Operation Control Language Statements

STATEMENT ▼	FUNCTION	PLACEMENT IN A JOB STREAM	PLACEMENT IN A PROCEDURE
// DATE { mmddyy / ddmmyy }	Supplies the system date during Initial Program Load. In the job stream it supplies the job date (only for that job), which is given to the disk files being created.	Must follow LOAD or CALL statement and precede the RUN statement except at IPL time, when it must precede the first LOAD or CALL statement.	Must follow the LOAD statement and precede the RUN statement (if RUN is used).
// LOAD *	Indicates that the object program will be loaded from the system input device following the RUN statement. Cannot be used in program level 2.	Must precede the RUN statement.	LOAD* object deck not allowed in a procedure.
// LOAD name, { R1 / R2 / F1 / F2 }	Identifies the program to be run and indicates the disk that contains the object library from which it is to be run.	Must precede the RUN statement.	Must precede the RUN statement (if RUN is used).
// RUN	Indicates the end of the OCL statements for a program and tells the system to run the program. Required in the job stream for each program which is to be run.	Must be the last OCL statement.	May be the last statement.
// SWITCH { Any combination of 0, 1, X, eight characters in length. }	Used to set one or more external indicators on or off or leave the indicator as it is.	Must follow LOAD or CALL statement and precede the RUN statement.	Must follow the LOAD statement and precede the RUN statement (if RUN is used).
// COMPILE SOURCE—name,UNIT— { R1 / R2 / F1 / F2 } ,OBJECT— { R1 / R2 / F1 / F2 }	Tells the system the name of the source program to be compiled, where it is located and where to place the object program.	Must follow the LOAD or CALL statement and precede the RUN statement.	Must follow the LOAD statement and precede the RUN statement (if RUN is used).
// LOG { CONSOLE / PRINTER / OFF / ON }	Instructs system to start or stop printing OCL statements and codes and indicates the device to be used to print them. Device cannot be specified in program level 2.	Anywhere among the OCL statements.	Must precede the RUN statement (if RUN is used).
// FORMS DEVICE—name,LINES—value	Instructs the system to change the number of lines printed per page.	Anywhere among the OCL statements.	Must precede the RUN statement (if RUN is used).
// IMAGE { { HEX / CHAR } ,value / MEM,name, { R1 / R2 / F1 / F2 } }	Tells the system to replace the chain-image area with characters indicated in the following data cards or characters keyed in or read from the source library. Required if the printer chain has been changed.	Anywhere among the OCL statements.	Must precede the RUN statement (if RUN is used).
// READER { CONSOLE / MFCU2 / MFCU1 / 1442 }	Changes the system input device used to read OCL statements or utility control cards.	Must precede LOAD or CALL statement or follow the RUN statement and precede the next LOAD or CALL statement.	Must precede the LOAD statement (if LOAD is used).
// NOHALT	Instructs system to continue without stopping when a program ends. Ignored in program level 2.	Anywhere among the OCL statements.	Must precede the RUN statement (if RUN is used).
// HALT	Instructs system to halt when program ends; cancels the effect of the NOHALT statement. Ignored in program level 2.	Anywhere among the OCL statements.	Must precede the RUN statement (if RUN is used).
* (comment)	Used to explain the job or give the operator instructions; does not effect the program in operation.	Anywhere.	Anywhere.
// PAUSE	Tells the program to stop in order to give the operator time to perform a function. Operator must restart program.	Anywhere among the OCL statements.	Must precede the RUN statement (if RUN is used).
/ &	Provides OCL security from previous job.	Recommended as the first statement of a job.	Not allowed in a procedure.
// FILE NAME—filename,UNIT— { R1 / R2 / F1 / F2 / D1 / D2 / T1 / T2 / T3 / T4 } ,PACK—name, LABEL— { filename / 'character string' } , { RECORDS—number, / TRACKS— } LOCATION— { track number / cylinder number / cylinder number/track number / filename } ,RETAIN— { T / S / P / A / number } DATE— { mmddyy / ddmmyy } ,HIKEY—'highest key fields allowed', SPLIT— { 'tracks/cylinders', / 'tracks' } REEL— { label / 'labels' / NL / NS } ,BLKL—block length, RECL—record length, RECFM— { F / V / D / FB / VB / DB } ,END— { LEAVE / UNLOAD / REWIND } ,DENSITY— { 800 / 1600 } , ASCII— { YES / NO } ,DEFER— { YES / NO }	Supplies information about the file to the system. Required for every new file created and existing files being used.	Must follow LOAD or CALL statement and precede the RUN statement.	Must follow the LOAD statement and precede the RUN statement (if RUN is used).
// BSCA LINE— { 1 / 2 }	Allows you to change all BSCA line specifications in the BSCA DTFs of your program.	Must follow LOAD or CALL statement and precede the RUN statement.	Must follow the LOAD statement and precede the RUN statement (if RUN is used).
// CALL procedure name, { R1 / R2 / F1 / F2 }	Identifies procedure to be merged into job stream and the disk containing the source library from which to read the procedure. Can be no more than nine levels of nested procedures.	Must precede the RUN statement. Procedure override statements may be placed between the CALL and RUN statements.	Must precede the RUN statement (if RUN is used). (Indicates chained procedures.)

Statement	Description	Column 3	Column 4
// BSCA LINE— $\begin{Bmatrix} 1 \\ 2 \end{Bmatrix}$	Allows you to change all BSCA line specifications in the BSCA DTFs of your program.	Must follow LOAD or CALL statement and precede the RUN statement.	Must follow the LOAD statement and precede the RUN statement (if RUN is used).
// CALL procedure name, $\begin{Bmatrix} R1 \\ R2 \\ F1 \\ F2 \end{Bmatrix}$	Identifies procedure to be merged into job stream and the disk containing the source library from which to read the procedure. Can be no more than nine levels of nested procedures.	Must precede the RUN statement. Procedure override statements may be placed between the CALL and RUN statements.	Must precede the RUN statement (if RUN is used). (Indicates chained procedures.)
// PARTITION size	Guarantees a minimum size to level 2 for a program in that level. Cannot be submitted in program level 2 or when program level 2 is processing.	Anywhere among the OCL statements.	Must precede the RUN statement (if RUN is used).
// LOCKOUT	Disables the other program level in a DPF system to allow fast job initiation in the program level in which it is entered. The program level remains disabled until job initiation is complete.	Any among the OCL statements.	Must precede the RUN statement (if RUN is used).

▼ Key to use of this chart:
   { } = choose one of several possibilities
Capital letters = code as appear here
Lowercase letters = code a value applying to the job

System Utilities Control Statements

STATEMENT ▼	FUNCTION	PLACEMENT
DISK INITIALIZATION ($INIT)		
// UIN TYPE— { PRIMARY / SECONDARY / CLEAR } ,UNIT— { R1 / R2 / F1 / F2 / D1 / D2 } ,VERIFY—number,CAP— { HALF / FULL } ,ERASE— { YES / NO }	Tells the system what type of initialization to use to prepare disks for use.	Before // VOL and // END statements.
// VOL PACK—name,ID—characters, NAME360—filename	Tells the system what name to give a new or re-initialized disk.	After the // UIN statement and before the // END statement.
ALTERNATE TRACK ASSIGNMENT ($ALT)		
// ALT PACK—name,UNIT— { R1 / R2 / F1 / F2 / D1 / D2 } ,VERIFY—number,ASSIGN— { track / 'tracks' } ,UNASSIGN— { track / 'tracks' }	Tells the system to assign alternate tracks to disk tracks that become defective after initialization.	Before the // END statement.
ALTERNATE TRACK REBUILD ($BUILD)		
// REBUILD PACK—name,UNIT— { R1 / R2 / F1 / F2 / D1 / D2 } ,TRACK—location,LENGTH—number,DISP—position	Tells the system to correct data that cannot be transferred correctly to an alternate track.	Before substitute data and the // END statement.
FILE AND VOLUME LABEL DISPLAY ($LABEL)		
// DISPLAY UNIT— { R1 / R2 / F1 / F2 / D1 / D2 } ,LABEL— { VTOC / filename / 'filenames' }	Tells the system to print the entire VTOC or VTOC information for certain data files.	Before the // END statement.
FILE DELETE ($DELET)		
// SCRATCH PACK—name,UNIT— { R1 / R2 / F1 / F2 / D1 / D2 } ,LABEL— { VTOC / filename / 'filenames' } ,DATE— { mmddyy / ddmmyy }	Tells the system to scratch a file reference in the VTOC.	Before the // END statement.
// REMOVE PACK—name,UNIT— { R1 / R2 / F1 / F2 / D1 / D2 } ,LABEL— { VTOC / filename / 'filenames' } ,DATE— { mmddyy / ddmmyy } ,DATA— { NO / YES }	Tells the system to remove files from a disk.	Before the // END statement.
DISK COPY/DUMP ($COPY)		
// COPYPACK FROM— { R1 / R2 / F1 / F2 / D1 / D2 } ,TO— { R1 / R2 / F1 / F2 / D1 / D2 }	Tells the system to copy an entire disk.	Before the // END statement.
// COPYFILE { OUTPUT— -or- OUTPTX— } { DISK / PRINT / BOTH } , { DELETE— -or- OMIT— } 'position,character', { xnn } ,REORG— { NO / YES } ,WORK— { NO / YES }	Tells the system to copy or print a file or both.	Before the // END statement or the // SELECT and // END statements.
// SELECT KEY, FROM—key, TO—key	Tells the system which part of a file to print, using keys.	After the // COPYFILE statement and before the // END statement.
// SELECT PKY, FROM—key, TO—key	Tells the system which part of a file to print, using packed keys.	After the // COPYFILE statement and before the // END statement.
// SELECT RECORD, FROM—number, TO—number	Tells the system which part of a file to print, using record numbers.	After the // COPYFILE statement and before the // END statement.
LIBRARY MAINTENANCE ($MAINT)		
// ALLOCATE TO— { R1 / R2 / F1 / F2 } ,SOURCE— { number / R } ,OBJECT— { number / R } , DIRSIZE—number, SYSTEM— { NO / YES } ,WORK— { R1 / R2 / F1 / F2 }	Tells the system to create, change the size of, delete, or reorganize a library.	Before the // END statement.
// COPY FROM— { READER / R1 / R2 / F1 / F2 / DISK } ,FILE—filename, RECL— { 80 / 96 } ,LIBRARY— { S / P / O / R / ALL / SYSTEM } , NAME— { name characters. ALL / ALL / SYSTEM / DIR / $cc. ALL } ,RETAIN— { T / P / R } ,TO— { R1 / R2 / F1 / F2 / PRINT / PUNCH / PRTPCH } ,NEWNAME— { name / characters } , OMIT— { name / characters. ALL }	Tells the system to copy library entries, minimum systems, or IBM programs, to print library entries or the system directory, or to punch library entries.	Before the // END statement.

Statement	Description	Placement
// DELETE FROM— {R1 R2 F1 F2} ,LIBRARY— {S P O R ALL} ,NAME— {name characters. ALL ALL} ,RETAIN— {T P}	Tells the system to delete library entries.	Before the // END statement.
// MODIFY NAME—name,FROM— {R1 R2 F1 F2} ,LIBRARY— {S P} ,WORK— {R1 R2 F1 F2} ,RESER— {YES NO ONLY} , LIST— {YES NO} ,SEQFLD—xxyy,INCR—number	Describes the library entry in modifying the source library.	Before the // REMOVE statement.
// REMOVE FROM—sequence number,TO—sequence number	Tells the system to delete statements according to sequence numbers.	After the // MODIFY statement.
// REPLACE FROM—sequence number,TO—sequence number	Tells the system to replace statements according to sequence numbers.	After the // REMOVE statement (if used) and before the // INSERT or // END statement.
// INSERT AFTER—sequence number	Tells the system to insert supplied statements after the statement indicated.	After the // REPLACE statement and before the // END statement.
// RENAME FROM— {R1 R2 F1 F2} ,LIBRARY— {S P O R} ,NAME— {name characters.ALL} ,NEWNAME— {name characters}	**Tells the system to change the name of a library entry.**	Before the // END statement.

TAPE INITIALIZATION ($TINIT)

Statement	Description	Placement
// VOL UNIT— {T1 T2 T3 T4} ,REEL— {NL volume serial number} ,TYPE— {DISPLAY CLEAR CHECK} ,ASCII— {YES NO} , DENSITY— {1600 800} ,ID—characters	Tells the system to prepare tapes for use.	Before the // END statement.

5445 DATA INTERCHANGE ($VTOC)

Statement	Description	Placement
// NEWVTOC UNIT— {D1 D2} ,PACK—name	Tells the system the name and location of the disk being being transferred from S/3 to S/360—S/370.	Before the // END statement.
// UPDATE UNIT— {D1 D2} ,PACK—name	Tells the system the name and location of the disk being transferred from S/360—S/370 to S/3.	Before the // END statement.

FOR ALL SYSTEM UTILITY PROGRAMS

Statement	Description	Placement
// END	Indicates end of control statements.	Always the last control statement for a program.

GX21-9145-1

▼ Key to use of this chart:
{ } = choose one of several possibilities
Capital letters = code as appear here
Lowercase letters = code a value applying to the job