| state = default
| state = unreachable
| unresolved = JRQ_UNRESOLVED

**JRD_ITEM:**

- amount = integer
- expired = < none | signed_period >
- < nokeep | keep | keep final >
- 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 > ]

**JRQ_UNRESOLVED:**

- defer
- defer ignore
- error
- ignore
- suspend

**LOCKMODE:**

- n
- s
- sc
- sx
- x
The `alter job definition` command has two different variants.

- The first is similar to the `create job definition` statement and is used to redefine 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 109. 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.

This statement returns a confirmation of a successful operation.
User Commands  alter named resource

**alter named resource**

**Purpose**

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

**Syntax**

The syntax for the *alter named resource* statement is

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

**WITHITEM:**

- `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:**

- `parameternamervant constant = string`
- `parameternamervant local constant [ = string ]`
- `parameternamervant parameter [ = string ]`
**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 127.

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.
alter resource

Purpose

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

Syntax

Syntax   The syntax for the `alter resource` statement is

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

RESOURCE_URL:
  resource resourcepath in folderpath
  | resource resourcepath in serverpath

WITHITEM:
  amount = < infinite | integer >
  | < online | offline >
  | parameter = none
  | parameter = ( PARAMETER { , PARAMETER} )
  | requestable amount = < infinite | integer >
  | state = statename
  | touch [ = datetime ]
  | group = groupname

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

Description

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 130.

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

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.

Syntax

The syntax for the `alter resource state mapping` statement is

```
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 134.

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.
**alter resource state profile**

**Purpose**

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

**Syntax**

The syntax for the `alter resource state profile` statement is

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

WITHITEM:

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

**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 135. If the `existing` keyword has been specified, attempting to modify a non-existent Resource State Profile does *not* return an error.

**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.

**Syntax**

The syntax for the *alter schedule* statement is

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

alter schedule

Output

Output This statement returns a confirmation of a successful operation.
alter scheduled event

Purpose

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

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

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 138.

If the existing keyword has been specified, attempting to modify a non-existent Scheduled Event does not return an error.

Output

This statement returns a confirmation of a successful operation.
**User Commands**

**alter scope**

### Purpose

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

### Syntax

The syntax for the `alter scope` statement is

```plaintext
alter [ existing ] < scope serverpath | jobserver serverpath >
with JS_WITHITEM {, JS_WITHITEM}

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

alter [ existing ] jobserver
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} )
```
The `alter scope` command is a user command. This command is used to modify the configuration or other properties of a scope.

**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.

Syntax

The syntax for the `alter server` statement is

\[
\text{alter server with} \; \langle \text{enable} \mid \text{disable} \rangle \; \text{connect}
\]

\[
\text{alter server with schedule}
\]

\[
\text{alter server with trace level} = \text{integer}
\]

\[
\text{alter server with} \; \langle \text{suspend} \mid \text{resume} \rangle \; \text{integer}
\]

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.

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

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

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.
**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}
```

```
alter session set user = username [ with WITHITEM {, WITHITEM} ]
```

```
alter session set user = username for username [ with WITHITEM {, WITHITEM} ]
```

```
alter session set user is default
```

WITHITEM:

```
command = ( sdms-command {; sdms-command} )
| method = string
| protocol = PROTOCOL
| session = string
| timeout = integer
| token = string
| < trace | notrace >
| trace level = integer
```

PROTOCOL:

```
json
| 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.

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

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.

The second form of the `alter session` statement can be used by members of the group ADMIN only. It is used to temporarily change the user and the corresponding privileges of the session. The third form of the statements resets the user and the privileges to their original values.

**Output**

This statement returns a confirmation of a successful operation.
alter trigger

Purpose

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

Syntax

The syntax for the *alter trigger* statement is

```
alter [ existing | trigger ] triggername on TRIGGEROBJECT [ < noinverse | inverse > ]
with WITHITEM {, WITHITEM}
```

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

WITHITEM:
```
< active | inactive >
| check = period
| condition = < none | string >
| < nowarn | warn >
| event = ( CT_EVENT {, CT_EVENT} )
group event
| limit state = < none | statename >
| main none
| main folderpath
| < nomaster | master >
| parent none
| parent folderpath
| rerun
| < noresume | resume in period | resume at datetime >
single event
| state = none
| state = ( < statename {, statename} |
| CT_RSCSTATUSITEM {, CT_RSCSTATUSITEM} > )
| submit after folderpath
```
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 143.

**Output**

This statement returns a confirmation of a successful operation.
User Commands                     alter user

**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:  
connect type = < plain | ssl | ssl authenticated >  
| default group = groupname  
| < enable | disable >  
| equivalent = none  
| equivalent = ( < username | serverpath > {, < username | serverpath >})  
| 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 152.

The second variant of the statement is used to delete or add the user from or to the specified groups.
<table>
<thead>
<tr>
<th>alter user</th>
<th>User Commands</th>
</tr>
</thead>
</table>

**Output**

This statement returns a confirmation of a successful operation.
4. connect commands
User Commands

**connect**

**Purpose**

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

**Syntax**

The syntax for the `connect` statement is

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

**WITHITEM:**

```
command = ( sdms-command \; sdms-command )
```

```
method = string
```

```
protocol = PROTOCOL
```

```
session = string
```

```
timeout = integer
```

```
token = string
```

```
< trace | notrace >
```

```
trace level = integer
```

**PROTOCOL:**

```
json
```

```
line
```

```
perl
```

```
python
```

```
serial
```

```
xm
```

**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.
**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>
```

**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>
```

**python protocol**  The python protocol returns a Python structure that can be evaluated 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'
}
```

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

```
connect donald identified by 'duck' with protocol = perl;
{
```
User Commands

\[ \text{connect} \]

\[
\begin{align*}
\text{'DATA' =>} & \\
\text{\{ & }
\text{\} 'TITLE' => 'Connect'}, \\
\text{\}'DESC' => [ & }
\text{\} 'CONNECT_TIME' \\
\text{\}, & }
\text{\}'RECORD' => \{ & }
\text{\} 'CONNECT_TIME' => '19 Jan 2005 11:19:19 GMT'}
\text{\}}
\text{\}, 'FEEDBACK' => 'Connected'
\end{align*}
\]

Output

\text{Output} \quad \text{This statement returns a confirmation of a successful operation.}
5. copy commands
User Commands

**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.

**Syntax**

The syntax for the `copy folder` statement is

```
copy FOLDER OR JOB {, FOLDER OR JOB} to folderpath
```

```
copy FOLDER OR JOB {, FOLDER OR JOB} 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 `copy folder` operation (e.g. dependencies, children, triggers, etc.), these are changed accordingly and mapped to the resulting objects from the copy.

For example, if a folder SYSTEM.X.F containing two jobs A and B, and with SYSTEM.X.F.A 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.
**copy named resource**

**Purpose**

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

**Syntax**

The syntax for the *copy named resource* statement is

```
copy named resource resourcepath to resourcepath
```

```
copy named resource resourcepath to resourcename
```

**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**

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.

Syntax

The syntax for the `copy scope` statement is

```
copy < scope serverpath | jobserver serverpath > to serverpath

copy < scope serverpath | jobserver serverpath > to scopename
```

Description

The `copy scope` command is used to save a copy of entire scopes. This copy also includes the resource and parameter definitions. 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 jobserver, this is regarded as an error. Since a jobserver is only regarded as a special type of scope, it is possible to copy jobservers using this command. In this case, this command is identical to the `copy jobserver` command.

Output

This statement returns a confirmation of a successful operation.
6. create commands
create comment

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

Syntax
The syntax for the `create comment` statement is

```
create [ or alter ] comment on OBJECTURL
with CC_WITHITEM
```

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`
- `parameter` `parametername` of `PARAM_LOC`
- `resource state definition` `statename`
- `resource state mapping` `mappingname`
- `resource state profile` `profilename`
- `scheduled event` `schedulepath . eventname`
- `schedule` `schedulepath`
- `resource` `resourcepath` in `serverpath`
- `< scope `serverpath` | jobserver `serverpath` >`
- `trigger` `triggername` on `TRIGGEROBJECT` [ `< noinverse | inverse >` ]
- `user` `username`
create comment

User Commands

CC_WITHITEM:
  CC_TEXTITEM [., CC_TEXTITEM]
  | url = string

PARAM_LOC:
  folder folderpath
  | job definition folderpath
  | named resource resourcepath
  | < scope serverpath | jobserver serverpath >

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

CC_TEXTITEM:
  tag = < none | string >, text = string
  | text = string

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. 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.
User Commands  
create environment

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 jobserver.

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.

Syntax

The syntax for the `create event` statement is

```sql
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.

**action**  The submit part of the statement is a restricted variant of the submit command (see page 370).

**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.
create exit state definition

Purpose

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

Syntax

The syntax for the `create exit state definition` statement is

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

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

This statement returns a confirmation of a successful operation.

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.

Syntax

The syntax for the create exit state mapping statement is

```
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.

Output

This statement returns a confirmation of a successful operation.

Example

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

The statement

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

defines the following mapping:

<table>
<thead>
<tr>
<th>Exit Code Range from</th>
<th>Exit Code Range to</th>
<th>Resultant Exit State</th>
</tr>
</thead>
<tbody>
<tr>
<td>−∞</td>
<td>-1</td>
<td>error</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>success</td>
</tr>
<tr>
<td>1</td>
<td>3</td>
<td>warning</td>
</tr>
<tr>
<td>4</td>
<td>∞</td>
<td>error</td>
</tr>
</tbody>
</table>
**User Commands**

**create exit state profile**

**Purpose**

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

**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**

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 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 design- 
ated 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. De- 
pendencies that define a default dependency are fulfilled if the required job as- 
sumes one of the states designated as **dependency default**. 

**Output**

This statement returns a confirmation of a successful operation. 

**Example**

These examples show how the Exit State Profiles **example_1** and **example_2** are 
created. 
In the first, very simple example, the Exit State of **success** is to be a Final State. 

```plaintext
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. 

```plaintext
create exit state profile example_2
with
```
User Commands

create exit state profile

state = ( failure restartable,
        success final
    );
create exit state translation

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

Syntax
The syntax for the create exit state translation statement is

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

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
This statement returns a confirmation of a successful operation.

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 );
```
User Commands

create folder

create folder

Purpose

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

Syntax

Syntax The syntax for the create folder statement is

```
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

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

environment 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**  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**  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**  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.
User Commands  

create footprint

**create footprint**

**Purpose**

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

**Syntax**

The syntax for the *create footprint* statement is

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

**Description**

The *create footprint* command creates a set of Resource Requests which can be reused. 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.

**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:

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

Output

This statement returns a confirmation of a successful operation.  

Output
create group

Purpose

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

Syntax

Syntax  The syntax for the create group statement is

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

WITHITEM:

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

Description

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.

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

Output

Output  This statement returns a confirmation of a successful operation.
create interval

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

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

The intervals are the core of the Time Scheduling. They can 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 (∞), 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 is. The duration can also have a length ∞. 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 6.2.
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-
create interval | User Commands

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
User Commands

create interval

have the unit “week”), the beginning of the period is used as the synchronisation time. If this is not possible either (period = ∞), 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**

*Output* This statement returns a confirmation of a successful operation.
create job definition

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

The syntax for the create job definition statement is

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

```
WITHITEM:
  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 >
  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
```
User Commands

create job definition

| 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 ] [ < export = parametername | export = none > ]

JOB_REQUIRED:
JRQ_ITEM { JRQ_ITEM}

REQUIREMENT:
JRD_ITEM { JRD_ITEM}

JCD_ITEM:
alias = <none | aliasname >
< enable | disable >
folderpath . jobname
ignore dependency = none
ignore dependency = ( dependencyname [, dependencyname ] )
< childsuspend | suspend | nosuspend >
merge mode = <nomerge | merge local | merge global | failure >
nicevalue = <none | signed_integer >
create job definition

User Commands

| priority = < none | signed_integer > |
| < noset | 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:

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 = JRQ_UNRESOLVED

JRD_ITEM:

amount = integer
| expired = < none | signed_period >
| < nokeep | keep | keep final >
| condition = < none | string >
| lockmode = LOCKMODE
| nosticky
| resourcepath
| state = none
| state = ( statename { , statename} )
| state mapping = < none | rsmname >
**User Commands**

```
create job definition
```

```
<table>
<thead>
<tr>
<th>sticky</th>
</tr>
</thead>
<tbody>
<tr>
<td>( &lt; identifier</td>
</tr>
</tbody>
</table>
```

```
JP_AGGFUNCTION:

| avg |
| count |
| max |
| min |
| sum |
```

```
JRQ_REQ_STATE:

| statename | < condition = string | condition = none |
```

```
JRQ_UNRESOLVED:

| defer |
| defer ignore |
| error |
| ignore |
| suspend |
```

```
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.

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 by 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:

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

**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:

<table>
<thead>
<tr>
<th>suspend clause</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>suspend</td>
<td>The child is suspended regardless of the value of the suspend flag specified in the Child Scheduling Entities.</td>
</tr>
<tr>
<td>nosuspend</td>
<td>The child is not suspended regardless of the value of the suspend flag specified in the Child Scheduling Entities Definition.</td>
</tr>
<tr>
<td>childsuspend</td>
<td>The child is suspended if the suspended flag has been set in the Child Scheduling Entity.</td>
</tr>
</tbody>
</table>

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:

<table>
<thead>
<tr>
<th>dynamic clause</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>static</td>
<td>The child is automatically submitted with the parent.</td>
</tr>
<tr>
<td>dynamic</td>
<td>The child is not automatically submitted with the parent.</td>
</tr>
</tbody>
</table>
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.

<table>
<thead>
<tr>
<th>dependency mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>all</td>
<td>The Submitted Entity exits the Dependency Wait State after all the dependencies have been fulfilled.</td>
</tr>
<tr>
<td>any</td>
<td>The Submitted Entity exits the Dependency Wait State after at least one dependency has been fulfilled.</td>
</tr>
</tbody>
</table>

**environment** Each job has to define which environment is needed to execute the job.
The job can only be executed by jobservers 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 jobservers 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.
**User Commands**

**create job definition**

**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 125.

**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 95.

**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:

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>JOBID</td>
<td>Submitted entity id for the job</td>
</tr>
<tr>
<td>MASTERID</td>
<td>Submitted entity id for the Master Job or Batch</td>
</tr>
<tr>
<td>KEY</td>
<td>&quot;Password&quot; of the job for connecting to the scheduling system as a job with &quot;JOBID&quot;</td>
</tr>
<tr>
<td>PID</td>
<td>The operating system process id of the job. This parameter is only set for Kill programs.</td>
</tr>
<tr>
<td>LOGFILE</td>
<td>Name of the log file (stdout)</td>
</tr>
<tr>
<td>ERRORLOG</td>
<td>Name of the error log file (stderr)</td>
</tr>
<tr>
<td>SDMSSHOST</td>
<td>Host name of the scheduling server</td>
</tr>
<tr>
<td>SDMSPORT</td>
<td>Listen port of the scheduling server</td>
</tr>
<tr>
<td>JOBNAME</td>
<td>Name of the job</td>
</tr>
<tr>
<td>JOBTAG</td>
<td>Child tag for the job is given if the job is being dynamically submitted</td>
</tr>
<tr>
<td>TRIGGERNAME</td>
<td>Name of the trigger</td>
</tr>
<tr>
<td>TRIGGERTYPE</td>
<td>Type of trigger (JOB_DEFINITION or NAMED_Resource)</td>
</tr>
<tr>
<td>TRIGGERBASE</td>
<td>Name of the triggering object that activates the trigger</td>
</tr>
<tr>
<td>TRIGGERBASEID</td>
<td>ID of the triggering Object Definition that activates the trigger</td>
</tr>
<tr>
<td>TRIGGERBASEJOBID</td>
<td>ID of the triggering object that activates the trigger</td>
</tr>
<tr>
<td>TRIGGERORIGIN</td>
<td>Name of the triggering object that defines the trigger</td>
</tr>
<tr>
<td>TRIGGERORIGINID</td>
<td>ID of the triggering Object Definition that defines the trigger</td>
</tr>
<tr>
<td>TRIGGERORIGINJOBID</td>
<td>ID of the triggering object that defines the trigger</td>
</tr>
<tr>
<td>TRIGGERREASON</td>
<td>Name of the triggering object that directly or indirectly activates the trigger</td>
</tr>
<tr>
<td>TRIGGERREASONID</td>
<td>ID of the triggering Object Definition that directly or indirectly activates the trigger</td>
</tr>
<tr>
<td>TRIGGERREASONJOBID</td>
<td>ID of the triggering object that directly or indirectly activates the trigger</td>
</tr>
</tbody>
</table>

Continued on next page
### Table 6.1.: 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 143.

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 jobserver executing the job
5. The address space of the parent scopes of the jobserver executing the job, from bottom to top

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRIGGERSEQNO</td>
<td>Number of times the trigger was activated</td>
</tr>
<tr>
<td>TRIGGEROLDSTATE</td>
<td>The old state of the object caused by the trigger for Resource Trigger</td>
</tr>
<tr>
<td>TRIGGERNEWSTATE</td>
<td>(New) status of the object that causes the trigger to be activated</td>
</tr>
<tr>
<td>SUBMITTIME</td>
<td>Submit time</td>
</tr>
<tr>
<td>STARTTIME</td>
<td>Start time</td>
</tr>
<tr>
<td>EXPRUNTIME</td>
<td>Expected runtime</td>
</tr>
<tr>
<td>JOBSTATE</td>
<td>Exit State of the job</td>
</tr>
<tr>
<td>MERGEDSTATE</td>
<td>Merged Exit State of the job</td>
</tr>
<tr>
<td>PARENTID</td>
<td>ID of the Parent Job (submission tree)</td>
</tr>
<tr>
<td>STATE</td>
<td>Current state of the job (Running, Finished, etc.)</td>
</tr>
<tr>
<td>ISRESTARTABLE</td>
<td>Is the job restartable? 1 = yes, 0 = no</td>
</tr>
<tr>
<td>SYNCTIME</td>
<td>Time of the transition to Synchronize Wait</td>
</tr>
<tr>
<td>RESOURCETIME</td>
<td>Time of the transition to Resource Wait</td>
</tr>
<tr>
<td>RUNNABLETIME</td>
<td>Time of the transition to Runnable</td>
</tr>
<tr>
<td>FINISHTIME</td>
<td>Finish time</td>
</tr>
<tr>
<td>SYSDATE</td>
<td>Current date</td>
</tr>
<tr>
<td>SEID</td>
<td>ID of the job definition</td>
</tr>
<tr>
<td>TRIGGERWARNING</td>
<td>Text in the warning that activated this trigger</td>
</tr>
<tr>
<td>LAST_WARNING</td>
<td>Text in the last issued warning. If no current warning is present, this parameter is empty.</td>
</tr>
<tr>
<td>RERUNSEQ</td>
<td>The number of reruns until now</td>
</tr>
<tr>
<td>SCOPENAME</td>
<td>Name of the scope (jobserver) in which the job is running or last ran</td>
</tr>
</tbody>
</table>
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 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
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 96.

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.

<table>
<thead>
<tr>
<th>dependency mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>all_final</td>
<td>The required job and all its children must have reached a Final State.</td>
</tr>
<tr>
<td>job_final</td>
<td>Only the required job itself has to reach a Final State, the state of the children is irrelevant.</td>
</tr>
</tbody>
</table>

**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 143. 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.
User Commands

- **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:

<table>
<thead>
<tr>
<th>unresolved</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>error</td>
<td>The submit operation fails with an error message.</td>
</tr>
<tr>
<td>ignore</td>
<td>The dependency is tacitly ignored.</td>
</tr>
<tr>
<td>suspend</td>
<td>The dependency is ignored, but the dependent Submitted Entity is placed in a ‘suspended’ state and requires a user action to continue.</td>
</tr>
<tr>
<td>defer</td>
<td>This option promises that the predecessor will be dynamically submitted later.</td>
</tr>
<tr>
<td>defer ignore</td>
<td>This option expects that the predecessor will be dynamically submitted later. If this doesn’t happen, the dependency will be ignored.</td>
</tr>
</tbody>
</table>

**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 125.

**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 64) 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:

<table>
<thead>
<tr>
<th>Name</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>Exclusive lock</td>
</tr>
<tr>
<td>S</td>
<td>Shared lock</td>
</tr>
<tr>
<td>SX</td>
<td>Shared exclusive lock</td>
</tr>
<tr>
<td>SC</td>
<td>Shared compatible lock</td>
</tr>
<tr>
<td>N</td>
<td>Nolock</td>
</tr>
</tbody>
</table>

The important aspect here is the compatibility matrix:

<table>
<thead>
<tr>
<th></th>
<th>X</th>
<th>S</th>
<th>SX</th>
<th>SC</th>
<th>N</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>Y</td>
</tr>
<tr>
<td>S</td>
<td>N</td>
<td>Y</td>
<td>N</td>
<td>N</td>
<td>Y</td>
</tr>
<tr>
<td>SX</td>
<td>N</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>SC</td>
<td>N</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>N</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
</tbody>
</table>

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 134.

**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:

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

**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 valued 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 jobserver uses the PATH environment variable when searching for the executable file is a characteristic of the jobserver.

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 jobserver. 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.
User Commands  

create job definition

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.

Syntax

The syntax for the create named resource statement is

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

WITHITEM:

```
  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 ]
```
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:

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

Table 6.2.: 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:
create named resource  User Commands

<table>
<thead>
<tr>
<th>Usage</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>category</td>
<td>Categories behave like folders and can be used to arrange the Named Resources in a clearly organised hierarchy.</td>
</tr>
<tr>
<td>static</td>
<td>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.</td>
</tr>
<tr>
<td>system</td>
<td>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.</td>
</tr>
<tr>
<td>synchronizing</td>
<td>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.).</td>
</tr>
<tr>
<td>pool</td>
<td>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.</td>
</tr>
</tbody>
</table>

Table 6.3.: 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.
**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.

**Syntax**

The syntax for the `create resource` statement is

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

WITHITEM:
  amount = < infinite | integer >
  | < online | offline >
  | parameter = none
  | parameter = ( PARAMETER {, PARAMETER} )
  | requestable amount = < infinite | integer >
  | state = statename
  | touch [ = datetime ]
  | 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.

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 \( B \ast M^0 \), \( B \ast M^1 \) and \( B \ast M^2 \). 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

\[
\text{ceil}(\text{Requirement} \ast \text{Factor})
\]

**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 “RESSOURCEREFERENCE”.

These system variables are:

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STATE</td>
<td>The Resource State of a &quot;synchronizing&quot; resource with a state model</td>
</tr>
</tbody>
</table>

Continued on next page
User Commands create resource

Continued from previous page

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AMOUNT</td>
<td>The total amount of available resources</td>
</tr>
<tr>
<td>FREE_AMOUNT</td>
<td>The total amount of available free resources</td>
</tr>
<tr>
<td>REQUESTABLE_AMOUNT</td>
<td>The maximum amount that can be allocated by a job</td>
</tr>
<tr>
<td>REQUESTED_AMOUNT</td>
<td>The amount requested by the job</td>
</tr>
<tr>
<td>TIMESTAMP</td>
<td>The touch timestamp of a “synchronizing” resource with a state model</td>
</tr>
</tbody>
</table>

Table 6.4.: 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.

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.

Syntax

The syntax for the `create resource state definition` statement is

```
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. 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.

Example

A number of names for Resource States are defined in these examples.

```
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

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

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

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

This statement returns a confirmation of a successful operation.

Example

The example shows a mapping that propagates the state of the resource to the next "PHASE" each time the mapping is applied. Also PHASE1 → PHASE2 → PHASE3 → PHASE1 → ...

```
create or alter resource state mapping 'PHASE_MODEL'
with map = {
  'SUCCESS' maps 'PHASE1' to 'PHASE2',
  'SUCCESS' maps 'PHASE2' to 'PHASE3',
  'SUCCESS' maps 'PHASE3' to 'PHASE1'
};
```
create resource state profile

Purpose

The purpose of the create resource state profile statement is to create a set of valid resource states.

Syntax

The syntax for the create resource state profile statement is

```plaintext
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.

**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.

Example

In this example, the Exit State is to become invalid if it is empty.

```plaintext
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.
create scheduled event

Purpose

The purpose of the create scheduled event is to define a connection between a schedule and an event.

Syntax

The syntax for the create scheduled event statement is

```sql
create [ or alter | scheduled event ] schedulepath . eventname [ with
WITHITEM {, WITHITEM} ]
```

WITHITEM:

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

Description

Scheduled Events represent a link between events (what is to be done) and schedules (when should it be done).

**backlog 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:

<table>
<thead>
<tr>
<th>Action</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>last</td>
<td>Only the last event is triggered</td>
</tr>
<tr>
<td>all</td>
<td>All the events that happened in the meantime are triggered</td>
</tr>
<tr>
<td>none</td>
<td>None of the events that happened in the meantime are triggered</td>
</tr>
</tbody>
</table>

**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.
User Commands

create scope

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 | jobserver 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
```
create scope  

User Commands

<table>
<thead>
<tr>
<th>submit</th>
</tr>
</thead>
<tbody>
<tr>
<td>use</td>
</tr>
<tr>
<td>view</td>
</tr>
</tbody>
</table>

PARAMETERITEM:

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

PARAMETERSPEC:

- parametername = < string | number >

Description

The `create scope` command is used to define a scope or jobserver and its properties.

**Config**  The config option allows a jobserver 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 jobservers created below this level provided that the parameters at the lower level are not overwritten. When the jobserver logs onto the scheduling server, the server is given the list with the configuration parameters.

**Enable**  The enable option allows the jobserver 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 jobserver 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 jobserver 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 jobservers can be used to specify information about a job’s runtime environment.
User Commands  create scope

A Dynamic Parameter is fulfilled after the jobserver has logged on from within its own process environment. If the process environment of a jobserver is changed, attention has to be paid to this Dynamic Variable because otherwise race conditions can easily arise.

**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.

**Password**  The password option is used to set the password for the jobserver. 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.

Syntax

The syntax for the create trigger statement is

```
create [ or alter ] trigger triggername on CT_OBJECT [ < noinverse | inverse > ]
with WITHITEM {, WITHITEM}
```

CT_OBJECT:

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

WITHITEM:

```
< active | inactive >
| check = period
| condition = < none | string >
| < nowarn | warn >
| event = ( CT_EVENT {, CT_EVENT} )
| group event
| limit state = < none | statename >
| main none
| main folderpath
| < nomaster | master >
| parent none
| parent folderpath
| rerun
| < noresume | resume in period | resume at datetime >
| single event
| state = none
| state = ( < statename {, statename} |
| CT_RSCSTATUSITEM {, CT_RSCSTATUSITEM} > )
| submit after folderpath
```
User Commands

create trigger

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:
after final
| before final
| finish child
| immediate local
| immediate merge
| until final
| until finished
| warning

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 valuated 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. This 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.regexp.

**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:
User Commands

• + (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:

• \texttt{abs(expression)} – the absolute value of the expression is returned
• \texttt{int(expression)} – the integer value of the expression is returned
• \texttt{lowercase(expression)} – the result of the expression is converted to lowercase and returned
• \texttt{round(expression)} – the expression is rounded and returned
• \texttt{str(expression)} – the expression is returned as a character string
create trigger

- \texttt{\textbf{substr}(source, from \[, until \)}) – returns part of the character string source beginning at the position \texttt{from} up to the end of the string or, if \texttt{until} is specified, up to the position \texttt{until}

- \texttt{\textbf{str}(expression)} – the expression is returned without a space at the end

- \texttt{\textbf{uppercase}(expression)} – the result of the expression is converted to uppercase and returned

Functions can be nested in one another without any restrictions.

\textbf{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 \texttt{WARNING} or \texttt{FAILURE} after it has already processed some rows ($\texttt{NUM\_ROWS} > 0$).

\begin{verbatim}
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 = '$\texttt{NUM\_ROWS} > 0$';
\end{verbatim}

The second example shows an environment that requires the value of the resource variable \texttt{AVAILABLE} to begin with a \texttt{T} (such as \texttt{TRUE}, \texttt{True}, \texttt{true} or \texttt{Tricky}).

\begin{verbatim}
CREATE ENVIRONMENT SERVER@LOCALHOST
 WITH RESOURCE = (
    RESOURCE.EXAMPLES.STATIC.NODE.LOCALHOST
     CONDITION = '$\texttt{RESOURCE.AVAILABLE} =~ \texttt{[tT].*}'
     RESOURCE.EXAMPLES.STATIC.USER.SERVER
 )
\end{verbatim}

The third example shows the same as the second one, except that here the parameter name is defined as being mixed case.

\begin{verbatim}
CREATE ENVIRONMENT SERVER@LOCALHOST
 WITH RESOURCE = (
    RESOURCE.EXAMPLES.STATIC.NODE.LOCALHOST
     CONDITION = '${\texttt{RESOURCE.Available}} =~ \texttt{[tT].*}'
     RESOURCE.EXAMPLES.STATIC.USER.SERVER
 )
\end{verbatim}
**User Commands**

create trigger

**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 main option is only relevant for Object Monitor Triggers. If the main option is specified, the specified job or batch is submitted when the trigger fires. The actual trigger job must be defined as a child of the main job, unless the parent option is specified. For each Object Instance that has been changed according to the trigger specification (newly created, modified or deleted), an instance of the trigger job is added as a child of the main job. If the master option isn’t specified, the main job must be defined as a (dynamic) child of the Watcher job. If the master option is used, the main job must be master submitable.

**master**  The main option is only relevant for Object Monitor Triggers. If the main option is specified, the specified job or batch is submitted when the trigger fires. The actual trigger job must be defined as a child of the main job, unless the parent option is specified. For each Object Instance that has been changed according to the trigger specification (newly created, modified or deleted), an instance of the trigger job is added as a child of the main job. If the master option isn’t specified, the main job must be defined as a (dynamic) child of the Watcher job. If the master option is used, the main job must be master submitable.

**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.
User Commands

create trigger

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type</td>
<td>Check time</td>
</tr>
<tr>
<td>after final</td>
<td>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.</td>
</tr>
<tr>
<td>before final</td>
<td>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.</td>
</tr>
<tr>
<td>finish child</td>
<td>A finish child trigger checks whether it is to be activated every time when a direct or indirect child finishes.</td>
</tr>
<tr>
<td>immediate local</td>
<td>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.</td>
</tr>
<tr>
<td>immediate merge</td>
<td>The immediate merge trigger checks whether it has to be activated as soon as the Merged Exit State changes.</td>
</tr>
<tr>
<td>until final</td>
<td>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.</td>
</tr>
</tbody>
</table>

Continues on next page
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.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>until finished</td>
<td>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.</td>
</tr>
</tbody>
</table>

Table 6.5.: Description of the different types of triggers

**Output**

This statement returns a confirmation of a successful operation.
**create user**

**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**

The syntax for the `create user` statement is

```plaintext
create [ or alter ] user username
with WITHITEM {, WITHITEM}

WITHITEM:

- connect type = < plain | ssl | ssl authenticated >
- default group = groupname
- < enable | disable >
- equivalent = none
- equivalent = ( < username | serverpath > {, < username | serverpath >})
- group = ( groupname {, groupname} )
- password = string
- rawpassword = string [ salt = string ]
```

**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.

**connect type**  The connect type clause specifies which kind of connection must be used by the user to connect to the server.

<table>
<thead>
<tr>
<th>Value</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>plain</td>
<td>Every kind of connection is permitted</td>
</tr>
<tr>
<td>ssl</td>
<td>Only SSL connections are permitted</td>
</tr>
<tr>
<td>ssl authenticated</td>
<td>Only SSL connections with client authentication are permitted</td>
</tr>
</tbody>
</table>

**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.
7. deregister commands
User Commands  
deregister

**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 250.

**Syntax**

*Syntax*  
The syntax for the *deregister* statement is

\[
\text{deregister serverpath . servername}
\]

**Description**

*Description*  
The *deregister* statement is used to notify the server about a more or less permanent failure of a jobserver. This message prompts different server actions. Firstly, all the running jobs on the jobserver (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 jobserver is then removed from the list of jobprocessors that are able to process jobs so that this jobserver 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 jobprocessors again by re-registering it (refer to the *register* statement on page 250).

**Output**

*Output*  
This statement returns a confirmation of a successful operation.
8. disconnect commands
**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.
9. 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:
  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
  parameter parametername of PARAM_LOC
  resource state definition statename
  resource state mapping mappingname
  resource state profile profilename
  scheduled event schedulepath . eventname
  schedule schedulepath
  resource resourcepath in serverpath
  < scope serverpath | jobserver serverpath >
  triggertriggername on TRIGGEROBJECT [ < noinverse | inverse > ]
  user username
```

PARAM_LOC:

```
  folder folderpath
```
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.

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.

Syntax

The syntax for the `drop environment` statement is

```
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.

Output

This statement returns a confirmation of a successful operation.
**drop event**

**Purpose**

The purpose of the *drop event* statement is to remove the specified event.

**Syntax**

The syntax for the *drop event* statement is

```
drop [existing] event eventname
```

**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**

This statement returns a confirmation of a successful operation.
User Commands

drop exit state definition

drop exit state definition

Purpose

Purpose The purpose of the drop exit state definition statement is to remove the specified exit state definition.

Syntax

Syntax The syntax for the drop exit state definition statement is

\[ \text{drop} \ [ \text{existing} \] \ \text{exit state definition} \ \text{statename} \]

Description

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.

Output

Output This statement returns a confirmation of a successful operation.
drop exit state mapping

Purpose

The purpose of the *drop exist state mapping* statement is to remove the specified mapping.

Syntax

The syntax for the *drop exit state mapping* statement is

```plaintext
drop [ existing ] exit state mapping mappingname
```

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

This statement returns a confirmation of a successful operation.
User Commands: drop exit state profile

**drop exit state profile**

**Purpose**

*Purpose*  The purpose of the *drop exit state profile* statement is to remove the specified profile.

**Syntax**

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

```
drop [existing] exit state profile  profilename
```

**Description**

*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.

**Output**

*Output*  This statement returns a confirmation of a successful operation.
drop exit state translation

Purpose

The purpose of the drop exit state translation statement is to remove the specified exit state translation.

Syntax

The syntax for the drop exit state translation statement is

```
drop [existing] exit state translation transname
```

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

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.

Syntax

The syntax for the drop folder statement is

```
drop [existing] FOLDER OR JOB [, FOLDER OR JOB] [ cascade ] [ force ]
```

FOLDER OR JOB:

```
[ < folder folderpath | job definition folderpath > ]
```

Description

The drop folder statement removes folders and their contents from the system. There are two options:

**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.
**drop footprint**

**Purpose**

The purpose of the *drop footprint* statement is to remove the specified footprint.

**Syntax**

The syntax for the *drop footprint* statement is

```
drop [existing] footprint footprintname
```

**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**

This statement returns a confirmation of a successful operation.
User Commands

drop group

drop group

Purpose

Purpose The purpose of the drop group statement is to remove a group from the system.

Syntax

Syntax The syntax for the drop group statement is

\[ \text{drop } \text{existing } | \text{group } \text{groupname} \]

Description

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. 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

Output This statement returns a confirmation of a successful operation.
drop interval

Purpose
The purpose of the drop interval statement is to remove the specified interval.

Syntax
The syntax for the drop interval statement is

\[
\text{drop [ existing ] interval intervalname}
\]

Description
The drop interval statement is used to delete intervals. If the \texttt{existing} keyword is being used, it is not considered to be an error if the specified interval does not exist.

Output
This statement returns a confirmation of a successful operation.
drop job definition

Purpose

Purpose  The purpose of the drop job definition statement is to remove the specified scheduling entity object.

Syntax

Syntax  The syntax for the drop job definition statement is

\[
\text{drop [ existing | job definition } \text{ folderpath . jobname [ force ]}
\]

Description

Description  The drop job definition statement deletes the given job definition. 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

Output  This statement returns a confirmation of a successful operation.
drop named resource

Purpose

The purpose of the drop named resource statement is to delete a class of resources.

Syntax

The syntax for the drop named resource statement is

\[ \text{drop} \ [ \text{existing} \] \text{ named resource} \text{ resourcepath} [ \text{cascade} ] \]

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

This statement returns a confirmation of a successful operation.
User Commands

drop resource

**drop resource**

**Purpose**

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

**Syntax**

*Syntax*  The syntax for the *drop resource* statement is

```
drop [ existing ] RESOURCE_URL [ force ]
```

**Description**

*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.
If the *existing* keyword is being used, it is *not* considered to be an error if the specified resource does not exist.

**Output**

*Output*  This statement returns a confirmation of a successful operation.
**drop resource state definition**

**Purpose**

The purpose of the *drop resource state definition* statement is to remove the definition.

**Syntax**

The syntax for the *drop resource state definition* statement is

```
drop [ existing ] resource state definition statename
```

**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**

This statement returns a confirmation of a successful operation.
User Commands  

**drop resource state mapping**

**Purpose**

*Purpose*  
The purpose of the *drop resource state mapping* statement is to delete the mapping.

**Syntax**

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

\[ \text{drop [existing] resource state mapping mappingname} \]

**Description**

*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.

**Output**

*Output*  
This statement returns a confirmation of a successful operation.
**drop resource state profile**

**Purpose**

The purpose of the *drop resource state profile* statement is to remove a resource state profile.

**Syntax**

The syntax for the *drop resource state profile* statement is

\[
\text{drop [existing] resource state profile profilename}
\]

**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**

This statement returns a confirmation of a successful operation.
drop schedule

Purpose

Purpose  The purpose of the drop schedule statement is to remove the specified schedule.

Syntax

Syntax  The syntax for the drop schedule statement is

    drop [ existing ] schedule schedulepath

Description

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. 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

Output  This statement returns a confirmation of a successful operation.
drop scheduled event

Purpose

The purpose of the drop scheduled event is to remove the specified scheduled event.

Syntax

The syntax for the drop scheduled event statement is

\[ \text{drop [existing] scheduled event schedulepath . eventname} \]

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

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.

Syntax

The syntax for the drop scope statement is

\[
\text{drop [existing] < scope serverpath | jobserver serverpath > [ cascade ]}
\]

Description

This statement is synonymous to the drop jobserver statement. The cascade option deletes the scope together with its contents.

Output

This statement returns a confirmation of a successful operation.
drop trigger

Purpose

The purpose of the drop trigger statement is to remove the specified trigger.

Syntax

The syntax for the drop trigger statement is

```
drop [ existing | trigger triggername on TRIGGEROBJECT [ < noinverse | inverse > ]
```

TRIGGEROBJECT:

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

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

This statement returns a confirmation of a successful operation.
User Commands  
drop user

drop user

Purpose

Purpose  The purpose of the drop user statement is to remove the user from the system.

Syntax

Syntax  The syntax for the drop user statement is

    drop [existing] user username

Description

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.

Output

Output  This statement returns a confirmation of a successful operation.
10. finish commands
User 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 jobserver 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.
11. 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

\[
\text{get parameter parametername [ < strict | warn | liberal > ]}
\]

\[
\text{get parameter of jobid parametername [ < strict | warn | liberal > ]}
\]

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:

<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>strict</td>
<td>The server returns an error if the requested parameter is not explicitly declared in the job definition.</td>
</tr>
<tr>
<td>warn</td>
<td>A message is written to the server’s log file when an attempt is made to determine the value of an undeclared parameter.</td>
</tr>
<tr>
<td>liberal</td>
<td>An attempt to query an undeclared parameter is tacitly allowed. The default behaviour depends on the configuration of the server.</td>
</tr>
</tbody>
</table>

Output

Output  This statement returns an output structure of type record.

Output Description  The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VALUE</td>
<td>Value of the requested parameter</td>
</tr>
</tbody>
</table>

Table 11.1.: 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.

Syntax

The syntax for the *get submittag* statement is

```
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. 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 Description

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VALUE</td>
<td>The requested Submit Tag</td>
</tr>
</tbody>
</table>

Table 11.2.: Description of the output structure of the get submittag statement
12. 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.
13. link commands
User Commands

link resource

Purpose

Purpose  The purpose of the link resource statement is to create a reference to a resource of another scope.

Syntax

Syntax  The syntax for the link resource statement is

    link resource resourcepath in serverpath to < scope serverpath > | jobserver 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.
14. list commands
**User 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} ]
```

**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 an output structure of type table.
**Output Description** The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>SE_NAME</td>
<td>Name of the Scheduling Entity</td>
</tr>
<tr>
<td>SE_TYPE</td>
<td>Type of the Scheduling Entity (job or batch)</td>
</tr>
<tr>
<td>SE_ID</td>
<td>Id of the Scheduling Entity</td>
</tr>
<tr>
<td>SE_OWNER</td>
<td>Owner of the Scheduling Entity</td>
</tr>
<tr>
<td>SE_PRIVS</td>
<td>Privileges for the Scheduling Entity</td>
</tr>
<tr>
<td>SCE_NAME</td>
<td>Name of the schedule</td>
</tr>
<tr>
<td>SCE_ACTIVE</td>
<td>Flag that indicates if the schedule is active</td>
</tr>
<tr>
<td>EVT_NAME</td>
<td>Name of the event</td>
</tr>
<tr>
<td>STARTTIME</td>
<td>Start time</td>
</tr>
<tr>
<td>EXPECTED_FINAL_TIME</td>
<td>Expected date and time the job or batch will reach a final state</td>
</tr>
<tr>
<td>TIME_ZONE</td>
<td>The used time zone for date and time display</td>
</tr>
</tbody>
</table>

Table 14.1.: Description of the output structure of the list calendar statement
User Commands

**list dependency definition**

**Purpose**

*Purpose* The purpose of the *list dependency definition* statement is to get a list of all dependencies of a job definition.

**Syntax**

*Syntax* The syntax for the *list dependency definition* statement is

```
list dependency definition folderpath
```

**Description**

*Description* The *list dependency definition* statement gives you a list of all the dependencies of a job definition.

**Output**

*Output* This statement returns an output structure of type table.

**Output Description** The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>SE_DEPENDENT_PATH</td>
<td>The folder containing the dependent Scheduling Entity</td>
</tr>
<tr>
<td>DEPENDENT_NAME</td>
<td>The name of the dependent Scheduling Entity</td>
</tr>
<tr>
<td>SE_REQUIRED_PATH</td>
<td>The folder containing the required Scheduling Entity</td>
</tr>
<tr>
<td>REQUIRED_NAME</td>
<td>The name of the required Scheduling Entity</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>UNRESOLVED_HANDLING</td>
<td>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.</td>
</tr>
<tr>
<td>MODE</td>
<td>The Dependency Mode states the context in which the list of dependencies has to be viewed. The following options are available: ALL and ANY.</td>
</tr>
</tbody>
</table>

*Continued on next page*
### Table 14.2.: Description of the output structure of the list dependency definition statement

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STATE_SELECTION</td>
<td>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.</td>
</tr>
<tr>
<td>ALL_FINALS</td>
<td>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).</td>
</tr>
<tr>
<td>CONDITION</td>
<td>The condition that has to be fulfilled is entered in the Condition field.</td>
</tr>
<tr>
<td>STATES</td>
<td>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.</td>
</tr>
</tbody>
</table>
**list dependency hierarchy**

**Purpose**

*Purpose*  
The purpose of the *list dependency hierarchy* statement is to get a list of all dependencies of a submitted entity.

**Syntax**

*Syntax*  
The syntax for the *list dependency hierarchy* statement is

```
list dependency hierarchy jobid [ with EXPAND ]
```

**Description**

*Description*  
The *list dependency hierarchy* statement gives you a list of all the dependencies of a Submitted Dependency.

*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**

*Output*  
This statement returns an output structure of type table.

**Output Description**  
The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The Id of the Dependency Instance</td>
</tr>
<tr>
<td>DD_ID</td>
<td>The Id of the Dependency Definition</td>
</tr>
<tr>
<td>DEPENDENT_ID</td>
<td>This is the Id of the dependent job.</td>
</tr>
<tr>
<td>DEPENDENT_NAME</td>
<td>This is the fully qualified name of the dependent job.</td>
</tr>
<tr>
<td>REQUIRED_ID</td>
<td>This is the Id of the required job.</td>
</tr>
</tbody>
</table>

*Continued on next page*
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<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>REQUIRED_NAME</td>
<td>This is the fully qualified name of the required job.</td>
</tr>
<tr>
<td>DEP_STATE</td>
<td>This is the current state of the dependency relationship. The following variants are used: Open, Fulfilled and Filed.</td>
</tr>
<tr>
<td>DEPENDENCY_PATH</td>
<td>This is a ‘;’-separated list of job hierarchies (parent-child relationships). Each job hierarchy is a list of path names separated by a colon (‘;’).</td>
</tr>
<tr>
<td>SE_DEPENDENT_ID</td>
<td>The Id of the dependent Scheduling Entity</td>
</tr>
<tr>
<td>SE_DEPENDENT_NAME</td>
<td>The fully qualified name of the dependent Scheduling Entity</td>
</tr>
<tr>
<td>SE_REQUIRED_ID</td>
<td>The Id of the required Scheduling Entity</td>
</tr>
<tr>
<td>SE_REQUIRED_NAME</td>
<td>The fully qualified name of the required Scheduling Entity</td>
</tr>
<tr>
<td>DD_NAME</td>
<td>Name of the Dependency Definition</td>
</tr>
<tr>
<td>UNRESOLVED_HANDLING</td>
<td>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.</td>
</tr>
<tr>
<td>MODE</td>
<td>States the currently used Dependency Mode (ALL_FINAL or JOB_FINAL).</td>
</tr>
<tr>
<td>STATE_SELECTION</td>
<td>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.</td>
</tr>
<tr>
<td>MASTER_ID</td>
<td>This is the Id of the Master Job that was submitted in order to create this runtime object.</td>
</tr>
<tr>
<td>SE_TYPE</td>
<td>This is the Scheduling Entity type (job, batch or milestone).</td>
</tr>
<tr>
<td>PARENT_ID</td>
<td>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.</td>
</tr>
<tr>
<td>PARENT_NAME</td>
<td>This is the fully qualified name of the parent runtime object that submitted the current job.</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
</tbody>
</table>

Continued on next page
### User Commands

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SCOPE</td>
<td>This is the fully qualified name of the Jobserver on which the job was started. If the job has not yet been started, ‘null’ is displayed here.</td>
</tr>
<tr>
<td>EXIT_CODE</td>
<td>The Exit Code is the exit value that the Run program had when the process finished.</td>
</tr>
<tr>
<td>PID</td>
<td>This is the process Id of the Job Executor.</td>
</tr>
<tr>
<td>EXTPID</td>
<td>This is the Id of the process that is being executed.</td>
</tr>
<tr>
<td>JOB_STATE</td>
<td>The current Job State</td>
</tr>
<tr>
<td>JOB_ESD</td>
<td>This is the job’s Exit State. If the job has not yet finished, ‘null’ is displayed here.</td>
</tr>
<tr>
<td>FINAL_ESD</td>
<td>This is the Merged Exit State.</td>
</tr>
<tr>
<td>JOB_IS_FINAL</td>
<td>Specifies whether the job is Final (True) or not (False)</td>
</tr>
<tr>
<td>CNT_REQUIRED</td>
<td>The number of jobs that are dependent on the current job if its status is dependency_wait</td>
</tr>
<tr>
<td>CNT_RESTARTABLE</td>
<td>The number of children in a Restartable state</td>
</tr>
<tr>
<td>CNT_SUBMITTED</td>
<td>The number of children in a Submitted state</td>
</tr>
<tr>
<td>CNT_DEPENDENCY_WAIT</td>
<td>The number of children in a Dependency_Wait state</td>
</tr>
<tr>
<td>CNT_RESOURCE_WAIT</td>
<td>The number of children in a Resource_Wait state</td>
</tr>
<tr>
<td>CNT_RUNNABLE</td>
<td>The number of children in a Runnable state</td>
</tr>
<tr>
<td>CNT_STARTING</td>
<td>The number of children in a Starting state</td>
</tr>
<tr>
<td>CNT_STARTED</td>
<td>The number of children in a Started state</td>
</tr>
<tr>
<td>CNT_RUNNING</td>
<td>The number of children in a Running state</td>
</tr>
<tr>
<td>CNT_TO_KILL</td>
<td>The number of children in a To_Kill state</td>
</tr>
<tr>
<td>CNT_KILLED</td>
<td>The number of children in a Killed state</td>
</tr>
<tr>
<td>CNT_CANCELLED</td>
<td>The number of children in a Cancelled state</td>
</tr>
<tr>
<td>CNT_FINAL</td>
<td>The number of children in a Final state</td>
</tr>
<tr>
<td>CNT_BROKEN_ACTIVE</td>
<td>The number of children in a Broken_Active state</td>
</tr>
<tr>
<td>CNT_BROKEN_FINISHED</td>
<td>The number of children in a Broken_Finished state</td>
</tr>
<tr>
<td>CNT_ERROR</td>
<td>The number of children in an Error state</td>
</tr>
<tr>
<td>CNT_SYNCHRONIZE_WAIT</td>
<td>The number of children in a Synchronize_Wait state</td>
</tr>
<tr>
<td>CNT_FINISHED</td>
<td>The number of children in a Finished state</td>
</tr>
<tr>
<td>SUBMIT_TS</td>
<td>The time when the job was submitted</td>
</tr>
</tbody>
</table>

*Continued on next page*
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYNC_TS</td>
<td>The time when the job switched to the state synchronize_wait</td>
</tr>
<tr>
<td>RESOURCE_TS</td>
<td>The time when the job switched to the state Resource_wait</td>
</tr>
<tr>
<td>RUNNABLE_TS</td>
<td>The time when the job reached the state Runnable</td>
</tr>
<tr>
<td>START_TS</td>
<td>The time when the job was reported by the job-server as having been started</td>
</tr>
<tr>
<td>FINISH_TS</td>
<td>The time when the job reached the state Finished</td>
</tr>
<tr>
<td>FINAL_TS</td>
<td>The time when the job reached the state Final</td>
</tr>
<tr>
<td>ERROR_MSG</td>
<td>The error message that was displayed on reaching the state Error</td>
</tr>
<tr>
<td>DEPENDENT_ID_ORIG</td>
<td>The Id of the object that defined the dependency</td>
</tr>
<tr>
<td>DEPENDENCY_OPERATION</td>
<td>The Dependency Operation defines whether all the dependencies (All) or just one single dependency have to be fulfilled.</td>
</tr>
<tr>
<td>CHILD_TAG</td>
<td>Marker for differentiating between multiple dynamically submitted children</td>
</tr>
<tr>
<td>CHILDREN</td>
<td>The number of the children of the job</td>
</tr>
<tr>
<td>REQUIRED</td>
<td>The number of dependent jobs</td>
</tr>
<tr>
<td>DD_STATES</td>
<td>A comma-separated list of the required Exit States</td>
</tr>
<tr>
<td>IS_SUSPENDED</td>
<td>This field defines whether the job is suspended (True) or not (False).</td>
</tr>
<tr>
<td>PARENT_SUSPENDED</td>
<td>This field defines whether the job is suspended (True) or not (False) through one of its parents.</td>
</tr>
<tr>
<td>CNT_UNREACHABLE</td>
<td>The number of children whose dependencies cannot be fulfilled</td>
</tr>
<tr>
<td>DEPENDENT_PATH_ORIG</td>
<td>The fully qualified name of the object that defined the dependency</td>
</tr>
<tr>
<td>IGNORE</td>
<td>Ignore indicates whether this dependency is ignored (True) or not (False)</td>
</tr>
</tbody>
</table>

Table 14.3.: Description of the output structure of the list dependency hierarchy statement
list environment

Purpose

Purpose The purpose of the list environment statement is to get a list of defined environments.

Syntax

Syntax The syntax for the list environment statement is

```
list environment
```

Description

Description The list environment statement is used to get a list of defined environments that are visible to the user.

Output

Output This statement returns an output structure of type table.

Output Description The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The name of the environment</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 14.4.: Description of the output structure of the list environment statement
list event

Purpose

The purpose of the list event statement is to get a list of all defined events.

Syntax

The syntax for the list event statement is

```
list event
```

Description

The list event statement creates a list of all the defined events.

Output

This statement returns an output structure of type table.

Output Description

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>SCHEDULING_ENTITY</td>
<td>Batch or job that is submitted when this event occurs</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 14.5.: Description of the output structure of the list event statement
User Commands

**list exit state definition**

**Purpose**

*Purpose*  The purpose of the *list exit state definition* statement is to get a list of all defined exit states.

**Syntax**

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

```
list exit state definition
```

**Description**

*Description*  The *list exit state definition* statement gives you a list of all the Exit States.

**Output**

*Output*  This statement returns an output structure of type table.

**Output Description**  The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 14.6.: Description of the output structure of the list exit state definition statement
list exit state mapping

Purpose

The purpose of the list exit state mapping statement is to get a list of all defined mappings.

Syntax

The syntax for the list exit state mapping statement is

list exit state mapping

Description

The list exit state mapping statement gives you a list of all the defined mappings.

Output

This statement returns an output structure of type table.

Output Description  The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 14.7.: Description of the output structure of the list exit state mapping statement
**list exit state profile**

**Purpose**

*Purpose*  
The purpose of the `list exit state profile` statement is to get a list of all defined exit state profiles.

**Syntax**

*Syntax*  
The syntax for the `list exit state profile` statement is

```
list exit state profile
```

**Description**

*Description*  
The `list exit state profile` statement gives you a list of all the defined Exit State Profiles.

**Output**

*Output*  
This statement returns an output structure of type table.

**Output Description**  
The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>DEFAULT_ESM_NAME</td>
<td>The default Exit State Mapping is active if the job itself does not define something else.</td>
</tr>
<tr>
<td>IS_VALID</td>
<td>Flag displayed showing the validity of this Exit State Profile</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 14.8.: Description of the output structure of the list exit state profile statement
**list exit state translation**

**Purpose**

The purpose of the *list exit state translation* is to get a list of all defined exit state translations.

**Syntax**

The syntax for the *list exit state translation* statement is

```
list exit state translation
```

**Description**

The *list exit state translation* statement gives you a list of all the defined Exit State Translations.

**Output**

This statement returns an output structure of type table.

**Output Description**

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the ob-</td>
</tr>
<tr>
<td></td>
<td>ject</td>
</tr>
</tbody>
</table>

Table 14.9.: Description of the output structure of the list exit state translation statement
User Commands

list folder

**list folder**

**Purpose**

*Purpose*  The purpose of the `list folder` statement is to get a (partial) list of all folders defined in the system.

**Syntax**

*Syntax*  The syntax for the `list folder` statement is

```
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**

*Description*  The `list folder` statement gives you a list for the specified folder with all the direct child folders.

*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 Description The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>TYPE</td>
<td>This states the type of object. The following options are available: Batch, Milestone, Job and Folder.</td>
</tr>
<tr>
<td>RUN_PROGRAM</td>
<td>A command line that starts the script or program can be specified in the Run_Program field.</td>
</tr>
<tr>
<td>RERUN_PROGRAM</td>
<td>The Rerun_Program field specifies the command that is to be executed when repeating the job following an error (rerun).</td>
</tr>
<tr>
<td>KILL_PROGRAM</td>
<td>The Kill_Program field determines which program is to be run to terminate a currently running job.</td>
</tr>
<tr>
<td>WORKDIR</td>
<td>This is the working directory of the current job.</td>
</tr>
<tr>
<td>LOGFILE</td>
<td>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).</td>
</tr>
<tr>
<td>TRUNC_LOG</td>
<td>Defines whether the log file is to be renewed or not</td>
</tr>
<tr>
<td>ERRLOGFILE</td>
<td>The Error Logfile field specifies the file in which all the error outputs from the Run_program are to be returned.</td>
</tr>
<tr>
<td>TRUNC_ERRLOG</td>
<td>Defines whether the Error log file is to be renewed or not</td>
</tr>
<tr>
<td>EXPECTED_RUNTIME</td>
<td>The Expected_Runtime describes the anticipated time that will be required to execute a job.</td>
</tr>
<tr>
<td>EXPECTED_FINALTIME</td>
<td>The Expected_Finaltime describes the anticipated time that will be required to execute a job or batch together with its children.</td>
</tr>
<tr>
<td>GETEXPECTED_RUNTIME</td>
<td>This is a reserved field for future extended functions.</td>
</tr>
</tbody>
</table>

Continued on next page
### Field Description

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PRIORITY</td>
<td>The Priority field indicates the urgency with which the process, if it is to be started, is to be considered by the Scheduling System.</td>
</tr>
<tr>
<td>MIN_PRIORITY</td>
<td>This is the minimum effective priority that can be achieved through natural aging.</td>
</tr>
<tr>
<td>AGING_AMOUNT</td>
<td>The number of time units after which the effective priority is incremented by 1.</td>
</tr>
<tr>
<td>AGING_BASE</td>
<td>The time unit that is used for the aging interval</td>
</tr>
<tr>
<td>SUBMIT_SUSPENDED</td>
<td>Flag that indicates whether the object is to be suspended after the submit</td>
</tr>
<tr>
<td>MASTER_SUBMITTABLE</td>
<td>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.</td>
</tr>
<tr>
<td>SAME_NODE</td>
<td>Obsolete</td>
</tr>
<tr>
<td>GANG_SCHEDULE</td>
<td>Obsolete</td>
</tr>
<tr>
<td>DEPENDENCY_MODE</td>
<td>The Dependency Mode states the context in which the list of dependencies has to be viewed. The following options are available: ALL and ANY.</td>
</tr>
<tr>
<td>ESP_NAME</td>
<td>This is the name of the Exit State Profile.</td>
</tr>
<tr>
<td>ESM_NAME</td>
<td>This is the name of the Exit State Mapping.</td>
</tr>
<tr>
<td>ENV_NAME</td>
<td>This is the name of the environment.</td>
</tr>
<tr>
<td>FP_NAME</td>
<td>This is the name of the footprint.</td>
</tr>
<tr>
<td>SUBFOLDERS</td>
<td>This is the number of folders below the folder.</td>
</tr>
<tr>
<td>ENTITIES</td>
<td>This is the number of jobs and batches below the folder.</td>
</tr>
<tr>
<td>HAS_MSE</td>
<td>The folder contains at least one job that can be executed as a Master Submittable job.</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>IDPATH</td>
<td>Id of the path to the object</td>
</tr>
<tr>
<td>HIT</td>
<td>Line is a search hit Y/N.</td>
</tr>
</tbody>
</table>

Table 14.10.: Description of the output structure of the list folder statement
**list footprint**

**Purpose**

The purpose of the `list footprint` statement is to get a list of all defined footprints.

**Syntax**

The syntax for the `list footprint` statement is

```
list footprint
```

**Description**

The `list footprint` statement gives you a list of all the defined footprints.

**Output**

This statement returns an output structure of type table.

**Output Description**

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 14.11.: Description of the output structure of the list footprint statement
User Commands

**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.

**Output Description**  The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 14.12.: 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.

Syntax

The syntax for the list interval statement is

list interval

Description

The list interval statement gives you a list of all the defined intervals.

Output

This statement returns an output structure of type table.

Output Description

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>STARTTIME</td>
<td>The beginning of the interval. No edges are generated</td>
</tr>
<tr>
<td>ENDTIME</td>
<td>The end of the interval. No edges are generated after</td>
</tr>
<tr>
<td>BASE</td>
<td>The period of the interval</td>
</tr>
<tr>
<td>DURATION</td>
<td>The duration of a block</td>
</tr>
<tr>
<td>SYNCTIME</td>
<td>The time with which the interval is synchronised. The</td>
</tr>
<tr>
<td></td>
<td>first period of the interval starts at this time.</td>
</tr>
<tr>
<td>INVERSE</td>
<td>The definition whether the selection list should be</td>
</tr>
<tr>
<td></td>
<td>regarded as being positive or negative</td>
</tr>
<tr>
<td>EMBEDDED</td>
<td>The interval from which a selection is subsequently made</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 14.13.: Description of the output structure of the list interval statement
User Commands

**list job**

**Purpose**

*Purpose* The purpose of the `list job` statement is to get a list of submitted entities based on the selection criteria specified.

**Syntax**

*Syntax* The syntax for the `list job` statement is

```
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 > RVALUE
| job in (jobid [, jobid])
| jobserver 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])
```
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 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).

The **expr** Function can be used to perform calculations The expression

\[
\text{job.starttime < expr('job.sysdate - job.expruntime * 1.5')}
\]

determines those jobs, that exceeded their expected runtime by more than 50%.

**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.

**JOBSERVER** Only those jobs running on the specified jobserver 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 jobserver.

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

This statement returns an output structure of type table.

Output Description The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>MASTER_ID</td>
<td>This is the Id of the Master Job.</td>
</tr>
<tr>
<td>HIERARCHY_PATH</td>
<td>The Hierarchy Path is the full path of the current entry. The single hierarchy levels are separated by a period.</td>
</tr>
<tr>
<td>SE_TYPE</td>
<td>This is the Scheduling Entity type (job, batch or milestone).</td>
</tr>
<tr>
<td>PARENT_ID</td>
<td>This is the Id of the parent.</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>SCOPE</td>
<td>The scope or jobserver to which the job is allocated</td>
</tr>
<tr>
<td>HTTPHOST</td>
<td>The host name of the scope for accessing log files via HTTP</td>
</tr>
<tr>
<td>HTTPPORT</td>
<td>The HTTP port number of the jobserver for accessing log files via HTTP</td>
</tr>
<tr>
<td>EXIT_CODE</td>
<td>The Exit_Code of the executed process</td>
</tr>
<tr>
<td>PID</td>
<td>The PID is the process identification number of the monitoring jobserver process on the respective host system.</td>
</tr>
<tr>
<td>EXTPID</td>
<td>The EXT_PID is the process identification number of the utility process.</td>
</tr>
<tr>
<td>STATE</td>
<td>The State is the current state of the job.</td>
</tr>
</tbody>
</table>

Continued on next page
**Field** | **Description**
---|---
IS_DISABLED | Indicates whether the submitted entity was submitted disabled
IS_CANCELED | 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 | The number of children in a Restartable state
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_CANCELED | 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_UNREACHABLE | The number of children in a Unreachable state
CNT_WARN | The number of children with a warning
SUBMIT_TS | The time when the job was submitted
RESUME_TS | The time when the job is automatically resumed
SYNC_TS | The time when the job switched to the state synchronize_wait
RESOURCE_TS | The time when the job switched to the state Resource_wait

*Continued on next page*
### Field Description

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RUNNABLE_TS</td>
<td>The time when the job reached the state Runnable</td>
</tr>
<tr>
<td>START_TS</td>
<td>The time when the job was reported by the job-server as having been started</td>
</tr>
<tr>
<td>FINISH_TS</td>
<td>This is the time when the job is finished.</td>
</tr>
<tr>
<td>FINAL_TS</td>
<td>The time when the job reached the state Final</td>
</tr>
<tr>
<td>PRIORITY</td>
<td>The static priority of a job. This is derived from the defined priority and the nice values of the parent(s).</td>
</tr>
<tr>
<td>DYNAMIC_PRIORITY</td>
<td>The Dynamic_Priority of the job. This is the static priority that was corrected dependent on the delay time.</td>
</tr>
<tr>
<td>NICEVALUE</td>
<td>The nice value is the correction of the children’s priority.</td>
</tr>
<tr>
<td>MIN_PRIORITY</td>
<td>This is the minimum value for the dynamic priority.</td>
</tr>
<tr>
<td>AGING_AMOUNT</td>
<td>The Aging_Amount defines after how many time units the dynamic priority of a job is incremented by one point.</td>
</tr>
<tr>
<td>AGING_BASE</td>
<td>The Aging_Base defines the time unit for the Aging Amount.</td>
</tr>
<tr>
<td>ERROR.MSG</td>
<td>The error message describing why the job switched to the error state.</td>
</tr>
<tr>
<td>CHILDREN</td>
<td>The number of children of the job or batch</td>
</tr>
<tr>
<td>HIT</td>
<td>This field indicates whether the job was selected based on filter criteria or not.</td>
</tr>
<tr>
<td>HITPATH</td>
<td>This field indicates that the job is a direct or indirect parent of a selected job.</td>
</tr>
<tr>
<td>SUBMITPATH</td>
<td>This is the list of submitting parents. In contrast to the general parent-child hierarchy, this is always unequivocal.</td>
</tr>
<tr>
<td>IS_SUSPENDED</td>
<td>This field defines whether the job or batch itself is suspended.</td>
</tr>
<tr>
<td>IS_RESTARTABLE</td>
<td>This field defines whether the job is restartable.</td>
</tr>
<tr>
<td>PARENT_SUSPENDED</td>
<td>This field defines whether the job is suspended (True) or not (False) through one of its parents.</td>
</tr>
<tr>
<td>CHILDTAG</td>
<td>The tag that enables a differentiation to be made between multiple children</td>
</tr>
</tbody>
</table>

*Continued on next page*
User Commands

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IS_REPLACED</td>
<td>This field defines whether the job or batch has been replaced by another one.</td>
</tr>
<tr>
<td>WARN_COUNT</td>
<td>This is the number of unattended warnings.</td>
</tr>
<tr>
<td>CHILD_SUSPENDED</td>
<td>The number of children that have been suspended</td>
</tr>
<tr>
<td>CNT_PENDING</td>
<td>The number of children in a Pending state</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>WORKDIR</td>
<td>Name of the working directory of the utility process</td>
</tr>
<tr>
<td>LOGFILE</td>
<td>Name of the utility process log file. The output to stdout is written in this log.</td>
</tr>
<tr>
<td>ERRLOGFILE</td>
<td>Name of the utility process error log file. The output to stderr is written in this log.</td>
</tr>
</tbody>
</table>

Table 14.14.: Description of the output structure of the list job statement
list job definition hierarchy

Purpose

The purpose of the list job definition hierarchy statement is to get the complete jobtree of the specified job.

Syntax

The syntax for the list job definition hierarchy statement is

\[
\text{list job definition hierarchy } \text{folderpath} [ \text{with EXPAND} ] \\
\]

\[
\text{EXPAND:} \\
\quad \text{expand} = \text{none} \\
\quad | \quad \text{expand} = < ( \text{id} [, \text{id}] ) | \text{all} > \\
\]

Description

The list job definition hierarchy statement gives you the complete tree structure of the specified job.

Output

This statement returns an output structure of type table.

Output Description

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>TYPE</td>
<td>This states the type of object. The following options are available: Batch,</td>
</tr>
<tr>
<td></td>
<td>Milestone, Job and Folder</td>
</tr>
<tr>
<td>RUN_PROGRAM</td>
<td>A command line that starts the script or program can be specified in the Run</td>
</tr>
<tr>
<td></td>
<td>Program field.</td>
</tr>
<tr>
<td>RERUN_PROGRAM</td>
<td>The Rerun_Program field specifies the command that is to be executed when</td>
</tr>
<tr>
<td></td>
<td>repeating the job following an error (rerun).</td>
</tr>
</tbody>
</table>

Continued on next page
### Field Description

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>KILL_PROGRAM</td>
<td>The Kill_Program field determines which program is to be run to terminate a currently running job.</td>
</tr>
<tr>
<td>WORKDIR</td>
<td>This is the working directory of the current job.</td>
</tr>
<tr>
<td>LOGFILE</td>
<td>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).</td>
</tr>
<tr>
<td>TRUNC_LOG</td>
<td>Defines whether the log file is to be renewed or not</td>
</tr>
<tr>
<td>ERRLOGFILE</td>
<td>The Error Logfile field specifies the file in which all the error outputs from the Run_program are to be returned.</td>
</tr>
<tr>
<td>TRUNC_ERRLOG</td>
<td>Defines whether the Error log file is to be renewed or not</td>
</tr>
<tr>
<td>EXPECTED_RUNTIME</td>
<td>The Expected_Runtime describes the anticipated time that will be required to execute a job.</td>
</tr>
<tr>
<td>GET_EXPECTED_RUNTIME</td>
<td>This is a reserved field for future extended functions.</td>
</tr>
<tr>
<td>PRIORITY</td>
<td>The Priority field indicates the urgency with which the process, if it is to be started, is to be considered by the Scheduling System.</td>
</tr>
<tr>
<td>SUBMIT_SUSPENDED</td>
<td>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.</td>
</tr>
<tr>
<td>MASTER_SUBMITTABLE</td>
<td>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.</td>
</tr>
<tr>
<td>SAME_NODE</td>
<td>Obsolete</td>
</tr>
<tr>
<td>GANG_SCHEDULE</td>
<td>Obsolete</td>
</tr>
<tr>
<td>DEPENDENCY_MODE</td>
<td>The Dependency Mode states the context in which the list of dependencies has to be viewed. The following options are available: ALL and ANY.</td>
</tr>
</tbody>
</table>

*Continued on next page*
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESP_NAME</td>
<td>This is the name of the Exit State Profile.</td>
</tr>
<tr>
<td>ESM_NAME</td>
<td>This is the name of the Exit State Mapping.</td>
</tr>
<tr>
<td>ENV_NAME</td>
<td>This is the name of the environment.</td>
</tr>
<tr>
<td>FP_NAME</td>
<td>This is the name of the footprint.</td>
</tr>
<tr>
<td>CHILDREN</td>
<td>This is the number of direct children.</td>
</tr>
<tr>
<td>SH_ID</td>
<td>The Id of the Hierarchy Definition</td>
</tr>
<tr>
<td>IS_STATIC</td>
<td>Flag indicating the static or dynamic submits of this job</td>
</tr>
<tr>
<td>IS_DISABLED</td>
<td>Flag indicating the the child should be executed or skipped</td>
</tr>
<tr>
<td>SH_PRIORITY</td>
<td>The Priority field indicates the urgency with which the process, if it is to be started, is to be considered by the Scheduling System.</td>
</tr>
<tr>
<td>SH_SUSPEND</td>
<td>The Submit Suspended switch can be used to delay the actual start of a job run.</td>
</tr>
<tr>
<td>SH_ALIAS_NAME</td>
<td>A child can be assigned a new logical name by entering it in the Alias field.</td>
</tr>
<tr>
<td>MERGE_MODE</td>
<td>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.</td>
</tr>
<tr>
<td>EST_NAME</td>
<td>This is the Exit State Translation.</td>
</tr>
<tr>
<td>IGNORED_DEPENDENCIES</td>
<td>Here you can add a list of dependencies which are to be ignored by the child in this parent-child relationship.</td>
</tr>
<tr>
<td>HIERARCHY_PATH</td>
<td>The Path describes the parent folder hierarchy of an object. All the parent folders are displayed separated by periods.</td>
</tr>
<tr>
<td>STATES</td>
<td>The State is the current state of the job.</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 14.15.: Description of the output structure of the list job definition hierarchy statement
User Commands

list named resource

list named resource

Purpose

The purpose of the list named resource statement is to get a (partial) list of all defined named resources.

Syntax

The syntax for the list named resource statement is

```
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:

```
category
| 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.
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.

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**

This statement returns an output structure of type table.

**Output Description**
The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>USAGE</td>
<td>The Usage field specifies the Resource type.</td>
</tr>
<tr>
<td>RESOURCE_STATE_PROFILE</td>
<td>This is the Resource State Profile assigned to the resource.</td>
</tr>
<tr>
<td>FACTOR</td>
<td>This is the default factor by which Resource Requirement Amounts are multiplied if nothing else has been specified for the resource.</td>
</tr>
<tr>
<td>SUBCATEGORIES</td>
<td>This is the number of categories that are present as children below the displayed Named Resources.</td>
</tr>
<tr>
<td>RESOURCES</td>
<td>These are the instances of the Named Resource.</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 14.16.: Description of the output structure of the list named resource statement
list resource state definition

Purpose

The purpose of the list resource state definition is to get a list of all defined resource states.

Syntax

The syntax for the list resource state definition statement is

list resource state definition

Description

The list resource state definition statement gives you a list of all the defined Resource States.

Output

This statement returns an output structure of type table.

Output Description

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 14.17.: 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.

**Syntax**

The syntax for the `list resource state mapping` statement is

```
list resource state mapping
```

**Description**

The `list resource state mapping` gives you a list of all the defined Resource States Mappings.

**Output**

This statement returns an output structure of type table.

**Output Description** The data items of the output are described in the table below:

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 14.18.: 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.

**Output Description** The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
</tbody>
</table>
| 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 14.19.: 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.

Syntax

The syntax for the list schedule statement is

```
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.

**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 Description** The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>INTERVAL</td>
<td>The name of the interval belonging to the schedule</td>
</tr>
<tr>
<td>TIME_ZONE</td>
<td>The time zone in which the schedule is to be calculated</td>
</tr>
</tbody>
</table>

*Continued on next page*
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACTIVE</td>
<td>This field defines whether the schedule is marked as being active.</td>
</tr>
<tr>
<td>EFF_ACTIVE</td>
<td>This field defines whether the schedule is actually active. This can deviate from “active” due to the hierarchical organisation.</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 14.20.: 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.

Syntax

The syntax for the list scheduled event statement is

list scheduled event

Description

The list scheduled event statement gives you a list of all the defined Scheduled Events.

Output

This statement returns an output structure of type table.

Output Description  The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>SCHEDULE</td>
<td>The Schedule that determines when the Scheduled Event is to take place</td>
</tr>
<tr>
<td>EVENT</td>
<td>The event that is triggered</td>
</tr>
<tr>
<td>ACTIVE</td>
<td>This flag indicates whether the Scheduled Event is labelled as being active.</td>
</tr>
<tr>
<td>EFF_ACTIVE</td>
<td>This flag indicates whether the Scheduled Event is actually active.</td>
</tr>
<tr>
<td>BROKEN</td>
<td>The Broken field can be used to check whether an error occurred when the job</td>
</tr>
<tr>
<td>ERROR_CODE</td>
<td>If an error occurred while the job was being executed in the Time Scheduling,</td>
</tr>
</tbody>
</table>

Continued on next page
User Commands list scheduled event

Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERROR_MSG</td>
<td>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.</td>
</tr>
<tr>
<td>LAST_START</td>
<td>The last time the job is to be executed by the Scheduling System is shown here.</td>
</tr>
<tr>
<td>NEXT_START</td>
<td>The next scheduled time when the task is to be executed by the Scheduling System is shown here.</td>
</tr>
<tr>
<td>NEXT_CALC</td>
<td>The next time when a recalculation is to take place.</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object.</td>
</tr>
<tr>
<td>BACKLOG_HANDLING</td>
<td>The Backlog_Handling describes how events that should have been triggered following a downtime are to be handled.</td>
</tr>
<tr>
<td>SUSPEND_LIMIT</td>
<td>The Suspend Limit defines the delay after which a job is submitted in a suspended state.</td>
</tr>
<tr>
<td>EFFECTIVE_SUSPEND_LIMIT</td>
<td>The Suspend Limit defines the delay after which a job is submitted in a suspended state.</td>
</tr>
<tr>
<td>CALENDAR</td>
<td>This flag indicates whether calendar entries are created.</td>
</tr>
<tr>
<td>CALENDAR_HORIZON</td>
<td>The defined length of the period in days for which a calendar is created.</td>
</tr>
<tr>
<td>EFFECTIVECALENDAR_HORIZON</td>
<td>The effective length of the period in days for which a calendar is created</td>
</tr>
</tbody>
</table>

Table 14.21.: 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.

Syntax
The syntax for the list scope statement is

```plaintext
list < scope serverpath | jobserver 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.

**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 Description** The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>TYPE</td>
<td>The type of scope</td>
</tr>
<tr>
<td>IS_TERMINATE</td>
<td>This flag indicates whether a termination order exists.</td>
</tr>
<tr>
<td>HAS_ALTERED_CONFIG</td>
<td>The configuration on the server does not match the current configuration on the server.</td>
</tr>
</tbody>
</table>

Continued on next page
### User Commands

**list scope**

*Continued from previous page*

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IS_SUSPENDED</td>
<td>Indicates whether the scope is suspended</td>
</tr>
<tr>
<td>IS_ENABLED</td>
<td>The jobserver can only log on to the server if the Enable flag is set to YES.</td>
</tr>
<tr>
<td>IS_REGISTERED</td>
<td>Defines whether the jobserver has sent a register command</td>
</tr>
<tr>
<td>IS_CONNECTED</td>
<td>Indicates whether the jobserver is connected</td>
</tr>
<tr>
<td>STATE</td>
<td>This is the current state of the resource in this scope.</td>
</tr>
<tr>
<td>PID</td>
<td>The PID is the process identification number of the jobserver process on the respective host system.</td>
</tr>
<tr>
<td>NODE</td>
<td>The Node specifies the computer on which the jobserver is running. This field has a purely documentary character.</td>
</tr>
<tr>
<td>IDLE</td>
<td>The time that has elapsed since the last command. This only applies for jobservers.</td>
</tr>
<tr>
<td>NOPDELAY</td>
<td>The time that a jobserver waits for NOP</td>
</tr>
<tr>
<td>ERRMSG</td>
<td>This is the most recently outputted error message.</td>
</tr>
<tr>
<td>SUBSCOPES</td>
<td>The number of scopes and jobservers that are present under this scope</td>
</tr>
<tr>
<td>RESOURCES</td>
<td>The resources present in this scope are displayed here.</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 14.22.: 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.

Syntax

The syntax for the list session statement is

```
list session
```

Description

The list session statement gives you a list of the connected sessions.

Output

This statement returns an output structure of type table.

Output Description

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>THIS</td>
<td>The current session is indicated in this field by an asterisk (*)</td>
</tr>
<tr>
<td>SESSIONID</td>
<td>The internal server Id for the session</td>
</tr>
<tr>
<td>PORT</td>
<td>The TCP/IP port number at which the session is connected</td>
</tr>
<tr>
<td>START</td>
<td>Time when the connection was set up</td>
</tr>
<tr>
<td>TYPE</td>
<td>Type of connection: user, jobserver or job</td>
</tr>
<tr>
<td>USER</td>
<td>Name of the connecting user, jobserver or job (Job Id)</td>
</tr>
<tr>
<td>UID</td>
<td>Id of the user, jobserver or job</td>
</tr>
<tr>
<td>IP</td>
<td>IP address of the connecting sessions</td>
</tr>
<tr>
<td>TXID</td>
<td>Number of the last transaction that was executed by the session</td>
</tr>
<tr>
<td>IDLE</td>
<td>The number of seconds since the last statement from a session</td>
</tr>
</tbody>
</table>

Continued on next page
<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STATE</td>
<td>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).</td>
</tr>
<tr>
<td>TIMEOUT</td>
<td>The idle time after which the session is automatically disconnected</td>
</tr>
<tr>
<td>INFORMATION</td>
<td>Additional information about the session (optional)</td>
</tr>
<tr>
<td>STATEMENT</td>
<td>The statement that is currently being executed</td>
</tr>
<tr>
<td>WAIT</td>
<td>The wait flag shows if the session is waiting (for a lock).</td>
</tr>
</tbody>
</table>

Table 14.23.: 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.

Syntax
The syntax for the list trigger statement is

list trigger

list trigger for folderpath

list trigger of folderpath

list trigger for CT_OBJECT

CT_OBJECT:
  job definition folderpath
  | named resource resourcepath
  | object monitor objecttypename
  | resource resourcepath in < folderpath | serverpath >

Description
The list trigger statement gives you a list of all the defined triggers.

Output
This statement returns an output structure of type table.

Output Description The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>OBJECT_TYPE</td>
<td>The type of object in which the trigger is defined</td>
</tr>
<tr>
<td>OBJECT_SUBTYPE</td>
<td>The subtype of the object in which the trigger is defined</td>
</tr>
</tbody>
</table>

Continued on next page
User Commands

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OBJECT_NAME</td>
<td>Full path name of the object in which the trigger is defined</td>
</tr>
<tr>
<td>ACTIVE</td>
<td>The flag indicates whether the trigger is currently active.</td>
</tr>
<tr>
<td>ACTION</td>
<td>Type of triggered action: SUBMIT or RERUN</td>
</tr>
<tr>
<td>STATES</td>
<td>A list of states that cause the trigger to be activated</td>
</tr>
<tr>
<td>SUBMIT_TYPE</td>
<td>The object type that is submitted when the trigger is activated</td>
</tr>
<tr>
<td>SUBMIT_NAME</td>
<td>Name of the job definition that is submitted</td>
</tr>
<tr>
<td>SUBMIT_SE_OWNER</td>
<td>The owner of the job that is submitted</td>
</tr>
<tr>
<td>SUBMIT_PRIVS</td>
<td>The privileges for the job that is to be submitted</td>
</tr>
<tr>
<td>MAIN_TYPE</td>
<td>Type of main job (job/batch)</td>
</tr>
<tr>
<td>MAIN_NAME</td>
<td>Name of the main job</td>
</tr>
<tr>
<td>MAIN_SE_OWNER</td>
<td>Owner of the main job</td>
</tr>
<tr>
<td>MAIN_PRIVS</td>
<td>Privileges for the main job</td>
</tr>
<tr>
<td>PARENT_TYPE</td>
<td>Type of parent job (job/batch)</td>
</tr>
<tr>
<td>PARENT_NAME</td>
<td>Name of the parent job</td>
</tr>
<tr>
<td>PARENT_SE_OWNER</td>
<td>Owner of the parent job</td>
</tr>
<tr>
<td>PARENT_PRIVS</td>
<td>Privileges for the parent job</td>
</tr>
<tr>
<td>TRIGGER_TYPE</td>
<td>The trigger type that describes when it is activated</td>
</tr>
<tr>
<td>MASTER</td>
<td>Indicates whether the trigger submitted a master or a child</td>
</tr>
<tr>
<td>IS_INVERSE</td>
<td>In case of an inverse trigger, the trigger is regarded to belong to the triggered job. The trigger can be regarded as some kind of callback function. This flag has no effects on the trigger’s behaviour.</td>
</tr>
<tr>
<td>SUBMIT_OWNER</td>
<td>The owner group that is used with the Submitted Entity</td>
</tr>
<tr>
<td>IS_CREATE</td>
<td>Indicates whether the trigger reacts to create events</td>
</tr>
<tr>
<td>IS_CHANGE</td>
<td>Indicates whether the trigger reacts to change events</td>
</tr>
</tbody>
</table>
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IS_DELETE</td>
<td>Indicates whether the trigger reacts to delete events</td>
</tr>
<tr>
<td>IS_GROUP</td>
<td>Indicates whether the trigger handles the events as a group</td>
</tr>
<tr>
<td>MAX_RETRY</td>
<td>The maximum number of trigger activations in a single Submitted Entity</td>
</tr>
<tr>
<td>SUSPEND</td>
<td>Specifies whether the submitted object is suspended</td>
</tr>
<tr>
<td>RESUME_AT</td>
<td>Time of the automatic resume</td>
</tr>
<tr>
<td>RESUME_IN</td>
<td>Number of time units until the automatic resume</td>
</tr>
<tr>
<td>RESUME_BASE</td>
<td>Specified time unit for RESUME_IN</td>
</tr>
<tr>
<td>WARN</td>
<td>Specifies whether a warning has to be given when the activation limit is reached</td>
</tr>
<tr>
<td>LIMIT_STATE</td>
<td>This field specifies which state the triggering job acquires if the fire limit is reached. If the triggering job has a final state already, this specification is ignored. If the value is NONE, no state change takes place.</td>
</tr>
<tr>
<td>CONDITION</td>
<td>Conditional expression to define the trigger condition</td>
</tr>
<tr>
<td>CHECK_AMOUNT</td>
<td>The amount of CHECK_BASE units for checking the condition in the case of non-synchronised triggers</td>
</tr>
<tr>
<td>CHECK_BASE</td>
<td>Units for the CHECK_AMOUNT</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>TAG</td>
<td>Units for the CHECK_AMOUNT</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
</tbody>
</table>

Table 14.24.: 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.

**Output Description**  The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>IS_ENABLED</td>
<td>Flag that shows whether the user is allowed to log on</td>
</tr>
<tr>
<td>DEFAULT_GROUP</td>
<td>The default group of the users who are being used by the owners of the object</td>
</tr>
<tr>
<td>CONNECTION_TYPE</td>
<td>Indicates which security level of a connection is required.</td>
</tr>
<tr>
<td></td>
<td>1. <strong>plain</strong> – Every kind of connection is permitted</td>
</tr>
<tr>
<td></td>
<td>2. <strong>ssl</strong> – Only SSL-connections are permitted</td>
</tr>
<tr>
<td></td>
<td>3. <strong>ssl_auth</strong> – Only SSL-connections with client authentication are permitted</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 14.25.: Description of the output structure of the list user statement
15. move commands
**move folder**

**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**

The syntax for the *move folder* statement is

```
move folder folderpath to folderpath
```

**Description**

The *move folder* command either moves the specified folder to somewhere else or renames it.

**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.

Syntax

The syntax for the `move job definition` statement is

```
move job definition folderpath 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.

Output

This statement returns a confirmation of a successful operation.
User Commands

**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

\[ \text{move named resource } \text{resourcepath to resourcepath} \]

**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 schedule**

**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**

The syntax for the *move schedule* statement is

```
move schedule schedulepath . schedulename to schedulepath
```

**Description**

The *move schedule* command either moves the specified schedule to somewhere else and/or renames it.

**Output**

This statement returns a confirmation of a successful operation.
User Commands

**move scope**

**Purpose**

*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.

**Syntax**

*Syntax* The syntax for the *move scope* statement is

```
move < scope serverpath | jobserver serverpath > to serverpath
```

**Description**

*Description* The *move scope* command either moves the specified scope to somewhere else and/or renames it.

**Output**

*Output* This statement returns a confirmation of a successful operation.
16. multicommmand 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.
17. 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 jobserver.
The second form is used by the jobserver itself to notify the server that it is ready to execute jobs.
Jobs are scheduled for this jobserver (unless it is suspended) regardless of whether the server is connected or not.
Refer to the 'deregister' statement on page 156.

pid The pid option provides the server with information about the jobserver’s process Id at operating level.

suspend The suspend option causes the jobserver to be transferred to a suspended state.

Output

Output This statement returns a confirmation of a successful operation.
18. rename commands
rename environment

Purpose

Purpose The purpose of the rename environment statement is to give the specified environment another name.

Syntax

Syntax The syntax for the rename environment statement is

\[ \text{rename environment environmentname to environmentname} \]

Description

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.

Output

Output This statement returns a confirmation of a successful operation.
rename event

Purpose
The purpose of the `rename event` is to give the specified event another name.

Syntax
The syntax for the `rename event` statement is

```
rename event eventname to eventname
```

Description
The `rename event` statement is used to give a specified event a different name.

Output
This statement returns a confirmation of a successful operation.
User Commands: rename exit state definition

**rename exit state definition**

**Purpose**

*Purpose* The purpose of the `rename exit state definition` statement is to give the specified exit state definition another name.

**Syntax**

*Syntax* The syntax for the `rename exit state definition` statement is

```
rename exit state definition statename to statename
```

**Description**

*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.

**Output**

*Output* This statement returns a confirmation of a successful operation.
rename exit state mapping

Purpose

The purpose of the rename exit state mapping statement is to give the specified mapping another name.

Syntax

The syntax for the rename exit state mapping statement is

```
rename exit state mapping mappingname to profilename
```

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

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.

Syntax

The syntax for the `rename exit state profile` statement is

```
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.

Output

This statement returns a confirmation of a successful operation.
rename exit state translation

Purpose

The purpose of the rename exit state translation statement is to give the specified exit state translation another name.

Syntax

The syntax for the rename exit state translation statement is

(rename exit state translation transname to transname)

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

This statement returns a confirmation of a successful operation.
rename folder

Purpose

Purpose

The purpose of the rename folder statement is to give a folder another name.

Syntax

Syntax

The syntax for the rename folder statement is

rename folder folderpath to foldername

Description

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.

Output

Output

This statement returns a confirmation of a successful operation.
rename footprint

Purpose

The purpose of the `rename footprint` statement is to give the specified footprint another name.

Syntax

The syntax for the `rename footprint` statement is:

```
rename footprint footprintname to footprintname
```

Description

The `rename footprint` statement is used to give a specified footprint a different name.

Output

This statement returns a confirmation of a successful operation.
User Commands

rename group

rename group

Purpose

Purpose
The purpose of the rename group statement is to change the name of a group without affecting any other properties.

Syntax

Syntax
The syntax for the rename group statement is

rename group groupname to groupname

Description

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.

Output

Output
This statement returns a confirmation of a successful operation.
rename interval

Purpose

The purpose of the rename interval statement is to give the specified interval another name.

Syntax

The syntax for the rename interval statement is

rename interval intervalname to intervalname

Description

The rename interval statement is used to give a specified interval a different name.

Output

This statement returns a confirmation of a successful operation.
rename job definition

Purpose

Purpose
The purpose of the rename job definition statement is to give the job definition another name.

Syntax

Syntax
The syntax for the rename job definition statement is

**rename job definition** folderpath to **jobname**

Description

Description
The rename job definition command renames the specified job definition.

Output

Output
This statement returns a confirmation of a successful operation.
rename named resource

Purpose

The purpose of the `rename named resource` statement is to give a named resource another name.

Syntax

The syntax for the `rename named resource` statement is

```
rename named resource resourcepath to resourcename
```

Description

The `rename named resource` statement is used to rename a Named Resource.

Output

This statement returns a confirmation of a successful operation.
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.

Syntax

The syntax for the `rename resource state mapping` statement is

```
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.

Output

This statement returns a confirmation of a successful operation.
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.

Syntax
The syntax for the `rename schedule` statement is

```
rename schedule schedulepath . schedulename to schedulename
```

Description
The `rename schedule` command renames the specified schedule.

Output
This statement returns a confirmation of a successful operation.
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 | jobserver 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.

Syntax

The syntax for the rename trigger statement is

```plaintext
rename trigger triggername on TRIGGEROBJECT [ < noinverse | inverse > ] to triggername
```

TRIGGEROBJECT:

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

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.

Output

This statement returns a confirmation of a successful operation.
rename user

Purpose

The purpose of the `rename user` statement is to change the name of a user without altering any other of its properties.

Syntax

The syntax for the `rename user` statement is

```
rename user username to username
```

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

This statement returns a confirmation of a successful operation.
19. resume commands
resume

Purpose

Purpose

The purpose of the *resume* statement is to reactivated the jobserver. See also the *suspend* statement on page 374.

Syntax

Syntax

The syntax for the *resume* statement is

```
resume serverpath
```

Description

Description

The *resume* statement is used to reactivate a jobserver.

Output

Output

This statement returns a confirmation of a successful operation.
20. 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 [ quoted ]
| identifier folder [ quoted ]
| identifier job [ quoted ]
| identifier resource [ quoted ]
| identifier schedule [ quoted ]
| identifier scope [ quoted ]
| 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 `withitems` 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.

If the optional keyword `quoted` is specified, all elements will be quoted. This is especially useful when generating statements from the repository.

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.
21. set commands
set parameter

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

The syntax for the set parameter statement is

```
set parameter parametername = string {, parametername = string}
```

```
set parameter < on | of > jobid parametername = string {, parametername = string} [ with comment = string ]
```

```
set parameter < on | of > jobid parametername = string {, parametername = string} identified by string [ with comment = string ]
```

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

This statement returns a confirmation of a successful operation.
22. show commands
User Commands

show comment

**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:**

- `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`
- `parameter parametername of PARAM_LOC`
- `resource state definition statename`
- `resource state mapping mappingname`
- `resource state profile profilename`
- `scheduled event schedulepath . eventname`
- `schedule schedulepath`
- `resource resourcepath in serverpath`
- `< scope serverpath | jobserver serverpath >`
- `trigger triggername on TRIGGEROBJECT [ < noinverse | inverse > ]`
- `user username`
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.

Output

This statement returns an output structure of type table.

**Output Description**  The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>System-wide unique object number</td>
</tr>
<tr>
<td>TAG</td>
<td>The comment tag is a headline of the comment</td>
</tr>
<tr>
<td></td>
<td>block. It is an optional field.</td>
</tr>
<tr>
<td>COMMENT</td>
<td>The comment on the specified object</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment, text or URL</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user who created this pool</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>The creation time</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user who modified this pool</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Time of the last modification</td>
</tr>
<tr>
<td>PRIVS</td>
<td>Abbreviation for the privileges for this object</td>
</tr>
<tr>
<td></td>
<td>held by the requesting user</td>
</tr>
</tbody>
</table>

Table 22.1.: Description of the output structure of the `show comment` statement
User Commands

show environment

**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.

**Output Description**  The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The name of the environment</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
</tbody>
</table>

*Continued on next page*
**Field** | **Description**
--- | ---
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
JOB_DEFINITIONS | Table of jobs and folders that use this environment

See also table 22.3 on page 281

---

**RESOURCES**  The layout of the RESOURCES table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NR_NAME</td>
<td>Full path name of static Named Resources</td>
</tr>
<tr>
<td>CONDITION</td>
<td>The condition that has to be fulfilled for the allocation</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

See also table 22.4 on page 281

---

**JOB_DEFINITIONS**  The layout of the JOB_DEFINITIONS table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>SE_PATH</td>
<td>Full folder path name of job definitions or folders</td>
</tr>
<tr>
<td>TYPE</td>
<td>The object type. The possible values are FOLDER and JOB_DEFINITION.</td>
</tr>
<tr>
<td>ENV</td>
<td>An asterisk indicates that the current environment was specified here.</td>
</tr>
</tbody>
</table>

Continued on next page
### Field Description

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HAS_CHILDREN</td>
<td>True means that there are more environment users further down the tree.</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 22.4.: 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.

**Syntax**

The syntax for the *show event* statement is

\[ \text{show event eventname} \]

**Description**

The *show event* statement gives you detailed information about the specified event.

**Output**

This statement returns an output structure of type record.

**Output Description**  The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>Name of the show event</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>SCHEDULING_ENTITY</td>
<td>Batch or job that is submitted when this event occurs</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PARAMETERS</td>
<td>Parameters that are used when submitting the job or batch</td>
</tr>
<tr>
<td></td>
<td>See also table 22.6 on page 284</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENT_TYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
</tbody>
</table>

Table 22.5.: Description of the output structure of the show event statement
User Commands

show event

PARAMETERS  The layout of the PARAMETERS table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>KEY</td>
<td>Name of the parameter</td>
</tr>
<tr>
<td>VALUE</td>
<td>Value of the parameter</td>
</tr>
</tbody>
</table>

Table 22.6.: 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.

Syntax

The syntax for the `show exit state definition` statement is

```
show exit state definition statename
```

Description

The `show exit state definition` statement gives you detailed information about the specified Exit State Definition.

Output

This statement returns an output structure of type record.

Output Description

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>Name of the Exit State Definition</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 22.7.: Description of the output structure of the `show exit state definition` statement
show exit state mapping

Purpose

The purpose of the *show exit state mapping* statement is to get detailed information about the specified mapping.

Syntax

The syntax for the *show exit state mapping* statement is

```
show exit state mapping mappingname
```

Description

The *show exit state mapping* statement gives you detailed information about the specified mapping.

Output

This statement returns an output structure of type record.

Output Description

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>COMMENT</td>
<td>A comment that can be freely selected by the user</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>RANGES</td>
<td>The assignment of the respective value ranges shown in a table</td>
</tr>
<tr>
<td></td>
<td>See also table 22.9 on page 287</td>
</tr>
</tbody>
</table>

Table 22.8.: 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.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ECR_START</td>
<td>Minimum limit of the range (inclusive)</td>
</tr>
<tr>
<td>ECR_END</td>
<td>Maximum limit of the range (inclusive)</td>
</tr>
<tr>
<td>ESD_NAME</td>
<td>Name of the Exit State to which this area is mapped</td>
</tr>
</tbody>
</table>

Table 22.9.: Description of the output structure of the show exit state mapping subtable
**show exit state profile**

**Purpose**

*Purpose*   The purpose of the `show exit state profile` statement is to get detailed information about the specified profile.

**Syntax**

*Syntax*   The syntax for the `show exit state profile` statement is

```plaintext
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.

**Output Description**   The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>DEFAULT_ESM_NAME</td>
<td>The default Exit State Mapping is active if the job itself does not define something else.</td>
</tr>
<tr>
<td>IS_VALID</td>
<td>Flag displayed showing the validity of this Exit State Profile</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

*Continued on next page*
show exit state profile  User Commands

Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STATES</td>
<td>Table contains Exit States that are valid for this profile</td>
</tr>
<tr>
<td></td>
<td>See also table 22.11 on page 289</td>
</tr>
</tbody>
</table>

Table 22.10.: 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.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>PREFERENCE</td>
<td>The preference for controlling the connection of the Child Exit States</td>
</tr>
<tr>
<td>TYPE</td>
<td>Indicates whether the state is FINAL, PENDING or RESTARTABLE</td>
</tr>
<tr>
<td>ESD_NAME</td>
<td>Name of the Exit State Definition</td>
</tr>
<tr>
<td>IS_UNREACHABLE</td>
<td>Indicates that this Exit State is used when a job is unreachable</td>
</tr>
<tr>
<td>IS_BROKEN</td>
<td>Indicates that this Exit State is used when a job is broken</td>
</tr>
<tr>
<td>IS_BATCH_DEFAULT</td>
<td>Indicates that this Exit State is used when a batch or milestone does not have any children</td>
</tr>
<tr>
<td>IS_DEPENDENCY_DEFAULT</td>
<td>Indicates that this Exit State is used if the state selection DEFAULT was selected in the Dependency Definition</td>
</tr>
</tbody>
</table>

Table 22.11.: Description of the output structure of the show exit state profile subtable
show exit state translation

Purpose

The purpose of the `show exit state translation` statement is to get detailed information about the specified exit state translation.

Syntax

The syntax for the `show exit state translation` statement is

```
show exit state translation transname
```

Description

The `show exit state translation` statement gives you detailed information about the specified Exit State Translation.

Output

This statement returns an output structure of type record.

Output Description

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>Name of the Exit State Translation</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>TRANSLATION</td>
<td>Table of Exit State translations from child to parent</td>
</tr>
</tbody>
</table>

See also table 22.13 on page 291

Table 22.12.: 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.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FROM_ESD_NAME</td>
<td>Child exit state</td>
</tr>
<tr>
<td>TO_ESD_NAME</td>
<td>Parent exit state</td>
</tr>
</tbody>
</table>

Table 22.13.: Description of the output structure of the show exit state translation subtable
User Commands  

show folder

**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.

**Output Description**  The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>Name of the folder</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>TYPE</td>
<td>This states the type of object. The following options are available: Batch, Milestone, Job and Folder.</td>
</tr>
<tr>
<td>ENVIRONMENT</td>
<td>The name of the optional environment</td>
</tr>
<tr>
<td>INHERIT_PRIVS</td>
<td>Privileges that are inherited from the parent folder</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

*Continued on next page*
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PARAMETERS</td>
<td>The parameters table shows all the defined constants for this folder.</td>
</tr>
<tr>
<td>DEFINED_RESOURCES</td>
<td>The Defined_Resources table shows all the resource instances that are defined for this folder.</td>
</tr>
</tbody>
</table>

Table 22.14.: Description of the output structure of the show folder statement
User Commands  show footprint

**show footprint**

**Purpose**

The purpose of the `show footprint` statement is to get detailed information about the specified footprint.

**Syntax**

The syntax for the `show footprint` statement is

```
show footprint footprintname [ with EXPAND ]
```

EXPAND:

- `expand = none`
- `expand = < ( id [, id] ) | all >`

**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**

This statement returns an output structure of type record.

**Output Description** The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>Name of the footprint</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
</tbody>
</table>

*Continued on next page*
Continued from previous page

**Field** | **Description**
---|---
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 22.16 on page 295

JOB_DEFINITIONS | Table of job definitions that use this footprint

See also table 22.17 on page 295

Table 22.15.: 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 | The Keep_Mode specifies the time at which the resource is released (FINISH, JOB_FINAL oder FINAL)

Table 22.16.: 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

Continued on next page
### User Commands

**show footprint**

*Continued from previous page*

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HAS_CHILDREN</td>
<td>True means that there are more environment users further down the tree.</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 22.17.: Description of the output structure of the show footprint subtable
**show group**

**Purpose**

The purpose of the `show group` statement is to get detailed information about the specified group.

**Syntax**

The syntax for the `show group` statement is

```plaintext
show group groupname
```

**Description**

The `show group` statement gives you detailed information about the specified group.

**Output**

This statement returns an output structure of type record.

**Output Description**  The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>Name of the group</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>MANAGE_PRIVS</td>
<td>Table of the manage privileges</td>
</tr>
<tr>
<td>USERS</td>
<td>Table of the user groups</td>
</tr>
</tbody>
</table>

See also table 22.19 on page 298

See also table 22.20 on page 298

Table 22.18.: Description of the output structure of the show group statement
**User Commands** show group

**MANAGE_PRIVS** The layout of the MANAGE_PRIVS table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 22.19.: Description of the output structure of the show group subtable

**USERS** The layout of the USERS table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>UID</td>
<td>Id of the user</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>IS_ENABLED</td>
<td>This flag tells the user whether he can be connected.</td>
</tr>
<tr>
<td>DEFAULT_GROUP</td>
<td>The default group of this user</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 22.20.: Description of the output structure of the show group subtable
show interval

Purpose

The purpose of the show interval statement is to get detailed information about the interval.

Syntax

The syntax for the show interval statement is

```
show interval intervalname
[ with expand [ <= datetime | = datetime - datetime ] ]
```

Description

The show interval statement displays detailed information about an 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

This statement returns an output structure of type record.

Output Description

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>STARTTIME</td>
<td>The beginning of the interval. No edges are generated before this time.</td>
</tr>
<tr>
<td>ENDTIME</td>
<td>The end of the interval. No edges are generated after this time.</td>
</tr>
<tr>
<td>BASE</td>
<td>The period of the interval</td>
</tr>
<tr>
<td>DURATION</td>
<td>The duration of a block</td>
</tr>
<tr>
<td>SYNCTIME</td>
<td>The time with which the interval is synchronised. The first period of the interval starts at this time.</td>
</tr>
<tr>
<td>INVERSE</td>
<td>The definition whether the selection list should be regarded as being positive or negative</td>
</tr>
</tbody>
</table>

Continued on next page
User Commands          show interval

Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EMBEDDED</td>
<td>The interval from which a selection is subsequently made</td>
</tr>
<tr>
<td>SELECTION</td>
<td>Single blocks are selected using Selection. See also Table 22.22 on page 300</td>
</tr>
<tr>
<td>FILTER</td>
<td>Name(s) of the intervals that filter (multiplication) the output of this interval more finely. See also Table 22.23 on page 300</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
</tbody>
</table>

Table 22.21.: Description of the output structure of the show interval statement

**SELECTION**  The layout of the SELECTION table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>VALUE</td>
<td>Number of the selected edge</td>
</tr>
<tr>
<td>PERIOD_FROM</td>
<td>Beginning of the period in which all the occurring edges are considered to have been selected</td>
</tr>
<tr>
<td>PERIOD_TO</td>
<td>End of the period in which all the occurring edges are considered to have been selected</td>
</tr>
</tbody>
</table>

Table 22.22.: Description of the output structure of the show interval subtable

**FILTER**  The layout of the FILTER table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>CHILD</td>
<td>Name of the filtering interval</td>
</tr>
</tbody>
</table>

Continued on next page
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
</table>

Table 22.23.: Description of the output structure of the show interval subtable
show job

Purpose
The purpose of the show job statement is to get detailed information about the specified job.

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 parameter
    | set resource state
    | set state
    | set warning
    | submit [ suspend ]
    | suspend
    | timeout
    | trigger failure
```
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.

Output

This statement returns an output structure of type record.

Output Description  The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>SE_NAME</td>
<td>The full path name of the object</td>
</tr>
<tr>
<td>SE_OWNER</td>
<td>Owner of the object</td>
</tr>
<tr>
<td>SE_TYPE</td>
<td>The Se_Type is the object type (JOB, BATCH or MILESTONE).</td>
</tr>
<tr>
<td>SE_RUN_PROGRAM</td>
<td>The Run_Program line in the job definition</td>
</tr>
<tr>
<td>SE_RERUN_PROGRAM</td>
<td>The Rerun_Program line in the job definition</td>
</tr>
<tr>
<td>SE_KILL_PROGRAM</td>
<td>The Kill_Program line in the job definition</td>
</tr>
<tr>
<td>SE_WORKDIR</td>
<td>The Workdir of the job definition</td>
</tr>
<tr>
<td>SE_LOGFILE</td>
<td>The log file of the job definition</td>
</tr>
<tr>
<td>SE_TRUNC_LOG</td>
<td>Defines whether the log file is to be truncated before the process starts or if the log information is to be appended</td>
</tr>
<tr>
<td>SE_ERRLOGFILE</td>
<td>The error log file of the job definition</td>
</tr>
<tr>
<td>SE_TRUNC_ERRLOG</td>
<td>Defines whether the log file is to be truncated before the process starts or if the log information is to be appended</td>
</tr>
<tr>
<td>SE_EXPECTED_RUNTIME</td>
<td>The anticipated runtime of the job definition</td>
</tr>
<tr>
<td>SE_PRIORITY</td>
<td>Priority/nice value of the job definition</td>
</tr>
<tr>
<td>SE_SUBMIT_SUSPENDED</td>
<td>The Suspend Flag of the object</td>
</tr>
</tbody>
</table>

*Continued on next page*
User Commands

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SE_MASTER_SUBMITTABLE</td>
<td>The Master_Submittable Flag of the object</td>
</tr>
<tr>
<td>SE_DEPENDENCY_MODE</td>
<td>The Dependency_Mode of the object</td>
</tr>
<tr>
<td>SE_ESP_NAME</td>
<td>The Exit State Profile of the object</td>
</tr>
<tr>
<td>SE_ESM_NAME</td>
<td>The Exit State Mapping the job definition</td>
</tr>
<tr>
<td>SE_ENV_NAME</td>
<td>The environment of the job definition</td>
</tr>
<tr>
<td>SE_FP_NAME</td>
<td>The footprint of the job definition</td>
</tr>
<tr>
<td>MASTER_ID</td>
<td>This is the Id of the Master Job.</td>
</tr>
<tr>
<td>CHILD_TAG</td>
<td>Tag for exclusive identifying jobs that have been submitted several times as</td>
</tr>
<tr>
<td></td>
<td>children of the same job</td>
</tr>
<tr>
<td>SE_VERSION</td>
<td>The version of definitions that are valid for this Submitted Entity</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>PARENT_ID</td>
<td>This is the Id of the parent.</td>
</tr>
<tr>
<td>SCOPE_ID</td>
<td>The scope or jobserver to which the job is allocated</td>
</tr>
<tr>
<td>HTTPHOST</td>
<td>The host name of the scope for accessing log files via HTTP</td>
</tr>
<tr>
<td>HTTPPORT</td>
<td>The HTTP port number of the jobserver for accessing log files via HTTP</td>
</tr>
<tr>
<td>IS_STATIC</td>
<td>Flag indicating the static or dynamic submits of this job</td>
</tr>
<tr>
<td>MERGE_MODE</td>
<td>Indicates how multiple submits of the same defined object are handled in the</td>
</tr>
<tr>
<td></td>
<td>current Master Run</td>
</tr>
<tr>
<td>STATE</td>
<td>The State is the current state of the job.</td>
</tr>
<tr>
<td>IS_DISABLED</td>
<td>Indicates whether the submitted entity was submitted disabled</td>
</tr>
<tr>
<td>IS_CANCELLED</td>
<td>Indicates whether a Cancel operation was performed on the job</td>
</tr>
<tr>
<td>JOB_ESD_ID</td>
<td>The Job_Esd is the Exit State of the job.</td>
</tr>
<tr>
<td>JOB_ESD_PREF</td>
<td>The preference for merging the Job Exit States with the Child States</td>
</tr>
<tr>
<td>JOB_IS_FINAL</td>
<td>This field defines whether the job itself is final.</td>
</tr>
<tr>
<td>JOB_IS_RESTARTABLE</td>
<td>A flag indicating that this job is restartable</td>
</tr>
<tr>
<td>FINAL_ESD_ID</td>
<td>The final (merged) Exit State of the object</td>
</tr>
<tr>
<td>EXIT_CODE</td>
<td>The Exit_Code of the executed process</td>
</tr>
</tbody>
</table>

Continued on next page
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMMANDLINE</td>
<td>The created command line that is used for the first execution</td>
</tr>
<tr>
<td>RR_COMMANDLINE</td>
<td>Created rerun command line that is used for the last executed rerun</td>
</tr>
<tr>
<td>WORKDIR</td>
<td>Name of the working directory of the utility process</td>
</tr>
<tr>
<td>LOGFILE</td>
<td>Name of the utility process log file. The output to stdout is written in this log.</td>
</tr>
<tr>
<td>ERRLOGFILE</td>
<td>The created error log file</td>
</tr>
<tr>
<td>PID</td>
<td>The PID is the process identification number of the monitoring jobserver process on the respective host system.</td>
</tr>
<tr>
<td>EXT_PID</td>
<td>The EXT_PID is the process identification number of the utility process.</td>
</tr>
<tr>
<td>ERROR_MSG</td>
<td>The error message describing why the job switched to the error state.</td>
</tr>
<tr>
<td>KILL_ID</td>
<td>The Submitted Entity Id of the submitted Kill Job</td>
</tr>
<tr>
<td>KILL_EXIT_CODE</td>
<td>The Exit Code of the last executed Kill Program</td>
</tr>
<tr>
<td>IS_SUSPENDED</td>
<td>This field defines whether the job or batch itself is suspended.</td>
</tr>
<tr>
<td>IS_SUSPENDED_LOCAL</td>
<td>Flag indicating whether the object is locally suspended (for restart trigger with suspend)</td>
</tr>
<tr>
<td>PRIORITY</td>
<td>The static priority of a job. This is derived from the defined priority and the nice values of the parent(s).</td>
</tr>
<tr>
<td>RAW_PRIORITY</td>
<td>The raw priority value of the job. Unlike the priority, this value is practically unbounded. This is required in order to be able to restore the correct priority after Nice Profile manipulations.</td>
</tr>
<tr>
<td>NICEVALUE</td>
<td>The current nice value of the job</td>
</tr>
<tr>
<td>NP_NICEVALUE</td>
<td>The np.nicevalue is the nice value which is the effect of activating (and deactivating) nice profiles.</td>
</tr>
<tr>
<td>MIN_PRIORITY</td>
<td>This is the minimum value for the dynamic priority.</td>
</tr>
</tbody>
</table>

Continued on next page
User Commands

Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AGING_AMOUNT</td>
<td>The Aging_Amount defines after how many time units the dynamic priority of a job is incremented by one point.</td>
</tr>
<tr>
<td>AGING_BASE</td>
<td>The Aging_Base defines the time unit for the Aging Amount.</td>
</tr>
<tr>
<td>DYNAMIC_PRIORITY</td>
<td>The Dynamic_Priority of the job. This is the static priority that was corrected dependent on the delay time.</td>
</tr>
<tr>
<td>PARENT_SUSPENDED</td>
<td>This field defines whether the job or batch is suspended through one of its parents.</td>
</tr>
<tr>
<td>SUBMIT_TS</td>
<td>This is the time when the job is submitted</td>
</tr>
<tr>
<td>RESUME_TS</td>
<td>The time when the job is automatically resumed</td>
</tr>
<tr>
<td>SYNC_TS</td>
<td>The time when the job switched to the state synchronize_wait</td>
</tr>
<tr>
<td>RESOURCE_TS</td>
<td>The time when the job switched to the state Resource_wait</td>
</tr>
<tr>
<td>RUNNABLE_TS</td>
<td>The time when the job reached the state Runnable</td>
</tr>
<tr>
<td>START_TS</td>
<td>The time when the job was reported by the job-server as having been started</td>
</tr>
<tr>
<td>FINISH_TS</td>
<td>This is the time when the job is finished</td>
</tr>
<tr>
<td>FINAL_TS</td>
<td>The time when the job reached the state Final</td>
</tr>
<tr>
<td>CNT_SUBMITTED</td>
<td>The number of children in a Submitted state</td>
</tr>
<tr>
<td>CNT_DEPENDENCY_WAIT</td>
<td>The number of children in a Dependency_Wait state</td>
</tr>
<tr>
<td>CNT_SYNCHRONIZE_WAIT</td>
<td>The number of children in a Synchronize_Wait state</td>
</tr>
<tr>
<td>CNT_Resource.Wait</td>
<td>The number of children in a Resource_Wait state</td>
</tr>
<tr>
<td>CNT_Runnable</td>
<td>The number of children in a Runnable state</td>
</tr>
<tr>
<td>CNT_Starting</td>
<td>The number of children in a Starting state</td>
</tr>
<tr>
<td>CNT_Started</td>
<td>The number of children in a Started state</td>
</tr>
<tr>
<td>CNT_RUNNING</td>
<td>The number of children in a Running state</td>
</tr>
<tr>
<td>CNT_To_Kill</td>
<td>The number of children in a To_Kill state</td>
</tr>
<tr>
<td>CNT_Killed</td>
<td>The number of children in a Killed state</td>
</tr>
<tr>
<td>CNT_Cancelled</td>
<td>The number of children in a Cancelled state</td>
</tr>
<tr>
<td>CNT_Finished</td>
<td>The number of children in a Finished state</td>
</tr>
<tr>
<td>CNT_Final</td>
<td>The number of children in a Final state</td>
</tr>
</tbody>
</table>

Continued on next page
show job  User Commands

Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CNT_BROKEN_ACTIVE</td>
<td>The number of children in a Broken_Active state</td>
</tr>
<tr>
<td>CNT_BROKEN_FINISHED</td>
<td>The number of children in a Broken_Finished state</td>
</tr>
<tr>
<td>CNT_ERROR</td>
<td>The number of children in an Error state</td>
</tr>
<tr>
<td>CNT_RESTARTABLE</td>
<td>The number of children in a Restartable state</td>
</tr>
<tr>
<td>CNT_UNREACHABLE</td>
<td>The number of children in an Unreachable state</td>
</tr>
<tr>
<td>CNT_WARN</td>
<td>The number of children with a warning</td>
</tr>
<tr>
<td>WARN_COUNT</td>
<td>This is the number of unattended warnings.</td>
</tr>
<tr>
<td>IDLE_TIME</td>
<td>The time the job was idle respectively waiting</td>
</tr>
<tr>
<td>DEPENDENCY_WAIT_TIME</td>
<td>The time the job resided in the Dependency_Wait state</td>
</tr>
<tr>
<td>SUSPEND_TIME</td>
<td>The time the job was suspended</td>
</tr>
<tr>
<td>SYNC_TIME</td>
<td>The time the job resided in the Synchronize_Wait state</td>
</tr>
<tr>
<td>RESOURCE_TIME</td>
<td>The time the job resided in the Resource_Wait state</td>
</tr>
<tr>
<td>JOBSERVER_TIME</td>
<td>The time the job was under control of a jobserver</td>
</tr>
<tr>
<td>RESTARTABLE_TIME</td>
<td>The time the job was in a Restartable state (waiting for a Rerun or Cancel)</td>
</tr>
<tr>
<td>CHILD_WAIT_TIME</td>
<td>The time the job waited for its children to reach a final state</td>
</tr>
<tr>
<td>PROCESS_TIME</td>
<td>The time a job was running or could have been running if enough resources would have been available. Hence the time from submit until final without the time it was waiting for dependencies.</td>
</tr>
<tr>
<td>ACTIVE_TIME</td>
<td>The time the job was active</td>
</tr>
<tr>
<td>IDLE_PCT</td>
<td>The percentage of the total time that a job was considered to be active</td>
</tr>
<tr>
<td>CHILDREN</td>
<td>The number of children of the job or batch</td>
</tr>
<tr>
<td></td>
<td>See also table 22.25 on page 309</td>
</tr>
<tr>
<td>PARENTS</td>
<td>Table of the parents</td>
</tr>
<tr>
<td></td>
<td>See also table 22.26 on page 309</td>
</tr>
<tr>
<td>PARAMETER</td>
<td>Table of the parameters</td>
</tr>
<tr>
<td></td>
<td>See also table 22.27 on page 310</td>
</tr>
</tbody>
</table>

Continued on next page
### User Commands

**show job**

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*Continued from previous page*

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>REQUIRED_JOBS</strong></td>
<td>Table of objects upon which the following objects are dependent</td>
</tr>
<tr>
<td></td>
<td>See also table 22.28 on page 311</td>
</tr>
<tr>
<td><strong>DEPENDENT_JOBS</strong></td>
<td>Table of the dependent jobs</td>
</tr>
<tr>
<td></td>
<td>See also table 22.29 on page 313</td>
</tr>
<tr>
<td><strong>REQUIRED_RESOURCES</strong></td>
<td>Table of the required resources</td>
</tr>
<tr>
<td></td>
<td>See also table 22.30 on page 315</td>
</tr>
<tr>
<td><strong>SUBMIT_PATH</strong></td>
<td>The path from the job to the master via the submit hierarchy</td>
</tr>
<tr>
<td><strong>IS_REPLACED</strong></td>
<td>This field defines whether the job or batch has been replaced by another one.</td>
</tr>
<tr>
<td><strong>TIMEOUT_AMOUNT</strong></td>
<td>The maximum time that the job will wait for its resource</td>
</tr>
<tr>
<td><strong>TIMEOUT_BASE</strong></td>
<td>The unit that is used to specify the timeout in seconds, minutes, hours or days</td>
</tr>
<tr>
<td><strong>TIMEOUT_STATE</strong></td>
<td>The timeout of the Scheduling Entity</td>
</tr>
<tr>
<td><strong>RERUN_SEQ</strong></td>
<td>The rerun order</td>
</tr>
<tr>
<td><strong>AUDIT_TRAIL</strong></td>
<td>Table of the log entries</td>
</tr>
<tr>
<td></td>
<td>See also table 22.31 on page 317</td>
</tr>
<tr>
<td><strong>CHILD_SUSPENDED</strong></td>
<td>The number of children that have been suspended</td>
</tr>
<tr>
<td><strong>CNT_PENDING</strong></td>
<td>The number of children in a Pending state</td>
</tr>
<tr>
<td><strong>CREATOR</strong></td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td><strong>CREATE_TIME</strong></td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td><strong>CHANGER</strong></td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td><strong>CHANGE_TIME</strong></td>
<td>Date and time of object change</td>
</tr>
<tr>
<td><strong>PRIVS</strong></td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td><strong>SE_PRIVS</strong></td>
<td>Privileges for the Scheduling Entity</td>
</tr>
<tr>
<td><strong>SUBMITTAG</strong></td>
<td>Unique marker that is given at the submit time</td>
</tr>
<tr>
<td><strong>UNRESOLVED_HANDLING</strong></td>
<td>Defines what to do if the required object cannot be found</td>
</tr>
<tr>
<td><strong>DEFINED/Resources</strong></td>
<td>Table of the Defined Resources of the object</td>
</tr>
<tr>
<td></td>
<td>See also table 22.32 on page 317</td>
</tr>
</tbody>
</table>

*Continued on next page*
### Field Description

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RUNS</td>
<td>Table of the Defined Resources of the object</td>
</tr>
<tr>
<td></td>
<td>See also table 22.33 on page 318</td>
</tr>
</tbody>
</table>

Table 22.24.: Description of the output structure of the show job statement

### CHILDREN

The layout of the CHILDREN table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHILDID</td>
<td>The Submitted Entity Id of the child</td>
</tr>
<tr>
<td>CHILDPRIVS</td>
<td>The privileges for the child object</td>
</tr>
<tr>
<td>CHILDSENAME</td>
<td>The name of the child object</td>
</tr>
<tr>
<td>CHILDSETYPE</td>
<td>The type of child object</td>
</tr>
<tr>
<td>CHILDSEPRIVS</td>
<td>The privileges for the child object</td>
</tr>
<tr>
<td>PARENTID</td>
<td>The Id of the parent</td>
</tr>
<tr>
<td>PARENTPRIVS</td>
<td>The privileges for the parent object</td>
</tr>
<tr>
<td>PARENTSENAME</td>
<td>The name of the parent object</td>
</tr>
<tr>
<td>PARENTSETYPE</td>
<td>The type of parent object</td>
</tr>
<tr>
<td>PARENTSEPRIVS</td>
<td>The privileges for the job definition that belong</td>
</tr>
<tr>
<td></td>
<td>to the parent</td>
</tr>
<tr>
<td>IS_STATIC</td>
<td>Static flag of the hierarchy definition</td>
</tr>
<tr>
<td>PRIORITY</td>
<td>The priority of the hierarchy definition</td>
</tr>
<tr>
<td>SUSPEND</td>
<td>The suspend mode of the hierarchy definition</td>
</tr>
<tr>
<td>MERGE_MODE</td>
<td>The merge mode of the hierarchy definition</td>
</tr>
<tr>
<td>EST_NAME</td>
<td>The name of the Exit State Translation of the hierarchy definition</td>
</tr>
<tr>
<td>IGNORED_DEPENDENCIES</td>
<td>Ignored Dependencies flag of the hierarchy de-</td>
</tr>
</tbody>
</table>

Table 22.25.: Description of the output structure of the show job subtable

### PARENTS

The layout of the PARENTS table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHILDID</td>
<td>The Submitted Entity Id of the child</td>
</tr>
<tr>
<td>CHILDPRIVS</td>
<td>The privileges for the child object</td>
</tr>
</tbody>
</table>

Continued on next page
### User Commands

**show job**

Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHILDSENAME</td>
<td>The name of the child object</td>
</tr>
<tr>
<td>CHILDS TYPE</td>
<td>The type of child object</td>
</tr>
<tr>
<td>CHILDSEPRIVS</td>
<td>The privileges for the child object</td>
</tr>
<tr>
<td>PARENTID</td>
<td>The Id of the parent</td>
</tr>
<tr>
<td>PARENTPRIVS</td>
<td>The privileges for the parent object</td>
</tr>
<tr>
<td>PARENTSENAME</td>
<td>The name of the parent object</td>
</tr>
<tr>
<td>PARENTSETYPE</td>
<td>The type of parent object</td>
</tr>
<tr>
<td>PARENTSEPRIVS</td>
<td>The privileges for the job definition that belong to the parent</td>
</tr>
<tr>
<td>IS_STATIC</td>
<td>Static flag of the hierarchy definition</td>
</tr>
<tr>
<td>PRIORITY</td>
<td>The priority of the hierarchy definition</td>
</tr>
<tr>
<td>SUSPEND</td>
<td>The suspend mode of the hierarchy definition</td>
</tr>
<tr>
<td>MERGE_MODE</td>
<td>The merge mode of the hierarchy definition</td>
</tr>
<tr>
<td>EST_NAME</td>
<td>The name of the Exit State Translation of the hierarchy definition</td>
</tr>
<tr>
<td>IGNORED_DEPENDENCIES</td>
<td>Ignored Dependencies flag of the hierarchy definition</td>
</tr>
</tbody>
</table>

Table 22.26.: Description of the output structure of the show job subtable

**PARAMETER**  
The layout of the PARAMETER table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The name of the parameter, variable or expression</td>
</tr>
<tr>
<td>TYPE</td>
<td>The type of parameter, variable or expression</td>
</tr>
<tr>
<td>VALUE</td>
<td>The value of the parameter, variable or expression</td>
</tr>
</tbody>
</table>

Table 22.27.: 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.
<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>DEPENDENT_ID</td>
<td>Id of the dependent Submitted Entity</td>
</tr>
<tr>
<td>DEPENDENT_PATH</td>
<td>The path from the job to the master via the submit hierarchy</td>
</tr>
<tr>
<td>DEPENDENT_PRIVS</td>
<td>The privileges for the dependent object</td>
</tr>
<tr>
<td>DEPENDENT_ID_ORIG</td>
<td>Id of the original dependent Submitted Entity on which the dependency is defined for dependencies that have been inherited from the parents</td>
</tr>
<tr>
<td>DEPENDENT_PATH_ORIG</td>
<td>The path from the dependent object to the master via the submit hierarchy</td>
</tr>
<tr>
<td>DEPENDENT_PRIVS_ORIG</td>
<td>The privileges for the original dependent object</td>
</tr>
<tr>
<td>DEPENDENCY_OPERATION</td>
<td>Defines whether all or only some dependencies of the original object have to be fulfilled</td>
</tr>
<tr>
<td>REQUIRED_ID</td>
<td>Id of the required Submitted Entity</td>
</tr>
<tr>
<td>REQUIRED_PATH</td>
<td>The path from the required object to the master via the submit hierarchy</td>
</tr>
<tr>
<td>REQUIRED_PRIVS</td>
<td>The privileges for the required object</td>
</tr>
<tr>
<td>STATE</td>
<td>The state of the dependency (OPEN, FULFILLED or FAILED)</td>
</tr>
<tr>
<td>DD_ID</td>
<td>Id of the Dependency Definition object</td>
</tr>
<tr>
<td>DD_NAME</td>
<td>Name of the Dependency Definition</td>
</tr>
<tr>
<td>DD_DEPENDENTNAME</td>
<td>The full path name of the object</td>
</tr>
<tr>
<td>DD_DEPENDENTTYPE</td>
<td>The type of dependent object</td>
</tr>
<tr>
<td>DD_DEPENDENTPRIVS</td>
<td>Privileges for the dependent object</td>
</tr>
<tr>
<td>DD_REQUIREDNAME</td>
<td>Path name of the definition of the dependent object</td>
</tr>
<tr>
<td>DD_REQUIREDTYPE</td>
<td>The type of required object</td>
</tr>
<tr>
<td>DD_REQUIREDPRIVS</td>
<td>The privileges for the required object definition</td>
</tr>
<tr>
<td>DD_UNRESOLVED_HANDLING</td>
<td>Specifies how to handle unresolvable dependencies during a submit</td>
</tr>
<tr>
<td>DD_STATE_SELECTION</td>
<td>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.</td>
</tr>
</tbody>
</table>

Continued on next page
User Commands

Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DD.MODE</td>
<td>Defines whether just the required job itself or the required job together with its children have to be final</td>
</tr>
<tr>
<td>DD.STATES</td>
<td>List of Exit States that the required object have to achieve to fulfil the dependency</td>
</tr>
<tr>
<td>JOB.STATE</td>
<td>In the Job State list, you can filter for jobs that have the entered Job State.</td>
</tr>
<tr>
<td>IS_SUSPENDED</td>
<td>This field defines whether the job or batch itself is suspended.</td>
</tr>
<tr>
<td>PARENT_SUSPENDED</td>
<td>This field defines whether the job is suspended (True) or not (False) through one of its parents.</td>
</tr>
<tr>
<td>CNT_SUBMITTED</td>
<td>The number of children in a Submitted state</td>
</tr>
<tr>
<td>CNT_DEPENDENCY_WAIT</td>
<td>The number of children in a Dependcy_WAIT state</td>
</tr>
<tr>
<td>CNT_SYNCHRONIZE_WAIT</td>
<td>The number of children in a Synchronize_WAIT state</td>
</tr>
<tr>
<td>CNT_Resource_WAIT</td>
<td>The number of children in a Resource_WAIT state</td>
</tr>
<tr>
<td>CNT.RUNNABLE</td>
<td>The number of children in a Runnable state</td>
</tr>
<tr>
<td>CNT_STARTING</td>
<td>The number of children in a Starting state</td>
</tr>
<tr>
<td>CNT_STARTED</td>
<td>The number of children in a Started state</td>
</tr>
<tr>
<td>CNT_RUNNING</td>
<td>The number of children in a Running state</td>
</tr>
<tr>
<td>CNT.TO_KILL</td>
<td>The number of children in a To_Kill state</td>
</tr>
<tr>
<td>CNT.KILLED</td>
<td>The number of children in a Killed state</td>
</tr>
<tr>
<td>CNT.CANCELLED</td>
<td>The number of children in a Cancelled state</td>
</tr>
<tr>
<td>CNT.FINISHED</td>
<td>The number of children in a Finished state</td>
</tr>
<tr>
<td>CNT.FINAL</td>
<td>The number of children in a Final state</td>
</tr>
<tr>
<td>CNT.BROKEN.ACTIVE</td>
<td>The number of children in a Broken_Active state</td>
</tr>
<tr>
<td>CNT.BROKEN.FINISHED</td>
<td>The number of children in a Broken_Finished state</td>
</tr>
<tr>
<td>CNT.ERROR</td>
<td>The number of children in an Error state</td>
</tr>
<tr>
<td>CNT.RESTARTABLE</td>
<td>The number of children in a Restartable state</td>
</tr>
<tr>
<td>CNT.UNREACHABLE</td>
<td>The number of children in an Unreachable state</td>
</tr>
<tr>
<td>JOB.IS_FINAL</td>
<td>The number of Child Jobs in an Is_Final state</td>
</tr>
<tr>
<td>CHILD_TAG</td>
<td>Tag for exclusive identifying jobs that have been submitted several times as children of the same job</td>
</tr>
<tr>
<td>FINAL_STATE</td>
<td>The final state of a job</td>
</tr>
</tbody>
</table>

Continued on next page
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHILDREN</td>
<td>The number of children of the job or batch</td>
</tr>
<tr>
<td>IGNORE</td>
<td>Flag indicating whether the Resource Allocation is being ignored</td>
</tr>
<tr>
<td>CHILD_SUSPENDED</td>
<td>The number of children that have been suspended</td>
</tr>
<tr>
<td>CNT_PENDING</td>
<td>The number of children in a Pending state</td>
</tr>
<tr>
<td>DD_CONDITION</td>
<td>The condition that has to be additionally fulfilled for the dependency to be fulfilled</td>
</tr>
</tbody>
</table>

Table 22.28.: 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.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>DEPENDENT_ID</td>
<td>Id of the dependent Submitted Entity</td>
</tr>
<tr>
<td>DEPENDENT_PATH</td>
<td>The path from the job to the master via the submit hierarchy</td>
</tr>
<tr>
<td>DEPENDENT_PRIVS</td>
<td>The privileges for the dependent object</td>
</tr>
<tr>
<td>DEPENDENT_ID_ORIG</td>
<td>Id of the original dependent Submitted Entity on which the dependency is defined for dependencies that have been inherited from the parents</td>
</tr>
<tr>
<td>DEPENDENT_PATH_ORIG</td>
<td>The path from the dependent object to the master via the submit hierarchy</td>
</tr>
<tr>
<td>DEPENDENT_PRIVS_ORIG</td>
<td>The privileges for the original dependent object</td>
</tr>
<tr>
<td>DEPENDENCY_OPERATION</td>
<td>Defines whether all or only some dependencies of the original object have to be fulfilled</td>
</tr>
<tr>
<td>REQUIRED_ID</td>
<td>Id of the required Submitted Entity</td>
</tr>
<tr>
<td>REQUIRED_PATH</td>
<td>The path from the required object to the master via the submit hierarchy</td>
</tr>
<tr>
<td>REQUIRED_PRIVS</td>
<td>The privileges for the required object</td>
</tr>
<tr>
<td>STATE</td>
<td>The state of the dependency (OPEN, FUL-FILLED or FAILED)</td>
</tr>
<tr>
<td>DD_ID</td>
<td>Id of the Dependency Definition object</td>
</tr>
<tr>
<td>DD_NAME</td>
<td>Name of the Dependency Definition</td>
</tr>
</tbody>
</table>

Continued on next page
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DD_DEPENDENTNAME</td>
<td>The full path name of the object</td>
</tr>
<tr>
<td>DD_DEPENDENTTYPE</td>
<td>The type of dependent object</td>
</tr>
<tr>
<td>DD_DEPENDENTPRIVS</td>
<td>Privileges for the dependent object</td>
</tr>
<tr>
<td>DD_REQUIREDNAME</td>
<td>Path name of the definition of the dependent object</td>
</tr>
<tr>
<td>DD_REQUIREDTYPE</td>
<td>The type of required object</td>
</tr>
<tr>
<td>DD_REQUIREDPRIVS</td>
<td>The privileges for the required object definition</td>
</tr>
<tr>
<td>DD_UNRESOLVED_HANDLING</td>
<td>Specifies how to handle unresolvable dependencies during a submit</td>
</tr>
<tr>
<td>DD_STATE_SELECTION</td>
<td>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.</td>
</tr>
<tr>
<td>DD_MODE</td>
<td>Defines whether just the required job itself or the required job together with its children have to be final</td>
</tr>
<tr>
<td>DD_STATES</td>
<td>List of Exit States that the required object have to achieve to fulfil the dependency</td>
</tr>
<tr>
<td>JOB_STATE</td>
<td>In the Job State list, you can filter for jobs that have the entered Job State.</td>
</tr>
<tr>
<td>IS_SUSPENDED</td>
<td>This field defines whether the job or batch itself is suspended.</td>
</tr>
<tr>
<td>PARENT_SUSPENDED</td>
<td>This field defines whether the job is suspended (True) or not (False) through one of its parents.</td>
</tr>
<tr>
<td>CNT_SUBMITTED</td>
<td>The number of children in a Submitted state</td>
</tr>
<tr>
<td>CNT_DEPENDENCY_WAIT</td>
<td>The number of children in a Dependency_Wait state</td>
</tr>
<tr>
<td>CNT_SYNCHRONIZE_WAIT</td>
<td>The number of children in a Synchronize_Wait state</td>
</tr>
<tr>
<td>CNT_RESOURCE_WAIT</td>
<td>The number of children in a Resource_Wait state</td>
</tr>
<tr>
<td>CNT_RUNNABLE</td>
<td>The number of children in a Runnable state</td>
</tr>
<tr>
<td>CNT_STARTING</td>
<td>The number of children in a Starting state</td>
</tr>
<tr>
<td>CNT_STARTED</td>
<td>The number of children in a Started state</td>
</tr>
<tr>
<td>CNT_RUNNING</td>
<td>The number of children in a Running state</td>
</tr>
<tr>
<td>CNT_TO_KILL</td>
<td>The number of children in a To_Kill state</td>
</tr>
<tr>
<td>CNT_KILLED</td>
<td>The number of children in a Killed state</td>
</tr>
</tbody>
</table>
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CNT_CANCELLED</td>
<td>The number of children in a Cancelled state</td>
</tr>
<tr>
<td>CNT_FINISHED</td>
<td>The number of children in a Finished state</td>
</tr>
<tr>
<td>CNT_FINAL</td>
<td>The number of children in a Final state</td>
</tr>
<tr>
<td>CNT_BROKEN_ACTIVE</td>
<td>The number of children in a Broken_Active state</td>
</tr>
<tr>
<td>CNT_BROKEN_FINISHED</td>
<td>The number of children in a Broken_Finished state</td>
</tr>
<tr>
<td>CNT_ERROR</td>
<td>The number of children in an Error state</td>
</tr>
<tr>
<td>CNT_RESTARTABLE</td>
<td>The number of children in a Restartable state</td>
</tr>
<tr>
<td>CNT_UNREACHABLE</td>
<td>The number of children in a Unreachable state</td>
</tr>
<tr>
<td>JOB_IS_FINAL</td>
<td>The number of Child Jobs in an Is_Final state</td>
</tr>
<tr>
<td>CHILD_TAG</td>
<td>Tag for exclusive identifying jobs that have been submitted several times as children of the same job</td>
</tr>
<tr>
<td>FINAL_STATE</td>
<td>The final state of a job</td>
</tr>
<tr>
<td>CHILDREN</td>
<td>The number of children of the job or batch</td>
</tr>
<tr>
<td>IGNORE</td>
<td>Flag indicating whether the Resource Allocation is bring ignored</td>
</tr>
<tr>
<td>CHILD_SUSPENDED</td>
<td>The number of children that have been suspended</td>
</tr>
<tr>
<td>CNT_PENDING</td>
<td>The number of children in a Pending state</td>
</tr>
<tr>
<td>DD_CONDITION</td>
<td>The condition that has to be additionally fulfilled for the dependency to be fulfilled</td>
</tr>
</tbody>
</table>

Table 22.29.: 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.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SCOPE_ID</td>
<td>Id of the scope that allocated the resource</td>
</tr>
<tr>
<td>SCOPE_NAME</td>
<td>The fully qualified name of the scope</td>
</tr>
<tr>
<td>SCOPE_TYPE</td>
<td>The type of scope (SCOPE or SERVER, FOLDER, BATCH or JOB)</td>
</tr>
<tr>
<td>SCOPE_PRIVS</td>
<td>The privileges for the scope</td>
</tr>
<tr>
<td>RESOURCE_ID</td>
<td>Id of the Required Resource</td>
</tr>
<tr>
<td>RESOURCE_NAME</td>
<td>Categorical path name of the Requested Resource</td>
</tr>
</tbody>
</table>

Continued on next page
### Field Description

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESOURCE_USAGE</td>
<td>The usage of the required resource (STATIC, SYSTEM or SYNCHRONIZING)</td>
</tr>
<tr>
<td>RESOURCE_OWNER</td>
<td>Name of the owner of the Requested Resource</td>
</tr>
<tr>
<td>RESOURCE_PRIVS</td>
<td>The privileges for the Requested Resource</td>
</tr>
<tr>
<td>RESOURCE_STATE</td>
<td>The state of the Requested Resource</td>
</tr>
<tr>
<td>RESOURCE_TIMESTAMP</td>
<td>Date time of last time state was set for the requested resource</td>
</tr>
<tr>
<td>REQUESTABLE_AMOUNT</td>
<td>The maximum amount of resources that can be requested by a job</td>
</tr>
<tr>
<td>TOTAL_AMOUNT</td>
<td>The complete amount that can be allocated</td>
</tr>
<tr>
<td>FREE_AMOUNT</td>
<td>The Free_Amount that can be allocated</td>
</tr>
<tr>
<td>REQUESTED_AMOUNT</td>
<td>This is the requested amount</td>
</tr>
<tr>
<td>REQUESTED_LOCKMODE</td>
<td>The requested lockmode</td>
</tr>
<tr>
<td>REQUESTED_STATES</td>
<td>The requested Resource State</td>
</tr>
<tr>
<td>RESERVED_AMOUNT</td>
<td>The amount that is reserved by the Requested Resource</td>
</tr>
<tr>
<td>ALLOCATED_AMOUNT</td>
<td>The amount that was allocated by the Requested Resource</td>
</tr>
<tr>
<td>ALLOCATED_LOCKMODE</td>
<td>The lockmode currently allocated by the Requested Resource</td>
</tr>
<tr>
<td>IGNORE</td>
<td>Flag indicating whether the Resource Allocation is bring ignored</td>
</tr>
<tr>
<td>STICKY</td>
<td>Flag indicating whether it is a Sticky Resource Allocation</td>
</tr>
<tr>
<td>STICKY_NAME</td>
<td>Optional name of the sticky resource request</td>
</tr>
<tr>
<td>STICKY_PARENT</td>
<td>Parent job within which the sticky request is evaluated</td>
</tr>
<tr>
<td>STICKY_PARENT_TYPE</td>
<td>Type of the parent within which the sticky requirement is evaluated</td>
</tr>
<tr>
<td>ONLINE</td>
<td>Flag indicating whether the resource is available for an allocation</td>
</tr>
<tr>
<td>ALLOCATE_STATE</td>
<td>The state of the allocation (RESERVED, ALLOCATED, AVAILABLE or BLOCKED)</td>
</tr>
<tr>
<td>EXPIRE</td>
<td>Time defining the maximum or minimum age of a resource depending on whether the expire is positive or negative</td>
</tr>
</tbody>
</table>

*Continued on next page*
show job

User Commands

Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EXPIRE_SIGN</td>
<td>Defines the expiration condition, +/- indicating younger/older than</td>
</tr>
<tr>
<td>IGNORE_ON_RERUN</td>
<td>This flag indicates if the expire condition should be ignored in case of a rerun.</td>
</tr>
<tr>
<td>DEFINITION</td>
<td>Where the Resource Definition is saved</td>
</tr>
</tbody>
</table>

Table 22.30.: 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.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>USERNAME</td>
<td>User name that causes this audit record</td>
</tr>
<tr>
<td>TIME</td>
<td>The time when this audit record was created</td>
</tr>
<tr>
<td>TXID</td>
<td>Transaction number of the change</td>
</tr>
<tr>
<td>ACTION</td>
<td>Action that causes this audit record</td>
</tr>
<tr>
<td>ORIGINID</td>
<td>The original object Id that causes this audit record</td>
</tr>
<tr>
<td>JOBID</td>
<td>The Id of the job for which this audit entry is written</td>
</tr>
<tr>
<td>JOBNAME</td>
<td>The name of the job for which this audit entry is written</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>INFO</td>
<td>Additional system information about the Action Event that caused the audit record</td>
</tr>
</tbody>
</table>

Table 22.31.: 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.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>Id of the Defined Resource</td>
</tr>
<tr>
<td>RESOURCE_NAME</td>
<td>Full path name of the Defined Object</td>
</tr>
<tr>
<td>RESOURCE_USAGE</td>
<td>The usage of the required resource (STATIC, SYSTEM or SYNCHRONIZING)</td>
</tr>
</tbody>
</table>

Continued on next page
show job

Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESOURCE_OWNER</td>
<td>The owner of the resource</td>
</tr>
<tr>
<td>RESOURCE_PRIVS</td>
<td>The privileges for the resource</td>
</tr>
<tr>
<td>RESOURCE_STATE</td>
<td>The current state of the resource</td>
</tr>
<tr>
<td>RESOURCE_TIMESTAMP</td>
<td>Date time of last time state was set for the requested resource</td>
</tr>
<tr>
<td>REQUESTABLE_AMOUNT</td>
<td>The maximum amount of resources that can be requested by a job</td>
</tr>
<tr>
<td>TOTAL_AMOUNT</td>
<td>The complete amount that can be allocated</td>
</tr>
<tr>
<td>FREE_AMOUNT</td>
<td>The Free_Amount that can be allocated</td>
</tr>
<tr>
<td>ONLINE</td>
<td>Indicates whether the resource can be allocated or not</td>
</tr>
</tbody>
</table>

Table 22.32.: Description of the output structure of the show job subtable

RUNS  The layout of the RUNS table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RERUN_SEQ</td>
<td>The rerun order</td>
</tr>
<tr>
<td>SCOPE_ID</td>
<td>The scope or jobserver to which the job is allocated</td>
</tr>
<tr>
<td>HTTPHOST</td>
<td>The host name of the scope for accessing log files via HTTP</td>
</tr>
<tr>
<td>HTTPPORT</td>
<td>The HTTP port number of the jobserver for accessing log files via HTTP</td>
</tr>
<tr>
<td>JOB_ESD_ID</td>
<td>The Job_Esd is the Exit State of the job.</td>
</tr>
<tr>
<td>EXIT_CODE</td>
<td>The Exit_Code of the executed process</td>
</tr>
<tr>
<td>COMMANDLINE</td>
<td>The created command line that is used for the first execution</td>
</tr>
<tr>
<td>WORKDIR</td>
<td>Name of the working directory of the utility process</td>
</tr>
<tr>
<td>LOGFILE</td>
<td>Name of the utility process log file. The output to stdout is written in this log.</td>
</tr>
<tr>
<td>ERRLOGFILE</td>
<td>The created error log file</td>
</tr>
<tr>
<td>EXT_PID</td>
<td>The EXT_PID is the process identification number of the utility process.</td>
</tr>
<tr>
<td>SYNC_TS</td>
<td>The time when the job switched to the state synchronize_wait</td>
</tr>
</tbody>
</table>

Continued on next page
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESOURCE_TS</td>
<td>The time when the job switched to the state Resource_wait</td>
</tr>
<tr>
<td>RUNNABLE_TS</td>
<td>The time when the job reached the state Runnable</td>
</tr>
<tr>
<td>START_TS</td>
<td>The time when the job was reported by the job-server as having been started</td>
</tr>
<tr>
<td>FINISH_TS</td>
<td>This is the time when the job is finished.</td>
</tr>
</tbody>
</table>

Table 22.33.: Description of the output structure of the show job subtable
show job definition

Purpose

Purpose  The purpose of the show job definition statement is to get detailed information about the specified job definition.

Syntax

Syntax  The syntax for the show job definition statement is

    show job definition folderpath

Description

Description  The show job definition statement gives you detailed information about the specified job definition.

Output

Output  This statement returns an output structure of type record.

Output Description  The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The full path name of the job definition</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>TYPE</td>
<td>This states the type of object. The following options are available: Batch, Milestone, Job and Folder.</td>
</tr>
<tr>
<td>INHERIT_PRIVS</td>
<td>Privileges that are inherited from the parent folder</td>
</tr>
<tr>
<td>RUN_PROGRAM</td>
<td>A command line that starts the script or program can be specified in the Run_Program field.</td>
</tr>
<tr>
<td>RERUN_PROGRAM</td>
<td>The Rerun_Program field specifies the command that is to be executed when repeating the job following an error (rerun).</td>
</tr>
<tr>
<td>KILL_PROGRAM</td>
<td>The Kill_Program field determines which program is to be run to terminate a currently running job.</td>
</tr>
<tr>
<td>WORKDIR</td>
<td>This is the working directory of the current job.</td>
</tr>
</tbody>
</table>

Continued on next page
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOGFILE</td>
<td>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).</td>
</tr>
<tr>
<td>TRUNC_LOG</td>
<td>Defines whether the log file is to be renewed or not</td>
</tr>
<tr>
<td>ERRLOGFILE</td>
<td>The Error Logfile field specifies the file in which all the error outputs from the Run program are to be returned.</td>
</tr>
<tr>
<td>TRUNC_ERRLOG</td>
<td>Defines whether the Error log file is to be renewed or not</td>
</tr>
<tr>
<td>EXPECTED_RUNTIME</td>
<td>The Expected_Runtime describes the anticipated time that will be required to execute a job.</td>
</tr>
<tr>
<td>EXPECTED_FINALTIME</td>
<td>The Expected_Finaltime describes the anticipated time that will be required to execute a job or batch together with its children.</td>
</tr>
<tr>
<td>PRIORITY</td>
<td>The Priority field indicates the urgency with which the process, if it is to be started, is to be considered by the Scheduling System.</td>
</tr>
<tr>
<td>MIN_PRIORITY</td>
<td>This is the minimum effective priority that can be achieved through natural aging.</td>
</tr>
<tr>
<td>AGING_AMOUNT</td>
<td>The number of time units after which the effective priority is incremented by 1.</td>
</tr>
<tr>
<td>AGING_BASE</td>
<td>The time unit that is used for the aging interval</td>
</tr>
<tr>
<td>SUBMIT_SUSPENDED</td>
<td>Flag that indicates whether the object is to be suspended after the submit</td>
</tr>
<tr>
<td>RESUME_AT</td>
<td>If the job is to be submitted as being suspended, an automatic resume takes place at the given time.</td>
</tr>
<tr>
<td>RESUME_IN</td>
<td>If the job is to be submitted as being suspended, an automatic resume takes place after the given number of time units.</td>
</tr>
<tr>
<td>RESUME_BASE</td>
<td>Specified time unit for RESUME_IN</td>
</tr>
<tr>
<td>MASTER_SUBMITTABLE</td>
<td>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.</td>
</tr>
</tbody>
</table>

Continued on next page
### Field Description

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIMEOUT_AMOUNT</td>
<td>The number of time units for the delay until the timeout occurs</td>
</tr>
<tr>
<td>TIMEOUT_BASE</td>
<td>The unit that is used to specify the timeout in seconds, minutes, hours or days</td>
</tr>
<tr>
<td>TIMEOUT_STATE</td>
<td>The timeout of the Scheduling Entity</td>
</tr>
<tr>
<td>DEPENDENCY_MODE</td>
<td>The Dependency Mode states the context in which the list of dependencies has to be viewed. The following options are available: ALL and ANY.</td>
</tr>
<tr>
<td>ESP_NAME</td>
<td>This is the name of the Exit State Profile.</td>
</tr>
<tr>
<td>ESM_NAME</td>
<td>This is the name of the Exit State Mapping.</td>
</tr>
<tr>
<td>ENV_NAME</td>
<td>This is the name of the environment.</td>
</tr>
<tr>
<td>FP_NAME</td>
<td>This is the name of the footprint.</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>CHILDREN</td>
<td>Table of the children</td>
</tr>
</tbody>
</table>

See also table 22.35 on page 323

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PARENTS</td>
<td>Table of the parents</td>
</tr>
</tbody>
</table>

See also table 22.36 on page 324

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PARAMETER</td>
<td>Table of the parameters and variables that are defined for this object</td>
</tr>
<tr>
<td>REFERENCES</td>
<td>Table of parameter references to this object</td>
</tr>
<tr>
<td>REQUIRED_JOBS</td>
<td>Table of objects upon which the following objects are dependent</td>
</tr>
</tbody>
</table>

See also table 22.37 on page 325

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEPENDENT_JOBS</td>
<td>Table of objects that are dependent upon the following objects</td>
</tr>
</tbody>
</table>

See also table 22.38 on page 326

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>REQUIRED_RESOURCES</td>
<td>Table of resource requirements that are not included in the environment and footprint</td>
</tr>
</tbody>
</table>

Continued on next page
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEFINED_RESOURCES</td>
<td>Table of resources to be instantiated at the submit time, visible for submitting children</td>
</tr>
</tbody>
</table>

Table 22.34.: Description of the output structure of the show job definition statement

**CHILDREN** The layout of the CHILDREN table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>CHILDNAME</td>
<td>Full path name of the child object</td>
</tr>
<tr>
<td>CHILDTYPE</td>
<td>The child type (JOB, BATCH or MILESTONE)</td>
</tr>
<tr>
<td>CHILDPRIVS</td>
<td>A string containing the user privileges of the child object</td>
</tr>
<tr>
<td>PARENTNAME</td>
<td>The name of the parent object</td>
</tr>
<tr>
<td>PARENTTYPE</td>
<td>The parent type (JOB, BATCH or MILESTONE)</td>
</tr>
<tr>
<td>PARENTPRIVS</td>
<td>A string containing the user privileges of the parent object</td>
</tr>
<tr>
<td>ALIAS_NAME</td>
<td>Name for referencing to child definitions with dynamic submits</td>
</tr>
<tr>
<td>IS_STATIC</td>
<td>The is_static flag defines whether the job is to be statically or dynamically submitted.</td>
</tr>
<tr>
<td>IS_DISABLED</td>
<td>Flag indicating the the child should be executed or skipped</td>
</tr>
<tr>
<td>PRIORITY</td>
<td>The nice value that has been added to the children</td>
</tr>
<tr>
<td>SUSPEND</td>
<td>Determines whether the child is to be suspended for the submit</td>
</tr>
<tr>
<td>RESUME_AT</td>
<td>If the job is to be submitted as being suspended, an automatic resume takes place at the given time.</td>
</tr>
<tr>
<td>RESUME_IN</td>
<td>If the job is to be submitted as being suspended, an automatic resume takes place after the given number of time units.</td>
</tr>
<tr>
<td>RESUME_BASE</td>
<td>Specified time unit for RESUME_IN</td>
</tr>
</tbody>
</table>

Continued on next page
User Commands

Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MERGE_MODE</td>
<td>Determines how the condition handles the same object that occurs more than once in the submission hierarchy</td>
</tr>
<tr>
<td>EST_NAME</td>
<td>An Exit State Translation that is used to translate the Exit States of the children to the Exit States of the parents</td>
</tr>
<tr>
<td>IGNORED_DEPENDENCIES</td>
<td>List with the names of the dependencies for ignoring the dependencies of the parents</td>
</tr>
</tbody>
</table>

Table 22.35.: Description of the output structure of the show job definition subtable

PARENTS  The layout of the PARENTS table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>CHILDNAME</td>
<td>Full path name of the child object</td>
</tr>
<tr>
<td>CHILDTYPE</td>
<td>The child type (JOB, BATCH or MILESTONE)</td>
</tr>
<tr>
<td>CHILDPRIVS</td>
<td>A string containing the user privileges of the child object</td>
</tr>
<tr>
<td>PARENTNAME</td>
<td>The name of the parent object</td>
</tr>
<tr>
<td>PARENTTYPE</td>
<td>The parent type (JOB, BATCH or MILESTONE)</td>
</tr>
<tr>
<td>PARENTPRIVS</td>
<td>A string containing the user privileges of the parent object</td>
</tr>
<tr>
<td>ALIAS_NAME</td>
<td>Name for referencing to child definitions with dynamic submits</td>
</tr>
<tr>
<td>IS_STATIC</td>
<td>The is_static flag defines whether the job is to be statically or dynamically submitted.</td>
</tr>
<tr>
<td>IS_DISABLED</td>
<td>Flag indicating the the child should be executed or skipped</td>
</tr>
<tr>
<td>PRIORITY</td>
<td>The nice value that has been added to the children</td>
</tr>
<tr>
<td>SUSPEND</td>
<td>Determines whether the child is to be suspended for the submit</td>
</tr>
<tr>
<td>RESUME_AT</td>
<td>If the job is to be submitted as being suspended, an automatic resume takes place at the given time.</td>
</tr>
</tbody>
</table>

Continued on next page
### Field Description

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESUME_IN</td>
<td>If the job is to be submitted as being suspended, an automatic resume takes place after the given number of time units.</td>
</tr>
<tr>
<td>RESUME_BASE</td>
<td>Specified time unit for RESUME_IN</td>
</tr>
<tr>
<td>MERGE_MODE</td>
<td>Determines how the condition handles the same object that occurs more than once in the submission hierarchy</td>
</tr>
<tr>
<td>EST_NAME</td>
<td>An Exit State Translation that is used to translate the Exit States of the children to the Exit States of the parents</td>
</tr>
<tr>
<td>IGNORED_DEPENDENCIES</td>
<td>List with the names of the dependencies for ignoring the dependencies of the parents</td>
</tr>
</tbody>
</table>

Table 22.36.: 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.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>DEPENDENTNAME</td>
<td>The full path name of the dependent object</td>
</tr>
<tr>
<td>DEPENDENTTYPE</td>
<td>The type of dependent object (JOB, BATCH or MILESTONE)</td>
</tr>
<tr>
<td>DEPENDENTPRIVS</td>
<td>String containing the user privileges of the dependent object</td>
</tr>
<tr>
<td>REQUIREDNAME</td>
<td>The full path name of the required object</td>
</tr>
<tr>
<td>REQUIREDTYPE</td>
<td>The type of required object (JOB, BATCH or MILESTONE)</td>
</tr>
<tr>
<td>REQUIREDPRIVS</td>
<td>String containing the user privileges of the required object</td>
</tr>
<tr>
<td>UNRESOLVED_HANDLER</td>
<td>Defines what to do if the required object cannot be found</td>
</tr>
<tr>
<td>MODE</td>
<td>The Dependency Mode states the context in which the list of dependencies has to be viewed. The following options are available: ALL and ANY.</td>
</tr>
</tbody>
</table>

Continued on next page
User Commands show job definition

Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STATE_SELECTION</td>
<td>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.</td>
</tr>
<tr>
<td>CONDITION</td>
<td>The additional conditions must be fulfilled.</td>
</tr>
<tr>
<td>STATES</td>
<td>Comma-separated list of permitted Exit States that the required object has to achieve to fulfil the dependencies</td>
</tr>
</tbody>
</table>

Table 22.37.: 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.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>DEPENDENTNAME</td>
<td>The full path name of the dependent object</td>
</tr>
<tr>
<td>DEPENDENTTYPE</td>
<td>The type of dependent object (JOB, BATCH or MILESTONE)</td>
</tr>
<tr>
<td>DEPENDENTPRIVS</td>
<td>String containing the user privileges of the dependent object</td>
</tr>
<tr>
<td>REQUIREDNAME</td>
<td>The full path name of the required object</td>
</tr>
<tr>
<td>REQUIREDTYPE</td>
<td>The type of required object (JOB, BATCH or MILESTONE)</td>
</tr>
<tr>
<td>REQUIREDPRIVS</td>
<td>String containing the user privileges of the required object</td>
</tr>
<tr>
<td>UNRESOLVED_HANDLING</td>
<td>Defines what to do if the required object cannot be found</td>
</tr>
<tr>
<td>MODE</td>
<td>The Dependency Mode states the context in which the list of dependencies has to be viewed. The following options are available: ALL and ANY.</td>
</tr>
</tbody>
</table>

Continued on next page
**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.

---

**REQUIRED_RESOURCES**

The layout of the REQUIRED_RESOURCES table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>RESOURCE_NAME</td>
<td>Full path name of the required Named Resource</td>
</tr>
<tr>
<td>RESOURCE_USAGE</td>
<td>The usage of the required resource (STATIC, SYSTEM or SYNCHRONIZING)</td>
</tr>
<tr>
<td>RESOURCE_PRIVS</td>
<td>String containing the user privileges of the Named Resource</td>
</tr>
<tr>
<td>AMOUNT</td>
<td>The required amount with System or Synchronizing Resources</td>
</tr>
<tr>
<td>KEEP_MODE</td>
<td>The Keep_Mode specifies the time at which the resource is released (FINISH, JOB_FINAL oder FINAL)</td>
</tr>
<tr>
<td>IS_STICKY</td>
<td>Indicates whether the resource allocation for subsequent jobs is retained</td>
</tr>
<tr>
<td>STICKY_NAME</td>
<td>Optional name of the sticky resource request</td>
</tr>
<tr>
<td>STICKY_PARENT</td>
<td>Parent Job Definition within which the sticky requirement is handled</td>
</tr>
<tr>
<td>RESOURCE_STATE_MAPPING</td>
<td>The Resource State Mapping defines how and whether the state of the resource is to be changed after the job has finished.</td>
</tr>
</tbody>
</table>

**Continued on next page**
### Field | Description
--- | ---
EXPIRED_AMOUNT | Die number of units. If the Expired Amount is positive, the state change must have occurred within the specified period. If it is negative, the state change must have occurred earlier than the specified period.
EXPIRED_BASE | The time unit for specifying the operation
IGNORE_ON_RERUN | This flag indicates if the expire condition should be ignored in case of a rerun.
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 | (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 22.39.: Description of the output structure of the show job definition subtable
show named resource

Purpose

The purpose of the `show named resource` statement is to get detailed information about the named resource.

Syntax

The syntax for the `show named resource` statement is

```
show named resource resourcepath [ with EXPAND ]
```

EXPAND:
```
expand = none
| expand = < (id {, id} ) | all >
```

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

This statement returns an output structure of type record.

**Output Description** The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>Name of the Named Resource</td>
</tr>
<tr>
<td>OWNER</td>
<td>Owner of the Named Resource</td>
</tr>
<tr>
<td>USAGE</td>
<td>The Usage field specifies the Resource type.</td>
</tr>
<tr>
<td>INHERIT_PRIVS</td>
<td>Privileges that are inherited from the parent folder.</td>
</tr>
</tbody>
</table>

Continued on next page
**User Commands**

*show named resource*

---

*Continued from previous page*

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESOURCE_STATE_PROFILE</td>
<td>This is the Resource State Profile assigned to the resource.</td>
</tr>
<tr>
<td>FACTOR</td>
<td>This is the default factor by which Resource Requirement Amounts are multiplied if nothing else has been specified for the resource.</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>RESOURCES</td>
<td>These are the instances of the Named Resource.</td>
</tr>
<tr>
<td></td>
<td>See also table 22.41 on page 330</td>
</tr>
<tr>
<td>PARAMETERS</td>
<td>These are the defined parameters of the Named Resource.</td>
</tr>
<tr>
<td></td>
<td>See also table 22.42 on page 331</td>
</tr>
<tr>
<td>JOB_DEFINITIONS</td>
<td>These are the job definitions that request the Named Resource.</td>
</tr>
<tr>
<td></td>
<td>See also table 22.43 on page 332</td>
</tr>
</tbody>
</table>

**Table 22.40:** Description of the output structure of the show named resource statement

*RESOURCES* The layout of the RESOURCES table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>SCOPE</td>
<td>The names of the Scopes, Submitted Entities, Scheduling Entities or folders that offer the respective Named Resource are shown here.</td>
</tr>
<tr>
<td>TYPE</td>
<td>This is the resource type.</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>STATE</td>
<td>Indicates the state of the resource</td>
</tr>
<tr>
<td>REQUESTABLE_AMOUNT</td>
<td>The maximum amount of resources that can be requested by a job</td>
</tr>
</tbody>
</table>

*Continued on next page*
**Field** | **Description**
---|---
AMOUNT | The amount states the current number of instances of the Named Resource for this scope or jobserver.
FREE_AMOUNT | The Free Amount designates the total number of instances of a resource in the selected scope or jobserver that have not yet been allocated to jobs.
IS_ONLINE | Indicates whether the resource is online or not
PRIVS | String containing the user's privileges on the object

Table 22.41.: Description of the output structure of the show named resource subtable

**PARAMETERS** The layout of the PARAMETERS table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>Name of the parameter</td>
</tr>
<tr>
<td>TYPE</td>
<td>This is the parameter type. Local or Local Constant</td>
</tr>
<tr>
<td>DEFAULT_VALUE</td>
<td>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.</td>
</tr>
<tr>
<td>TAG</td>
<td>The tag or headline for the following comment</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
</tbody>
</table>

Table 22.42.: Description of the output structure of the show named resource subtable

**JOB_DEFINITIONS** The layout of the JOB_DEFINITIONS table is shown in the table below.
### User Commands

**show named resource**

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>Name of the job definition</td>
</tr>
<tr>
<td>AMOUNT</td>
<td>The amount of the resource that is required by the job</td>
</tr>
<tr>
<td>KEEP_MODE</td>
<td>The value of the Keep parameter for the resource request from the job</td>
</tr>
<tr>
<td>IS_STICKY</td>
<td>Indicates whether it is a Sticky Request or not</td>
</tr>
<tr>
<td>STICKY_NAME</td>
<td>Optional name of the sticky resource request</td>
</tr>
<tr>
<td>STICKY_PARENT</td>
<td>Parent Job Definition within which the sticky requirement is handled</td>
</tr>
<tr>
<td>RESOURCE_STATE_MAPPING</td>
<td>If a Resource State Mapping was specified in the resource request, it is displayed here.</td>
</tr>
<tr>
<td>EXPIRED_AMOUNT</td>
<td>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.</td>
</tr>
<tr>
<td>EXPIRED_BASE</td>
<td>The unit in minutes, hours, days, weeks, months and years</td>
</tr>
<tr>
<td>IGNORE_ON_RERUN</td>
<td>This flag indicates if the expire condition should be ignored in case of a rerun.</td>
</tr>
<tr>
<td>LOCKMODE</td>
<td>The lockmode describes the mode for accessing this resource (exclusive, shared, etc.).</td>
</tr>
<tr>
<td>STATES</td>
<td>Multiple states that are acceptable for this job are separated by commas.</td>
</tr>
<tr>
<td>CONDITION</td>
<td>The condition that can be defined for requests for Static Resources</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 22.43.: Description of the output structure of the show named resource subtable
**show resource**

**Purpose**

The purpose of the `show resource` statement is to get detailed information about the resource.

**Syntax**

The syntax for the `show resource` statement is

```
show RESOURCE_URL
```

**Description**

The `show resource` statement gives you detailed information about the resource.

**Output**

This statement returns an output structure of type record.

**Output Description**  The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>Name of the resource</td>
</tr>
<tr>
<td>SCOPENAME</td>
<td>Name of the scope in which the pool was created</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>LINK_ID</td>
<td>Id of the referenced resource</td>
</tr>
<tr>
<td>LINK_SCOPE</td>
<td>Scope name of the referenced resource</td>
</tr>
<tr>
<td>BASE_ID</td>
<td>Id of the ultimately referenced resource</td>
</tr>
<tr>
<td>BASE_SCOPE</td>
<td>Scope name of the ultimately referenced resource</td>
</tr>
<tr>
<td>MANAGER_ID</td>
<td>Id of the Managing Pool</td>
</tr>
<tr>
<td>MANAGER_NAME</td>
<td>Name of the Managing Pool</td>
</tr>
<tr>
<td>MANAGER_SCOPENAME</td>
<td>Name of the scope in which the Managing Pool was created</td>
</tr>
</tbody>
</table>

*Continued on next page*
### User Commands

**show resource**

Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>USAGE</td>
<td>The Usage field specifies the Resource type.</td>
</tr>
<tr>
<td>RESOURCE_STATE_PROFILE</td>
<td>This is the Resource State Profile assigned to the resource.</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>TAG</td>
<td>The tag is an optional short name for the resource.</td>
</tr>
<tr>
<td>STATE</td>
<td>The state is the current state of the resource in this scope or jobserver.</td>
</tr>
<tr>
<td>TIMESTAMP</td>
<td>The timestamp indicates the last time the Resource State changed.</td>
</tr>
<tr>
<td>REQUESTABLE_AMOUNT</td>
<td>The maximum amount of resources that can be requested by a job</td>
</tr>
<tr>
<td>DEFINED_AMOUNT</td>
<td>The amount that is available if the resource is not pooled</td>
</tr>
<tr>
<td>AMOUNT</td>
<td>The actual available amount</td>
</tr>
<tr>
<td>FREE_AMOUNT</td>
<td>The Free_Amount designates the total number of instances of a resource that have not yet been allocated to jobs.</td>
</tr>
<tr>
<td>IS_ONLINE</td>
<td>Is_Online is an indicator that states whether the resource is online or not.</td>
</tr>
<tr>
<td>FACTOR</td>
<td>This is the correction factor by which the requested amount is multiplied.</td>
</tr>
<tr>
<td>TRACE_INTERVAL</td>
<td>The Trace_Interval is the minimum time in seconds between when Trace Records are written.</td>
</tr>
<tr>
<td>TRACE_BASE</td>
<td>The Trace_Base is the basis for the valuation period.</td>
</tr>
<tr>
<td>TRACE_BASE_MULTIPLIER</td>
<td>The Base_Multiplier determines the multiplication factor of the Trace_Base.</td>
</tr>
<tr>
<td>TD0_AVG</td>
<td>The average resource allocation of the last $B \times M^0$ seconds</td>
</tr>
<tr>
<td>TD1_AVG</td>
<td>The average resource allocation of the last $B \times M^1$ seconds</td>
</tr>
<tr>
<td>TD2_AVG</td>
<td>The average resource allocation of the last $B \times M^2$ seconds</td>
</tr>
<tr>
<td>LW_AVG</td>
<td>The average allocation since the last time a Trace Record was written</td>
</tr>
</tbody>
</table>

Continued on next page
### Field Description

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LAST_WRITE</td>
<td>The time the last Trace Record was written</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>ALLOCATIONS</td>
<td>This is a table of resource allocations. See also table 22.45 on page 335</td>
</tr>
<tr>
<td>PARAMETERS</td>
<td>Additional information about a resource can be saved in the Parameters tab. See also table 22.46 on page 336</td>
</tr>
</tbody>
</table>

Table 22.44: Description of the output structure of the show resource statement

### ALLOCATIONS

The layout of the ALLOCATIONS table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>JOBID</td>
<td>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.</td>
</tr>
<tr>
<td>MASTERID</td>
<td>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.</td>
</tr>
<tr>
<td>JOBTYPE</td>
<td>This is the Id of the job.</td>
</tr>
<tr>
<td>JOBNAME</td>
<td>This is the name of the job.</td>
</tr>
<tr>
<td>AMOUNT</td>
<td>This is the available amount.</td>
</tr>
<tr>
<td>KEEP_MODE</td>
<td>The Keep parameter defines when the job releases the resource. The following options are available: KEEP, NO KEEP and KEEP FINAL.</td>
</tr>
<tr>
<td>IS_STICKY</td>
<td>The resource is only released if there are no other Sticky Requests for this Named Resource in the same batch.</td>
</tr>
<tr>
<td>STICKY_NAME</td>
<td>Optional name of the sticky resource request</td>
</tr>
</tbody>
</table>

Continued on next page
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STICKY_PARENT</td>
<td>Parent job within which the sticky request is evaluated</td>
</tr>
<tr>
<td>STICKY_PARENT_TYPE</td>
<td>Type of the parent within which the sticky requirement is evaluated</td>
</tr>
<tr>
<td>LOCKMODE</td>
<td>The lockmode defines which access mode is used to allocate the resource to the current job.</td>
</tr>
<tr>
<td>RSM_NAME</td>
<td>The name of the Resource State Mapping</td>
</tr>
<tr>
<td>TYPE</td>
<td>The type of allocation: Available, Blocked, Allocations, Master_Reservation, Reservation</td>
</tr>
<tr>
<td>TYPESORT</td>
<td>Aid for sorting the allocations</td>
</tr>
<tr>
<td>P</td>
<td>The priority of the job</td>
</tr>
<tr>
<td>EP</td>
<td>The effective priority of the job</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 22.45.: Description of the output structure of the show resource subtable

**PARAMETERS** The layout of the PARAMETERS table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>Name of the parameter</td>
</tr>
<tr>
<td>EXPORT_NAME</td>
<td>The export name defines the name under which the value of the parameter is exported to the process’s environment.</td>
</tr>
<tr>
<td>TYPE</td>
<td>This is the parameter type</td>
</tr>
<tr>
<td>IS_LOCAL</td>
<td>True for local parameters that are only visible for the job itself</td>
</tr>
<tr>
<td>EXPRESSION</td>
<td>Expression for the parameter type expression</td>
</tr>
<tr>
<td>DEFAULT_VALUE</td>
<td>The default value of the parameter</td>
</tr>
<tr>
<td>REFERENCE_TYPE</td>
<td>Type of object that is being referenced</td>
</tr>
<tr>
<td>REFERENCE_PATH</td>
<td>The path to the object that is being referenced</td>
</tr>
<tr>
<td>REFERENCE_PRIVS</td>
<td>The user’s privileges for the object that is being referenced</td>
</tr>
<tr>
<td>REFERENCE_PARAMETER</td>
<td>Name of the parameter that is being referenced</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
</tbody>
</table>

Continued on next page
### Table 22.46.: Description of the output structure of the show resource subtable

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>Name of the parameter</td>
</tr>
<tr>
<td>TYPE</td>
<td>This is the parameter type</td>
</tr>
<tr>
<td>IS_LOCAL</td>
<td>True for local parameters that are only visible for the job itself</td>
</tr>
<tr>
<td>REFERENCE_TYPE</td>
<td>Type of object that is referencing the parameter</td>
</tr>
<tr>
<td>REFERENCE_PATH</td>
<td>The path to the object that is referencing the parameter</td>
</tr>
<tr>
<td>REFERENCE_PRIVS</td>
<td>The user's privileges for the object that is referencing the parameter</td>
</tr>
<tr>
<td>REFERENCE_PARAMETER</td>
<td>Name of the parameter that is being referenced</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
</tbody>
</table>

Continued from previous page
show resource state definition

Purpose

Purpose The purpose of the *show resource state definition* is to get detailed information about the specified resource state definition.

Syntax

Syntax The syntax for the *show resource state definition* statement is

```
show resource state definition statename
```

Description

Description The *show resource state definition* statement gives you detailed information about the Resource State Definition.

Output

Output This statement returns an output structure of type record.

Output Description The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 22.47.: Description of the output structure of the *show resource state definition* statement
show resource state mapping

Purpose
The purpose of the `show resource state mapping` statement is to get detailed information about the specified mapping.

Syntax
The syntax for the `show resource state mapping` statement is

```
show resource state mapping profilename
```

Description
The `show resource state mapping` statement gives you detailed information about the specified mapping.

Output
This statement returns an output structure of type record.

Output Description
The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>Name of the Resource State Mapping</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>MAPPINGS</td>
<td>A table with translations from the Exit State to the Resource State</td>
</tr>
</tbody>
</table>

See also table 22.49 on page 340

Table 22.48.: Description of the output structure of the show resource state mapping statement
User Commands show resource state mapping

**MAPPINGS** The layout of the MAPPINGS table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESD_NAME</td>
<td>Name of the Exit State Definition</td>
</tr>
<tr>
<td>RSD_FROM</td>
<td>The original state of the resource</td>
</tr>
<tr>
<td>RSD_TO</td>
<td>The current state of the resource</td>
</tr>
</tbody>
</table>

Table 22.49.: Description of the output structure of the show resource state mapping subtable
show resource state profile

Purpose

The purpose of the `show resource state profile` is to get detailed information about the specified resource state profile.

Syntax

The syntax for the `show resource state profile` statement is

```
show resource state profile  profilename
```

Description

The `show resource state profile` statement gives you detailed information about the specified Resource State Profile.

Output

This statement returns an output structure of type record.

Output Description

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>INITIAL_STATE</td>
<td>This field defines the initial state of the resource.</td>
</tr>
<tr>
<td></td>
<td>This Resource State does not have to be present in the list of valid Resource States.</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE.TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE.TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>STATES</td>
<td>The valid Resource States are shown in the Resource State column in the States table.</td>
</tr>
</tbody>
</table>

See also table 22.51 on page 342

Table 22.50.: Description of the output structure of the show resource state profile statement
User Commands  show resource state profile

**STATES**  The layout of the STATES table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>RSD_NAME</td>
<td>Name of the Resource State Definition</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 22.51.: Description of the output structure of the show resource state profile subtable
**show schedule**

**Purpose**

The purpose of the `show schedule` statement is to get detailed information about the specified schedule.

**Syntax**

The syntax for the `show schedule` statement is

```
show schedule schedulepath
```

**Description**

The `show schedule` statement gives you detailed information about the specified schedule.

**Output**

This statement returns an output structure of type record.

**Output Description** The data items of the output are described in the table below:

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>INHERIT_PRIVS</td>
<td>Privileges that are inherited from the parent folder</td>
</tr>
<tr>
<td>INTERVAL</td>
<td>The name of the interval belonging to the schedule</td>
</tr>
<tr>
<td>TIME_ZONE</td>
<td>The time zone in which the schedule is to be calculated</td>
</tr>
<tr>
<td>ACTIVE</td>
<td>This field defines whether the schedule is marked as being active.</td>
</tr>
<tr>
<td>EFF_ACTIVE</td>
<td>This field defines whether the schedule is actually active. This can deviate from &quot;active&quot; due to the hierarchical organisation.</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
</tbody>
</table>

*Continued on next page*
User Commands

show schedule

Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
</tbody>
</table>

Table 22.52.: Description of the output structure of the show schedule statement
show scheduled event

Purpose
The purpose of the show scheduled event is to get detailed information about the specified event.

Syntax
The syntax for the show scheduled event statement is

    show scheduled event schedulepath . eventname

Description
The show scheduled event statement gives you detailed information about the specified event.

Output
This statement returns an output structure of type record.

Output Description The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>SCHEDULE</td>
<td>The Schedule that determines when the Scheduled Event is to take place</td>
</tr>
<tr>
<td>EVENT</td>
<td>The event that is triggered</td>
</tr>
<tr>
<td>ACTIVE</td>
<td>This flag indicates whether the Scheduled Event is labelled as being active.</td>
</tr>
<tr>
<td>EFF_ACTIVE</td>
<td>This flag indicates whether the Scheduled Event is actually active.</td>
</tr>
<tr>
<td>BROKEN</td>
<td>The Broken field can be used to check whether an error occurred when the job was submitted.</td>
</tr>
<tr>
<td>ERROR_CODE</td>
<td>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.</td>
</tr>
</tbody>
</table>

Continued on next page
User Commands  

**Continued from previous page**

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERROR_MSG</td>
<td>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.</td>
</tr>
<tr>
<td>LAST_START</td>
<td>The last time the job is to be executed by the Scheduling System is shown here.</td>
</tr>
<tr>
<td>NEXT_START</td>
<td>The next scheduled time when the task is to be executed by the Scheduling System is shown here.</td>
</tr>
<tr>
<td>NEXT_CALC</td>
<td>The next time when a recalculation is to take place.</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>BACKLOG_HANDLING</td>
<td>The Backlog_Handling describes how events that should have been triggered following a downtime are to be handled.</td>
</tr>
<tr>
<td>SUSPEND_LIMIT</td>
<td>The Suspend_Limit defines the delay after which a job is submitted in a suspended state.</td>
</tr>
<tr>
<td>EFFECTIVE_SUSPEND_LIMIT</td>
<td>The Suspend Limit defines the delay after which a job is submitted in a suspended state.</td>
</tr>
<tr>
<td>CALENDAR</td>
<td>This flag indicates whether calendar entries are created.</td>
</tr>
<tr>
<td>CALENDAR_HORIZON</td>
<td>The defined length of the period in days for which a calendar is created</td>
</tr>
<tr>
<td>EFFECTIVECALENDAR_ HORIZON</td>
<td>The effective length of the period in days for which a calendar is created</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>CALENDAR_TABLE</td>
<td>The table with the next start times</td>
</tr>
</tbody>
</table>

Table 22.53.: Description of the output structure of the show scheduled event statement
show scope

Purpose

The purpose of the show scope statement is to get detailed information about a scope.

Syntax

The syntax for the show scope statement is

```
show < scope serverpath | jobserver serverpath > [ with EXPAND ]
```

EXPAND:

```
expand = none
| expand = < ( id [, id] ) | all >
```

Description

The show scope statement gives you detailed information about the scope.

Output

This statement returns an output structure of type record.

Output Description

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>TYPE</td>
<td>The type of scope</td>
</tr>
<tr>
<td>INHERIT_PRIVS</td>
<td>Privileges that are inherited from the parent folder</td>
</tr>
<tr>
<td>IS_TERMINATE</td>
<td>This flag indicates whether a termination order exists.</td>
</tr>
<tr>
<td>IS_SUSPENDED</td>
<td>Indicates whether the scope is suspended</td>
</tr>
<tr>
<td>IS_ENABLED</td>
<td>The jobserver can only log on to the server if the Enable flag is set to YES.</td>
</tr>
<tr>
<td>IS_REGISTERED</td>
<td>Defines whether the jobserver has sent a register command</td>
</tr>
</tbody>
</table>

Continued on next page
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IS_CONNECTED</td>
<td>Indicates whether the jobserver is connected</td>
</tr>
<tr>
<td>HAS_ALTERED_CONFIG</td>
<td>The configuration on the server does not match the current configuration on the server.</td>
</tr>
<tr>
<td>STATE</td>
<td>This is the current state of the resource in this scope.</td>
</tr>
<tr>
<td>PID</td>
<td>The PID is the process identification number of the jobserver process on the respective host system.</td>
</tr>
<tr>
<td>NODE</td>
<td>The Node specifies the computer on which the jobserver is running. This field has a purely documentary character.</td>
</tr>
<tr>
<td>IDLE</td>
<td>The time that has elapsed since the last command. This only applies for jobservers.</td>
</tr>
<tr>
<td>ERRMSG</td>
<td>This is the most recently outputted error message.</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>RESOURCES</td>
<td>The resources present in this scope are displayed here.</td>
</tr>
<tr>
<td></td>
<td>See also table 22.55 on page 349</td>
</tr>
<tr>
<td>CONFIG</td>
<td>The configuration of the jobserver is described in the Config tab.</td>
</tr>
<tr>
<td></td>
<td>See also table 22.56 on page 350</td>
</tr>
<tr>
<td>CONFIG_ENVMAPPING</td>
<td>Whether and under which name the environment variables are visible is configured in this tab.</td>
</tr>
<tr>
<td></td>
<td>See also table 22.57 on page 351</td>
</tr>
<tr>
<td>PARAMETERS</td>
<td>Additional information about a resource can be saved in the Parameters tab</td>
</tr>
<tr>
<td></td>
<td>See also table 22.58 on page 351</td>
</tr>
</tbody>
</table>

Table 22.54.: Description of the output structure of the show scope statement
**RESOURCES**  The layout of the RESOURCES table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NR_ID</td>
<td>Id of the Named Resource</td>
</tr>
<tr>
<td>NAME</td>
<td>Name of the Named Resource</td>
</tr>
<tr>
<td>USAGE</td>
<td>It is the usage of the Named Resource (STATIC, SYSTEM or SYNCHRONISING)</td>
</tr>
<tr>
<td>NR_PRIVS</td>
<td>String containing the abbreviations for the user privileges for this Named Resource</td>
</tr>
<tr>
<td>TAG</td>
<td>The tag is an optional short name for the resource.</td>
</tr>
<tr>
<td>OWNER</td>
<td>The group owning the object</td>
</tr>
<tr>
<td>LINK_ID</td>
<td>Id of the referenced resource</td>
</tr>
<tr>
<td>LINK_SCOPE</td>
<td>Scope name of the referenced resource</td>
</tr>
<tr>
<td>STATE</td>
<td>The Resource State of the resource</td>
</tr>
<tr>
<td>REQUESTABLE_AMOUNT</td>
<td>The maximum amount of resources that can be requested by a job</td>
</tr>
<tr>
<td>AMOUNT</td>
<td>The actual amount that is available</td>
</tr>
<tr>
<td>FREE_AMOUNT</td>
<td>The Free_Amount that can be allocated</td>
</tr>
<tr>
<td>TOTAL_FREE_AMOUNT</td>
<td>Free_Amount available for allocations including the free amount of pooled resources if it is a pool</td>
</tr>
<tr>
<td>IS_ONLINE</td>
<td>This is the availability status of the resource</td>
</tr>
<tr>
<td>FACTOR</td>
<td>This is the correction factor by which the requested amount is multiplied.</td>
</tr>
<tr>
<td>TIMESTAMP</td>
<td>The timestamp indicates the last time the Resource State changed.</td>
</tr>
<tr>
<td>SCOPE</td>
<td>The scope in which the resource was created</td>
</tr>
<tr>
<td>MANAGER_ID</td>
<td>Id of the Managing Pool</td>
</tr>
<tr>
<td>MANAGER_NAME</td>
<td>Name of the Managing Pool</td>
</tr>
<tr>
<td>MANAGER_SCOPENAME</td>
<td>Name of the scope in which the Managing Pool was created</td>
</tr>
<tr>
<td>HAS_CHILDREN</td>
<td>Flag indicating whether a Pool Child has managed resources/pools. If it is not a pool, this is always FALSE.</td>
</tr>
<tr>
<td>POOL_CHILD</td>
<td>This flag indicates whether the displayed resource is a child of the pool.</td>
</tr>
</tbody>
</table>

*Continued on next page*
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRACE_INTERVAL</td>
<td>The Trace Interval is the minimum time in seconds between when Trace Records are written.</td>
</tr>
<tr>
<td>TRACE_BASE</td>
<td>The Trace Base is the basis for the valuation period (B).</td>
</tr>
<tr>
<td>TRACE_BASE_MULTIPLIER</td>
<td>The Base Multiplier determines the multiplication factor (M) of the Trace Base.</td>
</tr>
<tr>
<td>TD0_AVG</td>
<td>The average resource allocation of the last $B \times M^0$ seconds</td>
</tr>
<tr>
<td>TD1_AVG</td>
<td>The average resource allocation of the last $B \times M^1$ seconds</td>
</tr>
<tr>
<td>TD2_AVG</td>
<td>The average resource allocation of the last $B \times M^2$ seconds</td>
</tr>
<tr>
<td>LW_AVG</td>
<td>The average allocation since the last time a Trace Record was written</td>
</tr>
<tr>
<td>LAST_WRITE</td>
<td>The time the last Trace Record was written</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 22.55.: Description of the output structure of the show scope subtable

**CONFIG**  The layout of the CONFIG table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>KEY</td>
<td>The name of the configuration variable</td>
</tr>
<tr>
<td>VALUE</td>
<td>The value of the configuration variable</td>
</tr>
<tr>
<td>LOCAL</td>
<td>Indicates whether the Key Value Pair is defined at local or parent level</td>
</tr>
<tr>
<td>ANCESTOR_SCOPE</td>
<td>This is the scope in which the Key Value Pair is defined.</td>
</tr>
<tr>
<td>ANCESTOR_VALUE</td>
<td>This is the value that is defined at parent level.</td>
</tr>
</tbody>
</table>

Table 22.56.: 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.

350
### Field Description

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>KEY</td>
<td>Name of the environment variable</td>
</tr>
<tr>
<td>VALUE</td>
<td>Name of the environment variable that is to be set</td>
</tr>
<tr>
<td>LOCAL</td>
<td>Indicates whether the Key Value Pair is defined at local or parent level</td>
</tr>
<tr>
<td>ANCESTOR_SCOPE</td>
<td>This is the scope in which the Key Value Pair is defined.</td>
</tr>
<tr>
<td>ANCESTOR_VALUE</td>
<td>This is the value that is defined at parent level.</td>
</tr>
</tbody>
</table>

Table 22.57.: Description of the output structure of the show scope subtable

### PARAMETERS

The layout of the PARAMETERS table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>Name of the parameter</td>
</tr>
<tr>
<td>EXPORT_NAME</td>
<td>The export name defines the name under which the value of the parameter is exported to the process’s environment.</td>
</tr>
<tr>
<td>TYPE</td>
<td>This is the parameter type</td>
</tr>
<tr>
<td>IS_LOCAL</td>
<td>True for local parameters that are only visible for the job itself</td>
</tr>
<tr>
<td>EXPRESSION</td>
<td>Expression for the parameter type expression</td>
</tr>
<tr>
<td>DEFAULT_VALUE</td>
<td>The default value of the parameter</td>
</tr>
<tr>
<td>REFERENCE_TYPE</td>
<td>Type of object that is being referenced</td>
</tr>
<tr>
<td>REFERENCE_PATH</td>
<td>The path to the object that is being referenced</td>
</tr>
<tr>
<td>REFERENCE_PRIVS</td>
<td>The user’s privileges for the object that is being referenced</td>
</tr>
<tr>
<td>REFERENCE_PARAMETER</td>
<td>Name of the parameter that is being referenced</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>Name of the parameter</td>
</tr>
<tr>
<td>TYPE</td>
<td>This is the parameter type</td>
</tr>
<tr>
<td>IS_LOCAL</td>
<td>True for local parameters that are only visible for the job itself</td>
</tr>
</tbody>
</table>

Continued on next page
### User Commands

#### show scope

*Continued from previous page*

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>REFERENCE_TYPE</td>
<td>Type of object that is referencing the parameter</td>
</tr>
<tr>
<td>REFERENCE_PATH</td>
<td>The path to the object that is referencing the parameter</td>
</tr>
<tr>
<td>REFERENCE_PRIVS</td>
<td>The user’s privileges for the object that is referencing the parameter</td>
</tr>
<tr>
<td>REFERENCE_PARAMETER</td>
<td>Name of the parameter that is being referenced</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
</tbody>
</table>

Table 22.58.: Description of the output structure of the show scope subtable
**show session**

**Purpose**

The purpose of the `show session` statement is to get more detailed information about the specified or the current session.

**Syntax**

The syntax for the `show session` statement is

```plaintext
show session [ sid ]
```

**Description**

The `show session` statement gives you detailed information about the specified or current session.

**Output**

This statement returns an output structure of type record.

**Output Description**  The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>THIS</td>
<td>The current session is indicated in this field by an asterisk (*)</td>
</tr>
<tr>
<td>SESSIONID</td>
<td>The internal server Id for the session</td>
</tr>
<tr>
<td>START</td>
<td>Time when the connection was set up</td>
</tr>
<tr>
<td>USER</td>
<td>Name of the user name used for the session login</td>
</tr>
<tr>
<td>UID</td>
<td>Id of the user, jobserver or job</td>
</tr>
<tr>
<td>IP</td>
<td>IP address of the connecting sessions</td>
</tr>
<tr>
<td>IS_SSL</td>
<td>Indicates if the connection is an SSL/TLS connection</td>
</tr>
<tr>
<td>IS_AUTHENTICATED</td>
<td>Indicates if the client has been authenticated</td>
</tr>
<tr>
<td>TXID</td>
<td>Number of the last transaction that was executed by the session</td>
</tr>
<tr>
<td>IDLE</td>
<td>The number of seconds since the last statement from a session</td>
</tr>
</tbody>
</table>

Continued on next page
User Commands

Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIMEOUT</td>
<td>The idle time after which the session is automatically disconnected</td>
</tr>
<tr>
<td>STATEMENT</td>
<td>The statement that is currently being executed</td>
</tr>
</tbody>
</table>

Table 22.59.: Description of the output structure of the show session statement
show system

Purpose

The purpose of the `show system` statement is to get information about the actual configuration of the running server.

Syntax

The syntax for the `show system` statement is

```
show system
show system with lock
```

Description

The `show system` statement gives you detailed information about the current configuration of the running server.

Output

This statement returns an output structure of type record.

Output Description

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VERSION</td>
<td>The current version of the software</td>
</tr>
<tr>
<td>MAX_LEVEL</td>
<td>The maximum compatibility level of the software</td>
</tr>
<tr>
<td>NUM_CPU</td>
<td>The number of processors present in the system</td>
</tr>
<tr>
<td>MEM_USED</td>
<td>The amount of used memory</td>
</tr>
<tr>
<td>MEM_FREE</td>
<td>The amount of free memory</td>
</tr>
<tr>
<td>MEM_MAX</td>
<td>The maximum amount of memory that the server can use</td>
</tr>
<tr>
<td>STARTTIME</td>
<td>The time when the server was started</td>
</tr>
<tr>
<td>UPTIME</td>
<td>The time when the server started running</td>
</tr>
<tr>
<td>HITRATE</td>
<td>The hit rate in the environment cache of the Scheduling Thread</td>
</tr>
<tr>
<td>LOCK_HWM</td>
<td>The Lock_HWM shows the high water mark of active locks in the system. This field is only relevant if multiple writer threads are active.</td>
</tr>
</tbody>
</table>

Continued on next page
User Commands

Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOCKS_REQUESTED</td>
<td>The Locks-Requested field shows the total number of locks requested since server startup. This field is only relevant in case of multiple writer threads.</td>
</tr>
<tr>
<td>LOCKS_USED</td>
<td>This field shows the number of locks currently in use. It is only relevant in case of multiple writer threads.</td>
</tr>
<tr>
<td>LOCKS_DISCARDED</td>
<td>The field Locks_Discarded shows the number of locks removed from the system.</td>
</tr>
<tr>
<td>CNT_RW_TX</td>
<td>The number of R/W Transactions since server startup</td>
</tr>
<tr>
<td>CNT_DL</td>
<td>The number of deadlocks since server startup</td>
</tr>
<tr>
<td>CNT_WL</td>
<td>The number of single threaded write worker transactions since server startup</td>
</tr>
<tr>
<td>WORKER</td>
<td>A table with a list of the Worker Threads</td>
</tr>
<tr>
<td>LOCKING STATUS</td>
<td>The locking state provides information about the state of the internal locking. This field is only displayed if the with locks option is specified.</td>
</tr>
</tbody>
</table>

Table 22.60.: Description of the output structure of the show system statement

WORKER   The layout of the WORKER table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>TYPE</td>
<td>The type of worker thread, Read/Write (RW) or Read Only (RO)</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>STATE</td>
<td>The state of the worker</td>
</tr>
<tr>
<td>TIME</td>
<td>The time from which the worker is in a state</td>
</tr>
</tbody>
</table>

Table 22.61.: Description of the output structure of the show system subtable
**show trigger**

**Purpose**

The purpose of the *show trigger* statement is to get detailed information about the specified trigger.

**Syntax**

The syntax for the *show trigger* statement is

```
show trigger triggername on TRIGGEROBJECT [ < noinverse | inverse > ]
```

TRIGGEROBJECT:

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

**Description**

The *show trigger* statement gives you detailed information about the specified trigger.

**Output**

This statement returns an output structure of type record.

**Output Description** The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>OBJECTTYPE</td>
<td>The type of object in which the trigger is defined</td>
</tr>
<tr>
<td>OBJECTNAME</td>
<td>Full path name of the object in which the trigger is defined</td>
</tr>
<tr>
<td>ACTIVE</td>
<td>The flag indicates whether the trigger is currently active.</td>
</tr>
<tr>
<td>ACTION</td>
<td>Type of triggered action: SUBMIT or RERUN</td>
</tr>
</tbody>
</table>

*Continued on next page*
### Field Description

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUBMIT_TYPE</td>
<td>The object type that is submitted when the trigger is activated</td>
</tr>
<tr>
<td>SUBMIT_NAME</td>
<td>Name of the job definition that is submitted</td>
</tr>
<tr>
<td>SUBMIT_SE_OWNER</td>
<td>The owner of the object that is submitted</td>
</tr>
<tr>
<td>SUBMIT_PRIVS</td>
<td>The privileges for the object that is to be submitted</td>
</tr>
<tr>
<td>MAIN_TYPE</td>
<td>Type of main job (job/batch)</td>
</tr>
<tr>
<td>MAIN_NAME</td>
<td>Name of the main job</td>
</tr>
<tr>
<td>MAIN_SE_OWNER</td>
<td>Owner of the main job</td>
</tr>
<tr>
<td>MAIN_PRIVS</td>
<td>Privileges for the main job</td>
</tr>
<tr>
<td>PARENT_TYPE</td>
<td>Type of parent job (job/batch)</td>
</tr>
<tr>
<td>PARENT_NAME</td>
<td>Name of the parent job</td>
</tr>
<tr>
<td>PARENT_SE_OWNER</td>
<td>Owner of the parent job</td>
</tr>
<tr>
<td>PARENT_PRIVS</td>
<td>Privileges for the parent job</td>
</tr>
<tr>
<td>TRIGGER_TYPE</td>
<td>The trigger type that describes when it is activated</td>
</tr>
<tr>
<td>MASTER</td>
<td>Indicates whether the trigger submitted a master or a child</td>
</tr>
<tr>
<td>IS_INVERSE</td>
<td>In case of an inverse trigger, the trigger is regarded to belong to the triggered job. The trigger can be regarded as some kind of callback function. This flag has no effects on the trigger’s behaviour.</td>
</tr>
<tr>
<td>SUBMIT_OWNER</td>
<td>The owner group that is used with the Submitted Entity</td>
</tr>
<tr>
<td>IS_CREATE</td>
<td>Indicates whether the trigger reacts to create events</td>
</tr>
<tr>
<td>IS_CHANGE</td>
<td>Indicates whether the trigger reacts to change events</td>
</tr>
<tr>
<td>IS_DELETE</td>
<td>Indicates whether the trigger reacts to delete events</td>
</tr>
<tr>
<td>IS_GROUP</td>
<td>Indicates whether the trigger handles the events as a group</td>
</tr>
<tr>
<td>MAX_RETRY</td>
<td>The maximum number of trigger activations in a single Submitted Entity</td>
</tr>
<tr>
<td>SUSPEND</td>
<td>Specifies whether the submitted object is suspended</td>
</tr>
</tbody>
</table>

*Continued on next page*
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESUME_AT</td>
<td>Time of the automatic resume</td>
</tr>
<tr>
<td>RESUME_IN</td>
<td>Number of time units until the automatic resume</td>
</tr>
<tr>
<td>RESUME_BASE</td>
<td>Specified time unit for RESUME_IN</td>
</tr>
<tr>
<td>WARN</td>
<td>Specifies whether a warning has to be given when the activation limit is reached</td>
</tr>
<tr>
<td>LIMIT_STATE</td>
<td>This field specifies which state the triggering job acquires if the fire limit is reached. If the triggering job has a final state already, this specification is ignored. If the value is NONE, no state change takes place.</td>
</tr>
<tr>
<td>CONDITION</td>
<td>Conditional expression to define the trigger condition</td>
</tr>
<tr>
<td>CHECK_AMOUNT</td>
<td>The amount of CHECK_BASE units for checking the condition in the case of non-synchronised triggers</td>
</tr>
<tr>
<td>CHECK_BASE</td>
<td>Units for the CHECK_AMOUNT</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>STATES</td>
<td>A list of states that cause the trigger to be activated</td>
</tr>
</tbody>
</table>

See also table 22.63 on page 359

Table 22.62.: Description of the output structure of the show trigger statement

STATES

The layout of the STATES table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
</tbody>
</table>

Continued on next page
<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FROM_STATE</td>
<td>The trigger is activated if this is the old Resource State</td>
</tr>
<tr>
<td>TO_STATE</td>
<td>The trigger is activated if this is the new Resource State or the Exit State of the object.</td>
</tr>
</tbody>
</table>

Table 22.63.: 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.

Syntax

The syntax for the show user statement is

    show user [ username ]

Description

The show user statement gives you detailed information about the user.

Output

This statement returns an output structure of type record.

Output Description

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>IS_ENABLED</td>
<td>Flag that shows whether the user is allowed to log on</td>
</tr>
<tr>
<td>DEFAULT_GROUP</td>
<td>The default group of the users who are being used by the owners of the object</td>
</tr>
<tr>
<td>CONNECTION_TYPE</td>
<td>Indicates which security level of a connection is required. 1. plain – Every kind of connection is permitted 2. ssl – Only SSL-connections are permitted 3. ssl_auth – Only SSL-connections with client authentication are permitted</td>
</tr>
<tr>
<td>CREATOR</td>
<td>Name of the user created the object</td>
</tr>
<tr>
<td>CREATE_TIME</td>
<td>Date and time of object creation</td>
</tr>
</tbody>
</table>

Continued on next page
User Commands

show user

Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHANGER</td>
<td>Name of the last user changed the object</td>
</tr>
<tr>
<td>CHANGE_TIME</td>
<td>Date and time of object change</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
<tr>
<td>MANAGE_PRIVS</td>
<td>Table of the manage privileges</td>
</tr>
<tr>
<td></td>
<td>See also table 22.65 on page 362</td>
</tr>
<tr>
<td>GROUPS</td>
<td>Table of groups to which the user belongs</td>
</tr>
<tr>
<td></td>
<td>See also table 22.66 on page 362</td>
</tr>
<tr>
<td>EQUIVALENT_USERS</td>
<td>Table of users and jobservers that count as equivalent</td>
</tr>
<tr>
<td></td>
<td>See also table 22.67 on page 363</td>
</tr>
<tr>
<td>COMMENTTYPE</td>
<td>Type of comment if a comment is defined</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
<tr>
<td></td>
<td>See also table 22.68 on page 363</td>
</tr>
</tbody>
</table>

Table 22.64.: 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.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 22.65.: Description of the output structure of the show user subtable

**GROUPS**  The layout of the GROUPS table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>The repository object Id</td>
</tr>
<tr>
<td>NAME</td>
<td>The object name</td>
</tr>
<tr>
<td>PRIVS</td>
<td>String containing the users privileges on the object</td>
</tr>
</tbody>
</table>

Table 22.66.: Description of the output structure of the show user subtable
**EQUIVALENT_USERS**  The layout of the EQUIVALENT_USERS table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TYPE</td>
<td>The type of user (server or user)</td>
</tr>
<tr>
<td>EQUIVALENT_USER</td>
<td>Name of the equivalent user</td>
</tr>
</tbody>
</table>

Table 22.67.: Description of the output structure of the show user subtable

**COMMENT**  The layout of the COMMENT table is shown in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TAG</td>
<td>The tag or headline for the following comment</td>
</tr>
<tr>
<td>COMMENT</td>
<td>Comment if defined</td>
</tr>
</tbody>
</table>

Table 22.68.: Description of the output structure of the show user subtable
23. 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.
24. 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.
25. submit commands
User Commands  submit

**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 = JRQ_UNRESOLVED
- group = groupname

**PARAM:**

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

**JRQ_UNRESOLVED:**

- defer
- defer ignore
- error
- ignore
- suspend

**Description**

*Description*  The *submit* statement is used to submit a job or batch. There are two kinds of submit command:

- submit folderpath [ with WITHITEM {, WITHITEM} ]
- submit aliasname [ with WITHITEM {, WITHITEM} ]
• 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.
**User Commands**

submit

**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.

**Output Description**   The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>Id of the Submitted Entity</td>
</tr>
</tbody>
</table>

Table 25.1.: Description of the output structure of the submit statement
26. 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 272.

Syntax

Syntax    The syntax for the suspend statement is

    suspend serverpath

Description

Description  The suspend statement prevents further jobs from being executed by this jobserver.

Output

Output    This statement returns a confirmation of a successful operation.
Part III.

Jobserver Commands
27. Jobserver Commands
Jobserver Commands

**alter job**

**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**

The syntax for the `alter job` statement is

```plaintext
alter job jobid
with WITHITEM {, WITHITEM}

alter job
with WITHITEM {, WITHITEM}

WITHITEM:
< suspend | suspend restrict | suspend local | suspend local restrict >
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
timestamp = string
warning = string
```
**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 jobserver or a user. The server can write this text itself as well. This option is normally used if the jobserver 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 jobserver to set the process ID of the control process within the server.

exit code  The exit code option is used by the jobserver 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 jobserver 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.
Jobserver Commands

**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 jobserver to ensure that the modified job matches the current version. Theoretically, the computer could crash after a job has been started by a jobserver. To complete the work, the job is manually restarted from another jobserver. After the first system has been booted, the jobserver 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 jobservers, 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 jobserver 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 jobserver 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. The effect of the **restrict** option is that cwa resume can be done by members of the group ADMIN only.

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

**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.

Syntax

The syntax for the alter jobserver statement is

```
alter [existing] jobserver with <fatal | nonfatal> error text = string
```

```
alter [existing] jobserver with dynamic PARAMETERS
```

PARAMETERS:

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

PARAMETERSPEC:

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

Description

The alter jobserver command is both a user command and a jobserver command. It is used as a user command to change the configuration or other properties of a scope or jobserver. Further details are described in the create scope command on page 140. The syntax of the user command corresponds to the first form of the alter scope command. As a jobserver command, it is used to notify the server about any errors. If the Fatal Flag is used, this means that the jobserver is shutting down. In the other case, the jobserver continues running. The third form of the alter jobserver command is also used by the jobserver. The jobserver 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.
connect

Purpose

The purpose of the connect statement is to authenticate a jobserver to the server.

Syntax

The syntax for the connect statement is

```
connect jobserver serverpath . servername identified by string [ with WITHITEM (, WITHITEM) ]
```

WITHITEM:

```
command = ( sdm-s-command { ; sdm-s-command } )
| method = string
| protocol = PROTOCOL
| session = string
| timeout = integer
| token = string
| < trace | notrace >
| trace level = integer
```

PROTOCOL:

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

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

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

Connect

CONNECT_TIME : 19 Jan 2005 11:12:43 GMT

Connected

SDMS>
```

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

```plaintext
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>
```

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

```plaintext
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'
}
```

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

```plaintext
connect donald identified by 'duck' with protocol = perl;

{  
```
Jobserver Commands  

`connect`

'DATA' => 
{
'TITLE' => 'Connect',
'DESC' => [
'CONNECT_TIME',
],
'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 250.

Syntax

The syntax for the `deregister` statement is

```
deregister serverpath . servername
```

Description

The `deregister` statement is used to notify the server about a more or less permanent failure of a jobserver. This message prompts different server actions. Firstly, all the running jobs on the jobserver (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 jobserver is then removed from the list of jobservers that are able to process jobs so that this jobserver 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 jobservers. The jobserver is added to the list of job-processing jobservers again by re-registering it (refer to the `register` statement on page 250).

Output

This statement returns a confirmation of a successful operation.
Jobserver 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.
get next job

Purpose

The purpose of the *get next job* command is to fetch the next assignment from the server.

Syntax

The syntax for the *get next job* statement is

```
get next job
```

Description

The jobserver uses the *get next job* statement to fetch the next command to be executed from the server.

Output

This statement returns an output structure of type table.

Output Description

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMMAND</td>
<td>The command to be executed by the jobserver (NOP, ALTER, SHUTDOWN, STARTJOB)</td>
</tr>
<tr>
<td>CONFIG</td>
<td>Changed configuration. This value is only present in the case of an ALTER command.</td>
</tr>
<tr>
<td>ID</td>
<td>The Id of the job to be started; only present for the STARTJOB command.</td>
</tr>
<tr>
<td>DIR</td>
<td>The working directory of the job to be started; only present for the STARTJOB command.</td>
</tr>
<tr>
<td>LOG</td>
<td>The log file of the job to be started; only present for the STARTJOB command.</td>
</tr>
<tr>
<td>LOGAPP</td>
<td>Indicator showing whether the log file is to be opened with Append; only present for the STARTJOB command.</td>
</tr>
<tr>
<td>ERR</td>
<td>The error log file of the job to be started; only present for the STARTJOB command.</td>
</tr>
<tr>
<td>ERRAPP</td>
<td>Indicator showing whether the error log file is to be opened with Append; only present for the STARTJOB command.</td>
</tr>
</tbody>
</table>

Continued on next page
Continued from previous page

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMD</td>
<td>File name of the executable to be started; only present for the STARTJOB command.</td>
</tr>
<tr>
<td>ARGS</td>
<td>The command line parameter of the executable to be started; only present for the STARTJOB command.</td>
</tr>
<tr>
<td>ENV</td>
<td>Additional entries for the environment of the executable to be started; only present for the STARTJOB command.</td>
</tr>
<tr>
<td>RUN</td>
<td>Number of the run. Refer also to the alter job statement on page 52; only present for the STARTJOB command.</td>
</tr>
<tr>
<td>JOBENV</td>
<td>Vector of key value pairs defining the job defined environment variables to set before job execution</td>
</tr>
</tbody>
</table>

Table 27.1.: 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.

Syntax

The syntax for the multicommand statement is

```
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.

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.
Jobserver Commands

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 jobserver gets a confirmation from the server as to whether a job should be started. This statement is used when a jobserver 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.

Syntax

The syntax for the register statement is

```
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 jobserver.
The second form is used by the jobserver itself to notify the server that it is ready to execute jobs.
Jobs are scheduled for this jobserver (unless it is suspended) regardless of whether the server is connected or not.
Refer to the 'deregister' statement on page 156.

`pid` The pid option provides the server with information about the jobserver’s process Id at operating level.

`suspend` The suspend option causes the jobserver to be transferred to a suspended state.

Output

This statement returns a confirmation of a successful operation.
Part IV.

Job Commands
28. 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, job servers, 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:

```
    < suspend | suspend restrict | suspend local | suspend local restrict >
    | 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
    | timestamp = string
    | warning = string
```
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 jobserver or a user. The server can write this text itself as well. This option is normally used if the jobserver 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 jobserver to set the process ID of the control process within the server.

exit code  The exit code option is used by the jobserver 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 jobserver 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.
alter job  Job Commands

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.
Job Commands

**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 jobserver to ensure that the modified job matches the current version. Theoretically, the computer could crash after a job has been started by a jobserver. To complete the work, the job is manually restarted from another jobserver. After the first system has been booted, the jobserver 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 jobservers, 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 jobserver 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 jobserver 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. The effect of the restrict option is that cwa resume can be done by members of the group ADMIN only.

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

**Output**

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

Purpose

The purpose of the `connect` statement is to authenticate a job to the server.

Syntax

The syntax for the `connect` statement is

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

WITHITEM:

```
    command = ( sdms-command {, sdms-command} )
| method = string
| protocol = PROTOCOL
| session = string
| timeout = integer
| token = string
| < trace | notrace >
| trace level = integer
```

PROTOCOL:

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

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.
Job Commands

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

```plaintext
cconnect donald identified by 'duck' with protocol = line;

Connect

CONNECT_TIME : 19 Jan 2005 11:12:43 GMT

Connected

SDMS>
```

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

```plaintext
cconnect 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>
```

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

```plaintext
cconnect 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'
        }
}
```

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

```plaintext
cconnect donald identified by 'duck' with protocol = perl;

{

```
'DATA' =>
{
'TITLE' => 'Connect',
'DESC' => [
'CONNECT_TIME'
],
'RECORD' => {
'CONNECT_TIME' => '19 Jan 2005 11:19:19 GMT'
}
,'FEEDBACK' => 'Connected'
}

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 parameter**

**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**

The syntax for the `get parameter` statement is

```
get parameter parametername ['<strict | warn | liberal>]
```

```
get parameter of jobid parametername ['<strict | warn | liberal>]
```

**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:

<table>
<thead>
<tr>
<th>Option</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>strict</td>
<td>The server returns an error if the requested parameter is not explicitly declared in the job definition.</td>
</tr>
<tr>
<td>warn</td>
<td>A message is written to the server's log file when an attempt is made to determine the value of an undeclared parameter.</td>
</tr>
<tr>
<td>liberal</td>
<td>An attempt to query an undeclared parameter is tacitly allowed. The default behaviour depends on the configuration of the server.</td>
</tr>
</tbody>
</table>

**Output**

This statement returns an output structure of type record.

**Output Description** The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VALUE</td>
<td>Value of the requested parameter</td>
</tr>
</tbody>
</table>

Table 28.1.: 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.

Syntax

The syntax for the get submittag statement is

```
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.

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 Description

The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VALUE</td>
<td>The requested Submit Tag</td>
</tr>
</tbody>
</table>

Table 28.2.: Description of the output structure of the get submittag statement
**multicommand**

**Purpose**
This statement is used to control the behaviour of the SDMS Server.

**Syntax**
The syntax for the `multicommand` statement is

```
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.

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.
set parameter

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

The syntax for the `set parameter` statement is

```
set parameter parametername = string [, parametername = string]
```

```
set parameter < on | of > jobid parametername = string [, parametername = string] [ with comment = string ]
```

```
set parameter < on | of > jobid parametername = string [, parametername = string] identified by string [ with comment = string ]
```

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

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.

Syntax
The syntax for the set state statement is

\[ \text{set state} = \text{statename} \]

Description
The set state statement is used to set the Exit State of a job to a Pending Exit State.

Output
This statement returns a confirmation of a successful operation.
submit

Purpose

The purpose of the submit statement is to execute a master batch or job as well as all defined children.

Syntax

The syntax for the submit statement is

\[
\text{submit} \text{ folderpath} \begin{array}{c}
\text{with}
\end{array}
\begin{array}{c}
\text{ITEM}
\end{array}
\begin{array}{c}
\text{ITEM}
\end{array}
\text{submit} \text{ aliasname} \begin{array}{c}
\text{with}
\end{array}
\begin{array}{c}
\text{ITEM}
\end{array}
\begin{array}{c}
\text{ITEM}
\end{array}
\]

\text{WITHITEM:}

\begin{array}{c}
\text{check only}
\end{array}
\begin{array}{c}
\text{childtag = string}
\end{array}
\begin{array}{c}
\text{nicevalue = signed_integer}
\end{array}
\begin{array}{c}
\text{parameter = none}
\end{array}
\begin{array}{c}
\text{parameter = (PARAM \{, PARAM\})}
\end{array}
\begin{array}{c}
\text{nosuspend | suspend >}
\end{array}
\begin{array}{c}
\text{unresolved = JRQ\_UNRESOLVED}
\end{array}
\begin{array}{c}
\text{group = groupname}
\end{array}

\text{PARAM:}

\begin{array}{c}
\text{parametername = < string | number >}
\end{array}

\text{JRQ\_UNRESOLVED:}

\begin{array}{c}
\text{defer ignore error error ignore suspend}
\end{array}

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.
Job Commands submit

**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.

**Output Description** The data items of the output are described in the table below.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>Id of the Submitted Entity</td>
</tr>
</tbody>
</table>

Table 28.3.: Description of the output structure of the submit statement