Xerox 4635 Laser Printing System PC User Interface Reference

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Related publications

The Xerox 4635 Laser Printing System PC User Interface Reference is part of the ten-manual reference set for your laser printing system. The entire reference set is listed in the table below. Several other related documents are also listed for your convenience. For a complete list and description of available Xerox documentation, refer to the Xerox Documentation Catalog (Publication number 610P17417) or call the Xerox Documentation and Software Services (XDSS) at 1-800-445-5554.

Publication	Number
Xerox Dynamic Document Interface Operator Guide	720P13670
Xerox Dynamic Document Interface Command Summary	720P13680
Xerox 4635 Laser Printing System Operator Guide	721P83011
Xerox 4635 Laser Printing System Operations Reference	721P83021
Xerox 4635 Laser Printing System Sysgen Guide	721P83030
Xerox 4535 Laser Printing System Message Guide	721P83040
Xerox 4635 Laser Printing System PDL/DJDE Reference	721P83050
Xerox 4635 Laser Printing System Forms Creation Guide	721P83060
Xerox 4635 Laser Printing System Product Reference	721P83071
Xerox 4635 Laser Printing System Installation Planning Guide	721P83081
Xerox 4635 Laser Printing System Operator Command Summary Card	721P83090
Xerox 4635 Laser Printing System PC UI Reference	721P83101
Xerox Laser Printing Systems Tape Formats Manual	600P86175
Xerox Laser Printing Systems Standard Font Library Font User Guide	600P86174
Helpful Facts About Paper	721P82490

Notice

This publication may contain descriptions of concepts and features not currently available for your Xerox Laser Printing System. Consult your Xerox sales representative or your operating system software program description for additional information.

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Introduction

The Xerox 4635 Laser Printing System PC UI Reference is one of eight manuals which make up the LPS Reference Set. PC UI is an acronym for Personal Computer User Interface.

This guide is part of a set of documents designed to help you receive maximum benefit from your 4635 laser printing system.

To help you select the appropriate document for your needs, the following section identifies the documents in the set and describes the information contained in each.

About the reference set

This document is part of a reference set designed to help you receive maximum benefit from your 4635 laser printing system.

To help you select the appropriate document for your needs, the following section identifies the documents in the set and describes the information contained in each.

4635 Laser Printing System document set

4635 LPS Product Reference	 Product overview Hardware and software LPS connections User considerations LPS comparisons
4635 LPS Operator Guide	 System overview PC UI procedures Paper facts and procedures Operating procedures Maintenance Problem solving Supplies Meter reading and reporting

4635 LPS PDL/DJDE Reference	 Print Description Language components and processes Input processing functions Output processing functions PDL/DJDE command summary Page formatting guidelines Character code assignment tables PDL/DJDE programming information with step-by-step instructions
4635 LPS System Generation Guide	 Configuration options Commands OSS software installation, upgrade, and modification procedures
4635 LPS Operations Reference	 Command syntax for operator and system administrator procedures LPS defaults LPS resources Command summaries Communication and graphics on the LPS Command files
4635 LPS Forms Creation Guide	 Basic concepts for creating forms Coding and compiling for LPS Forms Description Language Sample form setup command sets Tips for successful forms creation
4635 LPS PC UI Reference	 PC UI procedures Hierarchy of PC UI windows
4635 LPS Operator Command Summary Card	Provides a quick reference of commonly-used operator commands.

4635 LPS Message Guide	 OSS and other messages Meaning and recovery procedures
4635 LPS Installation Planning Guide	 LPS basic components and options Tasks that must be accomplished before installation Preinstallation requirements Installation process Postinstallation activities
Tape Formats Manual	 Characteristics of different formats File organization Data formats Carriage control conventions
LPS Standard Font Library Font User Guide	 Font naming conventions Listing of standard fonts Data sheets Glossary of typography terminology
Helpful Facts About Paper	 Selection and guidelines Storage and handling Specifications for different printers

• Specifications for different printers

How to use this manual	
	The windows in this reference are meant to simulate the windows that appear on your PC UI screen. Use this reference to find information on the function of a particular window, or the type of information that should be entered in a field.
	To locate information on a particular window, look up the name of the window (upper left corner of window) in either the table of contents or the index.
	Underneath each figure is a description of the window functions, as well as the parameters that are displayed in the window, and any notes or hints that relate to the task.
Conventions and symbols	
	The following conventions are used in this manual:
	 Icons for warning, caution, and so on.
	 The names of keys on the PC UI are depicted inside angle brackets and capitalized, for example, the <alt> key.</alt>
Figure headings	
	A numbered figure heading above each window shows the name of the window and the pathway to get to that window.
	Figure I-2. Disks>Reallocate>Print File Data window
	For example, in the figure heading above, the name of the displayed window is the Print File Data window . If your PC UI screen was at the desktop window, to get to the Print File Data window you would first select the Disks icon, then select the Reallocate option, and finally the Print File Data option. To return to the PC UI desktop, you would close all open windows.
Defaults	
	If you do not specify an option or value, one may automatically be selected by the PC UI software. This automatically-selected option is the default. In this manual, where applicable, system defaults are <u>underlined</u> .
	For example:
	Device: <u>All Disks</u> , DP0, DP1, DP2, DP3, TD0, TD1, TD2.
	Select/enter the system disk or tape reference.
	In this example, unless you specify another system disk or tape device, the system will automatically default to the <u>All Disks</u> option.

File ID and masking

The terms "file-id" or "file ID" refer to the form "file-name.filetype" where "file-name" is a 1-6 character file name, and "filetype" is the file directory under which the file-name is cataloged.

When specifying the file-id, an asterisk (*) or question mark (?) can be used as a wildcard or string lookup for the file-name. This is often referred to as masking. Masking eliminates the need for you to repetitively key in various file names that contain the same string of characters.

When the file-name ends with an asterisk, all file-names beginning with the same characters that precede the asterisk are displayed. For example:

FILE ABC*.FNT

The example above specifies that all file-names beginning with ABC of file-type FNT be displayed.

When a file-name contains a question mark, only the specified characters of file-type FNT and the position(s) occupied by the question mark(s) affect the file-names to be displayed. For example:

FILE AB??.FNT

The above example specifies that all file-names beginning with AB that are 2, 3, or 4 characters long of file-type FNT be displayed.

Using the PC UI

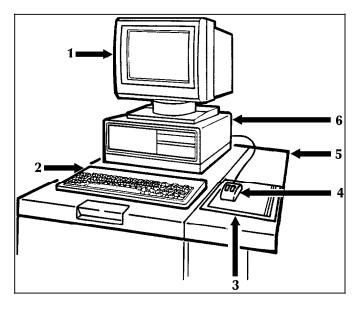
This chapter explains the PC UI in detail. If your LPS has the system controller keyboard/display rather than the PC UI, refer to the *4635 Operator Guide*, appendix C, "Using the system controller keyboard/display."

PC UI

With the PC UI you perform operator tasks through a dynamic set of windows. Either a mouse or certain keyboard combinations are used to move between windows and select options. The PC UI also allows you to enter commands through a window on the display screen.

Figure 1-1. PC UI

1.

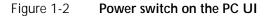


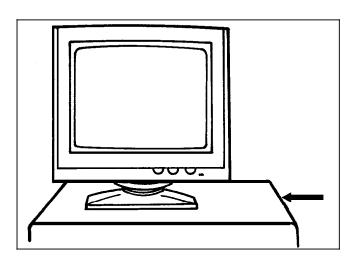
- 1. Monitor
- 2. Keyboard
- 3. Mouse pad
- 4. Mouse
- 5. Mouse tray. An optional extension module attached to the system controller to accommodate the mouse pad and provide ample working space.
- 6. Processor with 3.5-inch diskette drive

Powering on the PC UI

1. Set it to ON (1).

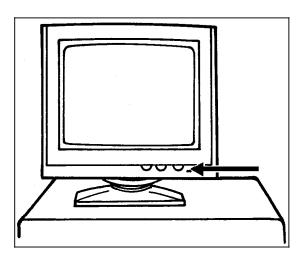
Note: The switches described for the PC UI may not be in the positions shown because of the different PC UIs. Refer to your PC UI documentation for the locations.





2. Power on the PC UI monitor by pressing the Power button on the front bottom of the monitor.





Some information appears on the screen as the PC UI starts. Next, the Wait cursor appears (refer to the "Types of cursors" section later in this chapter). Next, you see the screen depicted in figure 1-4.

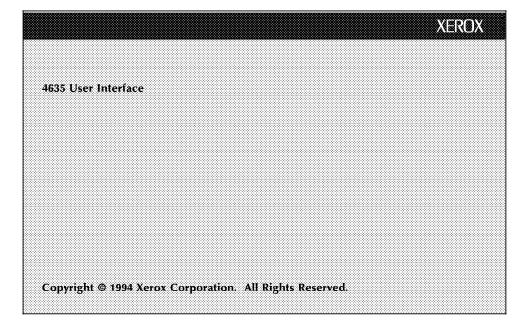


Figure 1-4 4635 UI screen

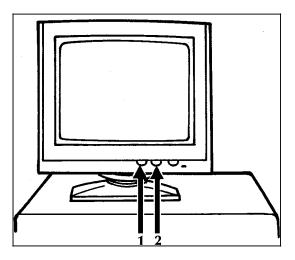
The next screen is the desktop. Refer to the "Desktop" section later in this chapter.

Adjusting the PC UI monitor

You can adjust both the brightness and contrast of the PC UI monitor.



Figure 1-5 Brightness and Contrast controls for the PC UI monitor



- 1. Contrast control. Turn this wheel clockwise (to the right) to increase the contrast of the monitor display.
- 2. Brightness control. Turn this wheel clockwise (to the right) to increase the brightness of the monitor display.

Components of the PC UI

The following sections explain the components of the PC UI in detail.

PC UI keyboard

The PC UI keyboard allows you to enter text and perform tasks.

Figure 1-6 PC UI keyboard

STOP CON SAMPLE FAULTS STATUS STATUS STATUS APPLY/ 1 STOP CON SAMPLE FAULTS STATUS STATUS STATUS AGES CLOSE APPLY CLOSE INFORM	M	
ESC F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F11 F12	PRINT SCROLL PALISE NUM C	APS SCROLL OCK LOCK
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	INSERT HOME PAGE UP LOCK / DEL END PAGE 7 HOM ↑) * -
$\begin{bmatrix} CAP \\ LOCK \end{bmatrix} A \\ B \\ O \\ P \\ P \\ O \\ P \\ O \\ O \\ O \\ O \\ O$	4 5 ← 5	
$\begin{array}{c c c c c c c c c c c c c c c c c c c $		B PG DN T • R

- 1. The PC UI keyboard contains the following:
- Character keys. These keys are used to enter text in the Command Line/Message window or input fields of windows.
- The front face of certain character keys have multinational characters on them. These are language-specific characters (such as £) or mathematic symbols (such as + or 3/4). To generate a multinational character, press and hold the <ALT> key while pressing the desired character key. For example, <ALT> + <P>=1/4.
- Arrow keys. These keys are used in place of the mouse to move the cursor around the desktop.
- Function keys. These keys perform functions as follows:
 - F1. Stop printing
 - F2. Continue printing
 - F3. Sample
 - F4. Clear Faults
 - F5. Jobs status display
 - F6. Printer status display
 - F7. Start window
 - F8. Messages window
 - F9. Apply/Close
 - F10. Apply
 - F11. Close
 - F12. Not functional at this time (future use as an information key)

Special function keys

Certain keys have special functions that mimic the mouse operation. You can use these keys if your mouse is not working. Also, certain key combinations allow you to move around the keyboard more easily in the absence of a mouse. Both types of keys are listed below:

<**ENTER>**. Pressing this key has the same result as clicking the left mouse button once. Holding the <ENTER> key down has the same result as holding the left mouse button down. Pressing the <ENTER> key when an input field is active (such as, when an input field contains the blinking data entry cursor) has the same result as selecting the header button containing the enter symbol.

<CTRL> + <ENTER>. Pressing these keys has the same result as pressing the right mouse button once. Holding <CTRL> and <ENTER> down has the same result as holding down the right mouse button. When the data entry cursor is displayed in an input field, pressing <CTRL> + <ENTER> has the same result as pressing <ENTER>.

<CTRL> + <SPACEBAR>. Pressing these keys has the same result as chording the mouse, that is holding down both the left and right buttons of the mouse. (Chording the mouse results in the I/O menu being displayed. Refer to chapter 7, "Job Control windows," for information on the I/O menu.) <CTRL> + <SPACEBAR> does not function when the data entry cursor is displayed in an input field. If necessary, press the <ESCAPE> key to remove the data entry cursor from the window.

<**CTRL>+<X>**. This key combination cancels operations, such as file listings.

<ESCAPE>. Pressing this key cancels entry into an input field by removing the data entry cursor from the window.

<TAB>. This key selects the next input field.

The cursor is the entry point for information or activity on the PC UI screen.

Types of cursors



- Main cursor. Appears when you can select items on the desktop.
- Wait cursor. Appears when a system activity is being processed (for example, when a window is being opened) and during system initialization.
- Data Entry caret. Appears when you can enter information in a field (an input field).

Cursor

Moving the cursor

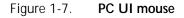
You can move the cursor in either of two ways:

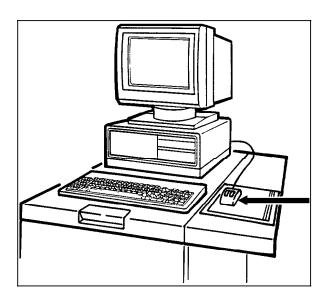
- Mouse
- Arrow keys.

Moving the cursor using the mouse	To move the cursor using the mouse, lightly move the mouse over the mouse pad. You may lift the mouse and put it down again (<i>gently</i>) in a different position on the mouse pad if you "run out of room" on the pad while you are moving it. (Lifting the mouse and setting it down does not cause the cursor to move.) Be sure that the mouse is touching the mouse pad.
Moving the cursor using the arrow keys	To move the cursor using the arrow keys, make sure that the <num lock=""></num> key is not activated. Then press the arrow key pointing in the direction you want the cursor to move. You may hold the arrow key down; however, the cursor moves very quickly when you do this.
	To select an input field with the arrow keys:
	 Press <escape> to remove the data entry cursor from the screen.</escape>
	2. Use the arrow keys to move the main cursor to the desired input field.
	 Press <enter> to activate the input field. The data entry cursor appears in the input field.</enter>
	4. Use the arrow keys to move the data entry cursor within the input field.

PC UI mouse

The PC UI mouse controls the movement of the cursor. Use the mouse to position the cursor in order to select icons or options on the desktop.





- 1. The PC UI mouse has two buttons.
- Left mouse button. This button is used to select the options displayed on the desktop.
- Right mouse button. This button is used during specialized activities (for example, resizing a window).

The mouse plugs into the back of the PC UI. You can place the mouse on either the right or left side of the keyboard by changing the direction of the mouse cable behind the PC UI.

Selecting options with the mouse

 Position the cursor on top of the icon option or option you want to select by sliding the mouse over the mouse pad. Then click once with the left mouse button to select the option.

PC UI desktop

The PC UI desktop is the basic display screen.

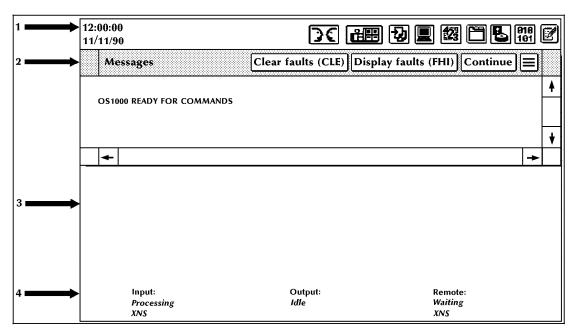


Figure 1-8. PC UI desktop

1. Status area. This area contains the date and time fields, the Hint and Fault icons, MICR and Bar code icons, and the Menu icons. Opening the Menu icons allows you to access task windows.

Note: The icons you see depend on the level to which you are signed on. Certain tasks are restricted to certain log-on levels. You need a special password to access those tasks.

When changing log levels, the desktop is cleared of any open windows, except for the Command Line/Message window. The desktop is then reset according to the specified log level.

- 2. Command Line/Message window. This window displays system messages and allows you to enter commands for performing LPS tasks. You can scroll through the messages in this window (refer to the "Using the scrollbars" section later in this chapter), and the window can be resized or moved (refer to the "Resizing the windows" and "Moving the windows" sections later in this chapter for instructions). This window cannot be closed. The Command Line/Message window contains the following header buttons:
 - Clear faults. Select this button to clear printer software faults (when directed by a message in the Command Line/Message window or on the printer control console).
 Selecting this button also causes any outstanding printer faults to be displayed in the window.

Note: Entering CLEAR has the same effect as selecting the Clear Faults button or touching the Clear button on the printer control console.

• Display Faults. Select this button to display a list of all outstanding printer faults.

Note: Entering FHI has the same effect as selecting the Display Faults button.

- Continue. Select this button to resume input processing and printing.
- Close All Windows. This button is located in the auxiliary menu. Select this button to close all open windows on the desktop, except for the Command Line/Message window. The Close All Windows button is a quick way of clearing the desktop.
- Auto Scroll. This button is located in the auxiliary menu. Select this button to turm vertical auto scrolling on and off for the message window.
- 3. Work Area. Windows and opened menus display in this area. Windows open in a specific place on the desktop and are a specified size. You can leave windows open, move them around, resize them, and generally arrange the work area to suit your needs. During a session, windows maintain their last-used size and location. However, after the PC UI is powered off, rebooted, or you select the Exit to DOS task, the windows return to their default size and location.
- 4. System status and source information is displayed at the bottom of the desktop window.
 - 'Input' identifies the job input source (Tape, Disk, 860, XNS) and input status (Processing, Idle, Stopped, Inactive).
 - 'Output' identifies output job status (Printing, Idle, Stopped, Inactive, Jammed).
 - 'Remote' identifies the remote job input source (XPAF, XNS, 860, Site PC) and remote source status (Not Ready, Offline, Suspended, Waiting, Receiving, Sending).

Desktop icons

The desktop icons are as follows:



Hint icon. This icon only appears when certain conditions (such as low toner) arise. When the icon appears:

- Messages appear in the Command Line/Message window of the PC UI.
- The Hint icon also appears on the printer control console, along with messages and graphic displays.
- If enabled, the printer Attention light goes on.



Fault icon. This icon only appears when fault conditions exist (such as paper jams). When the icon appears:

- Windows containing information open on the desktop or messages appear in the Command Line/Message window of the PC UI.
- The Fault icon also appears on the printer control console, along with graphic displays and messages.
- If enabled, the printer Attention light flashes.

Bar Code Status icon. This icon only appears on systems that have a Bar Code Reader that is enabled.

It displays the current status of the Bar Code Reader as follows:

- Ready The Bar Code Reader has no hardware faults and is READY for use.
- Scanning Reading bar codes and/or error checking for bar codes. The icon will have a horizontal red line across the bars indicating the scanner is in use.
- Not Available A Bar Code Reader hardware fault exists. Bar codes will not be scanned. The icon is grayed out.

MICR Mode icon. This icon only appears on systems that are MICR capable and MICR is enabled.

It displays the current status of the MICR system as follows:

- On MICR has been turned on and the system is set to the MICR default settings.
- Off MICR has been turned off and the system returned to the normal settings. The MICR icon will be grayed out.



Language icon. This icon allows you to switch languages on the PC UI if it is configured for two languages.

The PC UI can be installed with one or two languages which you can toggle between. When the Language icon is selected on the PC UI, the screen is refreshed to display the second language. Selecting the Language icon again returns the screen display to the first language. The Language icon is not displayed if only one language is installed on the PC UI.

The following screen features are translated or modified when a new language is selected:

- Window labels and header buttons
- Displayed window text
- New messages
- Date, time, and measurement display fields
- Static text in menu entries
- Window size (to accommodate translated text)
- Any data received after the language change.

The following screen features are not translated or modified when a new language is selected:

- User-entered data, such as in notes, input fields, and edited files
- Variable data in menu entries
- A limited number of PC UI-specific messages. At startup, these messages display in English-only to inform you when the PC UI and ESS cannot communicate or when the console log is being repaired.
- Command line window and output fields contents that were displayed before the language change.

To redisplay the console log in the currently selected language, close the console log window and select the Display header button in the Display Console Log window. The console log is printed and converted using the currently selected language.

Upon reboot or power up, the PC UI screen returns to the same language that was in use at the time of the reboot. For example, if French was the language in use at the time of the reboot, the screen again appears in French when the PC UI recovers.

You must insure that the proper language is installed on the system controller (ESS) and printer (IOT). The selection of the Language icon on the PC UI does not switch the language on the ESS or on the IOT. TEM mode reflects the language of the ESS.

Print Tasks icon. This icon allows you to access the Print Tasks menu. A few of the tasks you can perform through Print Tasks windows are:

- Start an online, offline, or host interface processor (HIP) job
- Monitor job status
- Set paper tray sizes and bin stacking limits
- Set clusters.



Я**Г**

Job Control icon. This icon allows you to access the Job Control menu. A few of the tasks you can perform through Job Control windows are:

- Stop, continue, or abort a job
- Clear the job queue
- Adjust print alignment
- Sample files.



System Control icon. This icon allows you to access the System Control menu. A few of the tasks you can perform through System Control windows are:

- Change logon level or password
- Restrict command usage (RCU)
- Back up, display, print, or empty the console log
- Exit to DOS.



Accounting icon. This icon allows you to access the Accounting menu. A few of the tasks you can perform through Accounting windows are:

- Access the list of completed reports (status file service)
- · Access activity and user report information
- Print billing statistics.



Files icon. This icon allows you to access the Files menu. A few of the tasks you can perform through Files windows are:

- Display or print information on tape or disk files
- Copy, delete, or rename disk or tape files
- Fix fonts and logos
- Scale 300 spi fonts, forms, or logos.



Disks icon. This icon allows you to access the Disks menu. A few of the tasks you can perform through Disks windows are:

- Back up the system disk to tape
- Compress and verify the system disk file structure
- Reallocate print file and raster image file size
- Download communication and RIP software.



Utilities icon. This icon allows you to access the Utilities menu. A few of the tasks you can perform through Utilities windows are:

- compile FDL (forms description language) or PDL (print description language)
- Invoke file editor functions
- Transfer a single file from a Backup (DSR) tape to system disk
- Exit to DOS.

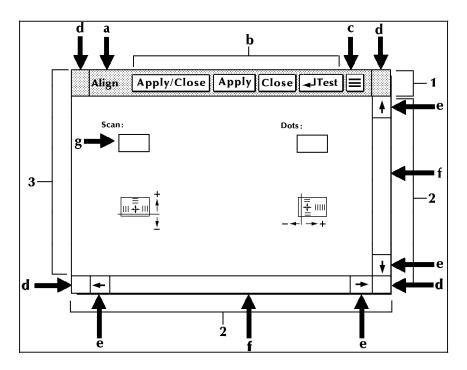


Notepad icon. This icon allows you to access the Notepad window to view or create electronic notes for yourself or other PC UI users.

Windows

When you open one of the Menu icons, a Menu window is displayed. A Menu window is a list of options. Selecting one of the options may open another window (referred to as a "Task window"). Figure 1-9 displays the basic components of PC UI windows.





- 1. Window header containing:
 - a. Window label. This is the name of the window.
 - b. **Header buttons.** These are buttons which perform specific functions. The Header buttons you see vary based on the window. The basic Header buttons are as follows:
 - Apply/Close. This button implements the selection you made in the window and closes the window.
 - Apply. This button implements the selection you made in the window. The window remains open.
 - Close. This button closes the window without implementing any selections.
 - **Redisplay**. This button resets any default values or information to what they were when you opened the window or the last time any changes were applied.
 - Yes. This button confirms the question asked in the window and closes the window.
 - No. This button does not confirm the question asked and closes the window.

In addition, a window may have a Header button (or more than one) whose actions are directly related to the window's function.

If you select a header button or menu option that is followed by an ellipsis (...), another window opens which requires your input in order to perform the task. Selecting a header button or menu option that does not have an ellipsis performs the selected task without further input.

A header button containing the enter symbol can be activated by selecting the header button with the mouse or by pressing the <ENTER> key when an input field contains the data entry cursor.

- c. **Auxiliary menu.** This icon contains other options not shown in the window header due to lack of space. If there are no other options to show, the auxiliary menu icon is not displayed. To open the auxiliary menu, position the main cursor arrow over the icon and select it with the left mouse button. Then select the option you want. To close the auxiliary menu, click on the icon, again.
- d. **Move/Resize targets.** These targets allow you to resize or reposition the window.
- 2. Scroll bars containing:
 - e. **Scrolling targets.** These targets allow you to move the contents of a window up or down, left or right.
 - f. **Index bar.** The index bar allows you to scroll through the window more quickly than using the scrolling targets. Click on the gray portion of the index bar to move the window information to the right or left, or up or down. (If the index bar is all white, all the window information is already displayed.)
- 3. Window interior containing any of the following:
 - g. **Input fields.** In these areas you may enter information (such as, scan number).

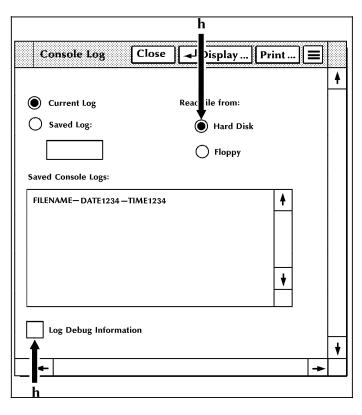


Figure 1-10 Window example of button and checkbox

Buttons and check boxes. Buttons and check boxes are used to select options in a window. They can be on or off (selected or not selected). When a button is on, a dot fills the center of the circle. When a check box is on, an X fills the middle of the box. Refer to figure 1-11 for a display of buttons and check boxes that are on and off.





To select a button or check box, click on it using either the mouse or the keyboard (refer to the "PC UI mouse" and "PC UI keyboard" sections of this chapter). Only one button can be selected from a set of buttons; multiple check boxes may be selected in a set of check boxes.

Billing	Close
CUSTOMER BILL	ING REPORT
Date: 01/16/95 Time: 11:20 Serial No 002029 System ID: BDWY V3aR5, 1+1 10.08 01/28/95 **** System Configu Machine Type	
CPU Memory = 1024K AIS: Version 2 Bitmap Memory: 64 Megabits Ink Memory: 2 Megabits Text and Metrics Memory: 2 Megabytes Online: Address 14 - Mode Burst, Device 4245 Ethernet addr: AA-52-02-01, *2-857-501-185 - Net Address: 76, *118 Communications Interfaces - Net Address: 76, *118 Communications Interfaces - NPAF Terminal Type: PC SCSI Tape Devices: - Reel to Reel: HP-SCSI A/Ch 0/Tg 0 - Streamer Tape: HP-SCSI A/Ch 0/Tg 1 - 18 Track Tape: HP-SCSI A/Ch 0/Tg 2	SCSI Disk Units: 0, Floppy Page Buffer Memory Size: 128 Banks Page Buffer A, B: 2 Buffers Memory Test at Boot = no Auto Boot Enabled = no Boot Message Display = yes Printer Characteristics - Speed: 135 ppm - Resolution: 300 spi - Default Order: 1 to N - Paper size: 8.50 x 11.00 Inches Language: U.S. English Graphics Type: AIS SCSI Tape Device Assignments: - TD0 = Reel to Reel Tape - TD1 = Streamer Tape - TD2 = 18-Track Tape
Good Impressions Successfully Delivered: 3308724 Impressions printed in IOT Diagnostic mode : 2920 Number of purge sheets sent to purge tray : 1630 Good Impressions Successfully Delivered in 3 pitch r Good Impressions Successfully Delivered in 4 pitch r Good Impressions Successfully Delivered in 5 pitch r Good Impressions Successfully Delivered in 7 bitch r Good Impressions Successfully Delivered in 7 & 8 pit Good Impressions Successfully Delivered in 7 & 8 pit Good Impressions Successfully Delivered : 3308700 Percentage of duplex impressions: 62	00 node: 4600 node: 0 node: 58900 node: 1400 tch modes: 2281500
•	

Figure 1-12. Window example of output field

i. Output fields. Display only fields.

	Job Control Close
ſ	Abort
	Reset
	Align
	Print Darkness
	Lead Edge Screen
	MICR Control
	Bar Code Reader
	Sample Fonts/Forms/Logos
<	Sample Images
	Fonts/Forms/Graphics
	Stop Input/Output
	Stop Input
	Stop Output
	Continue Input/Output
	Continue Input
	Continue Output
Į	Sample

Figure 1-13. Window example of menu entries

j. Menu entries. A list of options.

If a window option is not currently available, it appears "grayed out"—the image is faint and you cannot select the option. If a window option is restricted, it is not shown at all.

Additional types of windows In addition to Menu windows and Task windows, there are windows that appear on the desktop as a result of things you have done or conditions in the LPS.

• Confirmation window. This window opens as a result of something you have done in a Menu or Task window. It has two targets: Yes and No.

The confirmation window has a yellow header bar if one of the following applies:

- Data may be lost as a result of the proposed action.
- A cycle down of the printer may occur as a result of the proposed action.

A green header bar means that you must respond to the confirmation window before any other actions can take place in the PC UI.

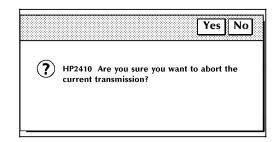
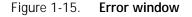
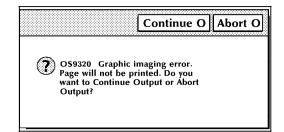


Figure 1-14. Confirmation window

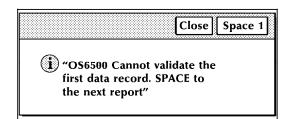
• Error window. This window opens when the system encounters an error or a condition that requires you to execute an action or choose from several options.





 There are also message windows that may appear as a result of communication problems between the PC UI and the system controller or problems within the PC UI.





Working with windows

You can do the following with the windows of the PC UI:

- Leave more than one window open at a time
- Move and resize the windows
- Select options from the window header
- Select options from the auxiliary menu
- Select options from the main part of the window
- Enter information into the window.

Moving and resizing the window

The Move/Resize targets allow you to move and/or resize a window on the PC UI.

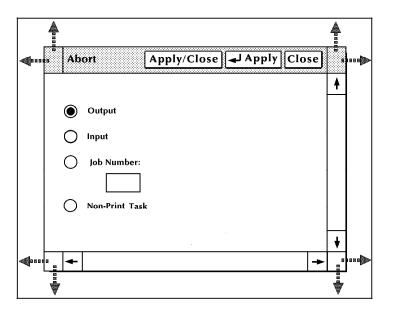
Moving the windows To move the window to a new position on the desktop:

- 1. Place the cursor over the Move/Resize target.
- 2. Press the left mouse button and hold it down while you "drag" the window to its new position.
- 3. Release the left mouse button.

To move the window using only the keyboard:

- 1. If necessary, press the <ESCAPE> key to remove the data entry cursor from the window.
- 2. Position the main cursor arrow over the Move/Resize target.
- 3. Press and hold the <ENTER> key while using the appropriate arrow keys to move the window.





Resizing the windows

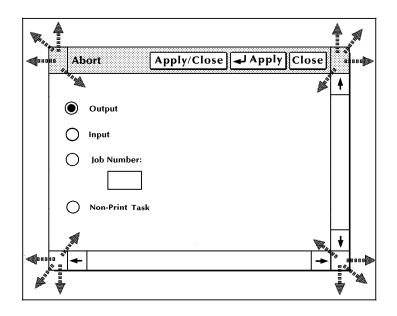
To resize the window:

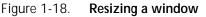
- 1. Place the cursor over a corner Move/Resize target.
- 2. Depress the right mouse button and hold.
- 3. Move the cursor:
 - To the right
 - To the left
 - Up
 - Down
 - Diagonally

to change the size of the window, accordingly.

To resize the window using only the keyboard:

- 1. If necessary, press the <ESCAPE> key to remove the data entry cursor from the window.
- 2. Position the cursor over a corner Move/Resize target
- 3. Press and continue to hold <CTRL>, then <ENTER> while using the appropriate arrow keys to resize the window.





Using the scroll bars

The scroll bars allow you to shift the display within a window. The scroll bars are especially useful in the Command Line/Message window.

Note If all of the information within a window is already displayed, the scroll bars do not work.

Scrolling text up and down To scroll text up, place the cursor in the arrow down target area, depress the left mouse button or the <ENTER> key and hold. Text scrolls from bottom to top. When you release the mouse button or the <ENTER> key, the text stops scrolling. A single click on the target moves the text one line of information to the top.

To scroll text down, follow the above procedure, but place the cursor on the arrow up target area.

Notes:

- You can also scroll text up and down by moving the white box located inside the scroll bar. Move the box as follows:
 - 1. Place the cursor inside the box.
 - 2. Press the left mouse button and hold it down while you "drag" the box up or down within the scroll bar. Text within the window moves up or down accordingly.
- You can scroll text using only the keyboard in the following manner:

- 1. Press the <ESCAPE> key.
- 2, Using the arrow keys, position the cursor over the arrow up or arrow down target area.
- 3. Press the <ENTER> key to begin scrolling text.

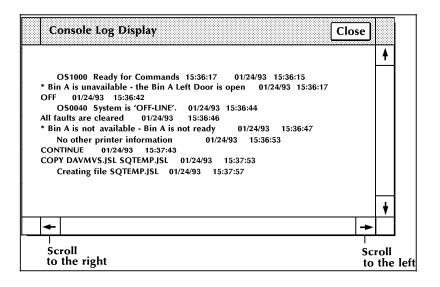
OS1000 Ready for Commands 15:36:17 01/24/93 15:36:15 in A is unavailable - the Bin A Left Door is open 01/24/93 15:36:17	
nii A is unavanable - the bin A tert Door is open 01/24/93 15:36:17	
F 01/24/93 15:36:42	
OS0040 System is 'OFF-LINE'. 01/24/93 15:36:44	
faults are cleared 01/24/93 15:36:46	
Sin A is not available - Bin A is not ready 01/24/93 15:36:47	
No other printer information 01/24/93 15:36:53	
ONTINUE 01/24/93 15:37:43	
PY DAVMVS.JSL SQTEMP.JSL 01/24/93 15:37:53	
Creating file SQTEMP.JSL 01/24/93 15:37:57	

Figure 1-19. Scrolling the text vertically

Scrolling text to the right To scroll text to the right, follow the above procedure, but place the cursor on the arrow left target area. A single click moves the information one character to the right.

To scroll text to the left, follow the above procedure, but place the cursor on the arrow right target area. A single click moves the information one character to the left.

Figure 1-20. Scrolling the text horizontally



Activating an open window

Only one window can be active at a time, although more than one window can be open at a time. To activate an open window, move the cursor into the work area of the window and

Scrolling the text to the left

click once with the left mouse button or press the <ESCAPE> key, then the <ENTER> key. The header area of the window is now highlighted, and you can select options or enter commands in the window. If the window was underneath another window on the desktop, it now appears on top.

Note: To activate a menu window, click once on a Move/Resize target, rather than the work area of the window.

Performing operator tasks through the PC UI

The PC UI gives you two options for performing operator tasks:

- Selecting tasks through windows
- Entering commands through the Command Line/Message window.

Performing tasks through windows

Follow the procedures outlined earlier in this chapter to open Menu and Task windows and select options using the PC UI windows.

Entering commands through the Command Line/Message window

Use the Command Line/Message window if you want to perform a task by entering commands rather than selecting options in a window. Place the cursor in the Command Line/Message window (refer to figure 1-8) and click once with the left mouse button or press the <ESCAPE> key, then the <ENTER> key to activate the window. Then enter the command at the cursor.

Key-in conventions

Follow these conventions when entering commands:

- The system is ready to receive commands when OS1000 READY FOR COMMANDS appears in the command line/message window.
- All commands may be abbreviated to the first three characters or spelled out fully and correctly.
- Commands are executed by pressing <ENTER>, except for those entered by the function keys.
- Spaces or commas may be used to separate command parameters.
- Error and information messages from the system are preceded by OS and a four-digit code indicating the severity level. Refer to the *LPS Message Guide* for information on a particular error message.
- A message acknowledging your request appears as positive feedback to you. An error message os2710 INVALID COMMAND, PLEASE RE-ENTER appears when a command is entered incorrectly.

Guide command conventions

When command instructions are given in this guide, the following conventions apply:

- Capital letters represent command keywords, the required part of the command.
- Lowercase letters, appearing in italics, represent data that changes each time you use the command. For example, the number of copies and the name of a form can vary for each job.
- Characters enclosed in square brackets [] are optional. You key them in only when you need them. For example, when you see [copies] in a command and you do not key in a specific number, the system automatically prints one copy.

In certain instances (for example, when performing the System Control>Problem task), the PC UI display mimics a system controller display for the duration of the command. This system controller display mode is referred to as TEM (terminal emulation mode). Once the task is finished, the desktop again appears on the screen unless you are operating in the XPSM environment and have used the TEM command to select remote terminal operation.

Commands performed in TEM mode are identified in menu windows by '(TEM)' following the command name. For example, when you select the "Problem (TEM). . . " option from the System Control menu window, the PC UI is automatically put in TEM mode so that you can perform the Problem task.

After finishing a task in TEM mode, you must wait for object mode to display before beginning another task in TEM mode. Failure to do so will result in a system crash.

The TEM function also may be used with the optional XPSM software. In this instance, the TEM command transfers control of the 4635 from the PCUI to a remote terminal. Once control has been transfered, the system will no longer respond to the PCUI and control can only be transfered back by entering the command @UI\$ at the remote terminal or rebooting the 4635.

Screen saver

To prevent monitor burnout on the PC UI, a screen saver feature automatically blanks the screen and flashes a "Xerox" logo when the PC UI desktop is inactive for five minutes. The five minute time limit is a default which can be changed by your service representative.

To return to the normal desktop once the PC UI is in screen saver mode, simply move the mouse, click a mouse button, or press any key. The screen saver feature does not work when the PC UI is in TEM mode.

TEM mode

2.

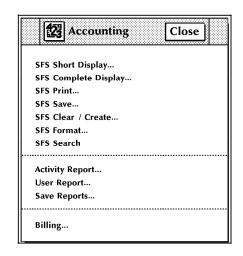
Accounting windows



The Accounting windows are used to maintain and print the status file service (SFS) list and printer activity reports.

Accounting menu

Figure 2-1. Accounting menu window showing selectable tasks



SFS Short Display

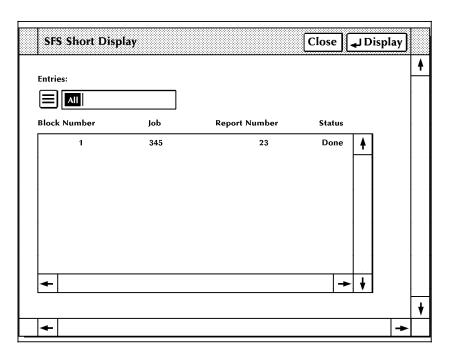


Figure 2-2. Accounting>SFS Short Display window

Description The status file service can be displayed in short form, rather than the complete form. The SFS Short Display has the same functionality as the SFS Complete Display (refer to the next description), except that the Short Display shows an abbreviated form of report information.

The SFS Short Display window displays the status file service list of printed reports. You can scroll and page through the list. The SFS Short Display window displays block number, job number, report number, and report status.

Parameters Entries: Enter the range of SFS short report entries you want displayed. Use the following options:

<u>All</u> displays the entire list of SFS short report entries.

n displays the first *n* reports. For example, typing 5 and pressing the $\langle ENTER \rangle$ key (or selecting the Display header button) displays the first five report entries in the SFS list.

-m (dash, a number) displays the last m reports in the list. For example, entering **-5** displays the last five report entries in the SFS list.

n-m displays reports n through m inclusive. For example, entering **10-15** displays the tenth through fifteenth report entries in the list.

Note The default status file size is 100 reports.

SFS Complete Display

SFS Complete Display Close JJDisplay Paged Display.	
Entries:	4
500	
← ↓ ↓	
	+
←	→ ¹

Figure 2-3. Accounting>SFS Complete Display window

Description This window displays the status file service list of printed reports. You can scroll and page through the list. Completed reports are listed in order of date/time printed and include the disk ID. Header buttons Paged display...: Selecting this header button allows you to view the status file service listing page by page in the Command Line/Message window. Press the <ENTER> key to page through the listing. Press <CTRL><X> to cancel the file listing in the SFS Complete Display Window. **Parameters** Entries: Enter the range of SFS report entries you want displayed. Use the following options: *n* displays the first *n* reports. For example, typing 5 and pressing the <ENTER> key (or selecting the Display header button) displays the first five report entries. -m (dash, m) displays the last m reports in the list. For example, entering -5 displays the last five report entries in the SFS list. *n-m* displays reports with entry numbers between n and m inclusive. For example, entering 1-5 displays report entries one through five. Notes The SFS Short Display (refer to figure 2-2) can be selected instead of the SFS Complete Display. The default status file size is 500 reports. Displaying more than 500 reports may cause the PC UI to behave unpredictably. Either the SFS short display or the Messages window may be used to display more than 500 reports.

SFS Print

SFS Print	Apply/Close Apply Close Test	
Form: Complete Short File Name:	Format: Simplex Copies: Entries: All Destination: Bin	•
 ←	+	

Figure 2-4. Accounting>SFS Print window

Description This window prints the report information in the status file.

Header buttons Test: The "Test" header button results in only the SFS column header information being printed, such as, Block Number, Job Number, Report Number, Status. This is useful for checking the registration of the SFS Display information on a form without having to print the SFS entries.

The Test option is only available if you designate your own form with the File Name option.

Parameters Form: Select <u>Complete</u>, Short or File Name to designate which SFS Display format you want to print (refer to figures 2-2 and 2-3, SFS Short and Complete Display windows). Select File Name if you wish to print the SFS on a particular form you have created. Creating a form to format the SFS printout must be performed in the Editor. When specifying the form file name in this window, do not include the file type (.MSC).

Format: Select <u>Simplex</u> or Duplex for one-sided or two-sided print format.

Copies: <u>1</u> - 32767. Enter the number of copies of the SFS printout you want.

Entries: Enter the range of report entries you want printed. Use the following options:

<u>All</u> prints the entire list of SFS report entries.

n prints the first *n* reports. For example, typing **5** and pressing the <ENTER> key (or selecting the Apply header button) prints the first five report entries in the SFS list.

-*m* (dash, a number) prints the last *m* reports in the list. For example, entering -5 (dash 5) prints the last five report entries in the SFS list.

n-m prints reports *n* through *m* inclusive. For example, entering **10-15** prints the tenth through fifteenth report entries in the list.

Destination: Select either <u>Bin</u> or Sample Tray to indicate where you want the SFS printout sent. If the Test header button is selected, the default destination is the sample tray.

SFS Save

Figure 2-5. Accounting>SFS Save window

SFS Save	Apply/Close Apply Close	
Tape Device:	Format:	+
Blocks:	Density (BPI):	
256	1600	
Entries:		
		¥
←	+	-

Description This window saves the contents of the status file to magnetic tape. The status file can also be saved to tape from the File Management Copy window.

Parameters Tape Device: <u>TD0</u>, TD1, TD2. Select/enter the tape device you want to copy the status file to.

Format: ASCII, EBCDIC. Select/enter the tape format

Blocks: 80, 256, 512. Select/enter the block count.

Density: 1600, 6250. Select/enter the tape density.

Entries: Enter the range of report entries you want saved to tape. Use the following options:

All saves the entire list of SFS report entries.

n saves the first *n* reports. For example, typing **5** and pressing the <ENTER> key (or selecting the Apply header button) saves the first five report entries in the SFS list.

-m (dash, a number) saves the last *m* reports in the list. For example, entering **-5** (dash 5) saves the last five report entries in the SFS list.

n-*m* saves reports n through *m* inclusive. For example, entering 10-15 saves the tenth through fifteenth report entries in the list. Separate sets of entries cannot be saved.

Accounting>SFS Clear/Create window

SFS Clear/Create

SFS Clear / Create	pply/Close Close
Clear	4
Create	
Size (Blocks):	
Warning / Frequency Flags	
Warning: Frequency:	
	J 🛉
←	+

Description Use this window to clear the contents of the status file or to create a new status file of a different size. The status file can also be created at sysgen.

Figure 2-6.

Parameters Clear/Create: Select Clear to clear the status file. Select Create to create a new status file.

Size (Blocks): <u>667</u>, 34. The Size parameter is available for the Create option only. Select/enter the desired size in blocks of the new status file. The last value entered becomes the default.

Warning/Frequency Flags: The warning flag indicates that the logical end of the status file is approaching. The default for the warning flag is 40, meaning a warning flag is displayed when there are only 40 entries available in the status file. The last number entered becomes the default.

Frequency flags determine how many times warning flags are displayed. The default number of frequency flags is 3, meaning a warning flag is displayed three times to notify you that the status file is nearly full.

SFS Format

Figure 2--7. Accounting>SFS Format window

SFS Format	Apply/Close Apply Close	
Format:		+
Entries:		-
•		V

Description Use this window to format the status file for the host and write it to disk as SFASEB.MSC. The status file must be formatted before it can be transmitted to the host by modem.

Parameters Format: <u>ASCII</u>, EBCDIC. Select/enter the desired format.

Entries: Enter the range of SFS report entries you want formatted. Use the following options:

All formats the entire list of SFS report entries.

n formats the first *n* reports. For example, typing **5** and pressing the $\langle \text{ENTER} \rangle$ key (or selecting the Apply header button) formats the first five report entries in the SFS list.

-m (dash, a number) formats the last m reports in the list. For example, entering -5 (dash 5) formats the last five report entries in the SFS list.

n-m formats reports *n* through *m* inclusive. For example, entering **10-15** formats the tenth through fifteenth report entries in the list. Separate sets of entries are accepted.

SFS Search

Description SFS Search, selected from the Accounting window, searches for an existing status file. If no status file is found, you are prompted to create a new one using SFS Create. There is no window for this task.

Activity Report

Activity Report		Close Prir	nt Print/C	lear	
Date:					¥
Page Counts					
Pages:	55555				
Paper Path Holes:	55555				
Processing Time	Hours	Minutes			
Input:	55555	55555			
Output:	55555	55555			
Processing Counts					
Jobs:	55555				
Files:	55555				
Reports:	55555				
I/O Statistics					
Tape Mounts:	55555				
Blocks Read:	55555				
Blocks Skipped:	55555				<u> </u>
					I
4				+	

Figure 2-8 Accounting>Activity Report window

Description System usage data for all completed print jobs are accumulated and summarized in the Activity Report log. The Activity Report log is dated and includes the following statistics (since the last Clear):

summary period	ending date of activity period
printing summa	ry: number of pages number of paper path holes
time summary:	input output
processing sum	mary: number of jobs number of files number of reports
tape summary:	number of tape mounts number of blocks read number of blocks skipped
The Activity Report Ic	ort window allows you to print and/or clea

ar the Activity Report log.

Print/Clear: The Print/Clear header button prints the information Header buttons in the Activity Report log and clears the log.

> Print: The Print header button prints the Activity Report log without clearing it.

For information on saving statistics to tape, refer to the Save Reports task figure 2-10 in this section.

User Report

U	ser Report Close JAdd Delete Print All		
			¥
De	partment:		
[Department A		
I I	· · · · · · · · · · · · · · · · · · ·		
	Department A A		
	Department C Department D		
	Department E JDL		
	JDL Department F		
	Department G Department H		
	Department I Department J		
	JDL		
			¥
	1	-	▼
-		+	

Figure 2-9. Accounting>User Report window

Description System usage data for all print jobs on a departmental/JDL basis are accumulated and summarized in the User Report log. The log is dated and includes the following statistics (since the last Clear) for each department/JDL that has been previously entered into your site's accounting file. This information cannot be viewed on the PC UI; it must be printed for viewing.

department/JDL

summary period:	ending date of activity period
printing summary:	number of pages number of lines number of pages sent to sample tray number of pages sent to purge tray
time summary:	input (hours, minutes) output (hours, minutes)
processing summary:	number of jobs number of files number of reports
tape summary:	number of tape mounts number of blocks read number of blocks skipped

Header buttons Print All: This header button prints the entire User Report log without clearing it. Log entries for a specific department/JDL cannot be printed.

Add, Delete: The Add and Delete header buttons allow you to add to and delete from the list of department names. Note that a department name cannot be deleted if data for that department exists in the accounting file.

Parameters Department: Entering a department/JDL name in the Department field allows you to delete or add that department/JDL name. Note that a department name cannot be deleted if data for that department exists in the accounting file.

Selecting a name from the existing list of department/JDL names allows you either to print or delete that name from the list.

Notes User report log statistics cannot be displayed on the UI.

There are two OSS-supplied department/JDL entries under which accounting data is accumulated. "NODEPT" is the name under which statistics are accumulated for print jobs without name entries in the accounting file. TASKS\$.JDL is a name under which accounting information is accumulated for printing done by system tasks such as FDL, PDL, and the Editor.

Save Reports

Save Reports	Apply/Close	Close
Save	Tape Device:	
Save/Clear		
	Format:	
	Density (BPI):	

Figure 2-10. Accounting>Save Reports window

Description The Save Reports window allows you to save to tape and clear the accounting files (both System Activity Statistics and Customer Usage Statistics).

Parameters Select Save to write the accounting files to tape without clearing the files.

Save/Clear: Select Save/Clear to save the accounting files to tape and clear existing reports from the files.

Tape Device: <u>TD0</u>, TD1, TD2. Select/enter the tape device you wish to write the files to.

Format: <u>EBCDIC</u>, ASCII. Select/enter the desired tape format.

Density (BPI): 1600, 6250. Select/enter the tape density.

Billing

Billing Close Print ŧ CUSTOMER BILLING REPORT Date: 01/16/95 11:20 Time: Serial No 002029 System ID: BDWY V3aR5, 1+1 10.08 01/28/95 **** System Configuration **** Machine Type - 4635 SCSI Disk Units: 0 , Floppy CPU Memory = 1024K AIS: Version 2 Page Buffer Memory Size: 128 Banks Bitmap Memory: 64 Megabits Page Buffer A , B: 2 Buffers Ink Memory: 2 Megabits Memory Test at Boot = no Text and Metrics Memory: 2 Megabytes Auto Boot Enabled = no Boot Message Display = yes Online: Address 14 - Mode Burst, Device 4245 Printer Characteristics Ethernet addr: AA-52-02-01, *2-857-501-185 - Speed: 135 ppm - Net Address: 76, *118 - Resolution: 300 spi **Communications Interfaces** - Default Order: 1 to N - Paper size: 8.50 x 11.00 Inches - XPAF Terminal Type: PC Language: U.S. English **SCSI Tape Devices:** Graphics Type: AIS - Reel to Reel: HP-SCSI A/Ch 0/Tg 0 SCSI Tape Device Assignments: - Streamer Tape: HP-SCSI A/Ch 0/Tg 1 - TD0 = Reel to Reel Tape - 18 Track Tape: HP-SCSI A/Ch 0/Tg 2 - TD1 = Streamer Tape - TD2 = 18-Track Tape Good Impressions Successfully Delivered: 3308724 Impressions printed in IOT Diagnostic mode : 29200 Number of purge sheets sent to purge tray : 16300 Good Impressions Successfully Delivered in 3 pitch mode: 4600 Good Impressions Successfully Delivered in 4 pitch mode: 0 Good Impressions Successfully Delivered in 5 pitch mode: 58900 Good Impressions Successfully Delivered in 6 pitch mode: 1400 Good Impressions Successfully Delivered in 6 pitch mode: 1400 Good Impressions Successfully Delivered : 3308700 Percentage of duplex impressions: 62 +

Figure 2-11. Accounting>Billing window

DescriptionThis window displays and/or prints page count information for
customer billing purposes. The billing summary includes the
statistics shown in the Billing window figure 2-11.Header buttonsPrint:
information.

Files windows



3.

The Files tasks manipulate files on the system controller (ESS) system disk, ESS floppy diskette, and on ESS tape. These features are non-print tasks which are typically performed by systems specialists.

Files menu

Figure 3-1. Files menu window showing selectable tasks



Display/Print

Display / Print	Close JDisplay Paged Display Print Rewind	
Device:	Options Options Extended Display/Print 	•
Disk File ID: *.*	Sort File ID:	
Floppy File ID:	String Comments:	+
	→	

Figure 3-2. Files>Display/Print window

Description	Use this window to display and print information on files residing on the system disk and on tape. The abbreviated display/printout for files on disk contains the File ID (File Name and File Type).
Header buttons	Display: Selecting the Display header button (or pressing <enter>) displays the file information you specify. Press <ctrl><x> to cancel the display in the Display window.</x></ctrl></enter>
	Paged Display: Select this header button to view the file information listing page by page in the Command Line/Message window. Press the <enter> key to page through the listing.</enter>
	Print: Selecting this header button prints a hardcopy of the file information you have specified.
	Rewind: If a tape drive is selected as the source device, selecting the Rewind header button rewinds the specified tape.
	Unload: If a tape drive is selected as the source device, selecting the Unload header button rewinds and unloads the tape on the drive.
Parameters	Device: <u>All Disks</u> , DP0, DP1, DP2, DP3, TD0, TD1, TD2, Floppy Select/enter the system disk or tape reference.
	Three different tape devices are supported by this task: reel-to- reel (9-track), 3480 (18-track cartridge), and streamer (26-track cartridge). Tape devices are referenced by TD0, TD1, and TD2. At sysgen, you may assign a tape device reference (TD0, TD1, TD2) to one of your tape devices, otherwise the system default assignments are used. Default assignments are as follows: TD0=9-track, TD1=26-track, and TD2=18-track.

Tape file information begins at the current tape position and continues to the end of the tape. If a valid tape label cannot be found, a file number is listed and the other fields are left blank.

Disk File ID: Enter the name of the file to be read. The ID can be a maximum of 10 characters (6 characters for File Name, 1 character for decimal separator, and 3 characters for File Type).

Floppy File ID: Enter the name of the floppy diskette file and directory that you want displayed. The form is filename.file-type (for example, UNIVAC.JSL).

Extended Display/Print: Extended Display/Print information for files on disk includes the following:

File ID	file-name and file-type
Disk Unit	disk number on which file is located
File Size	number of blocks allocated to the file
Record Size	number of bytes a record contains
First Free Byte	first free byte in the block of a file
End of File	end of file block number
Disk Address	starting address of the file on the disk

Information for files on tape includes the following:

File Number	numerical position of a file on the tape
File Name	identifier for file
File Size	number of 512 byte disk sectors
Blocking Factor (BF)	number of 512 disk sectors contained in 1 tape block
Date	date the file was written to tape

The total number of files displayed/printed and the total number of disk sectors used by these files is also listed. Each output page contains a header line that includes the page number, the date and time, and the tape volume-id, if applicable.

Extended file information is not displayed for licensed fonts or secured files. Extended Display, Extended Print and Sort File ID are not available when specifying string comments. Extended Display and Extended Print are not available when TD0, TD1, or TD2 is the selected device.

Sort File ID: Enter a Sort File ID to create a file that contains an alphabetical sorting of the specified files. If no Sort File ID is entered, the specified files are displayed/printed sequentially.

String File ID/String Comments: Entering a String File ID and String Comments specifies that a file is to be created that contains the specified file IDs with leading and/or trailing comments (generally used for building command files). String Comments are limited to 50 characters total. Leading and trailing comments must be separated by a comma. Any characters may be used in the String Comments, except for the comma (,), since it is used as a separator. When specifying string comments, Extended Display, Extended Print, and Sort File ID are not available.

Notes Masking is allowed. Masking eliminates the need to repeatedly key-in file names that contain the same characters. An asterisk (*) is all inclusive. A question mark (?) is positional. Refer to the "File ID and masking" section of the Introduction to this document.

Туре

T	уре	Close JJDisplay Paged Displa	y	
				¥
Di	sk ID:	File ID:		
	Default			
			7	
		≜	-	
		+	1	
			_	*
	•		+	

Figure 3-3. Files>Type window

Description	This window displays the contents of text files (such as .FSL, .JSL, or .TMP files) residing on the system disk. To be displayed, the selected file ID must be a non-compiled source file.
Header buttons	Paged Display: Select this header button to view the file listing page by page in the Commmand Line/Message window. Press the <enter> key to page through the listing.</enter>
	Display: Selecting the Display header button or pressing <enter> displays the text file you have specified. Press <ctrl><x> to cancel the file listing in the Display window.</x></ctrl></enter>
Parameters	Disk ID: <u>Default</u>, DP0, DP1, DP2, DP3. Select/enter the disk number where the text file is located.File ID: Enter the file identifier in the form "file-name.file-type".

Сору

Сору	Apply/Close Apply Close	
		♦
From Disk ID:	Input File ID:	
Default		
To Disk ID:	Output File ID:	
Default		
		¥
+	+	

Figure 3-4. Files>Copy window

- **Description** Use this window to copy files residing on the system disk (disk to disk).
- Parameters From Disk ID: <u>Default</u>, DP0, DP1, DP2, DP3. Select/enter the disk number that contains the file to be copied.

Input File ID: Specify the file to be copied. Use the form "file-name.file-type".

To Disk ID: <u>Default</u>, DP0, DP1, DP2, DP3. Select/enter the disk number that the file is to be copied to.

Output File ID: Specify the "file-name.file-type" that the input file should be copied to. If the output file-type is not specified, the file-type will be the same as the input file.

Copy Labeled Tapes

Copy Labeled Tapes	Apply/Close Apply C	lose Find Skip Next Initialize 🗮	
		r	•
Copy:	Tape Device:	Blocking Factor:	r.
Disk to Tape	ТD0	1	
○ Tape to Disk	Disk ID:		
	Default]	
Review			
	Input File ID:	Output File ID:	
			¥
		→	

Figure 3-5 Files>Copy Labeled Tapes window

Description Use this window to copy files residing on the system disk to tape and files on tape to disk.

Disk to Labeled Tape

Header buttons Find...(Find File ID): Searches an LPS-labeled tape for the specified File ID, and positions the tape prior to the label record of the file. Selecting the Find header button from the Copy Labeled Tapes window opens the Find window, which prompts you to enter the name of the file you want to locate. Skip: Positions the tape after a specified number of files. **Next:** Locates the next tape header and displays the file name. Initialize: Prepares a new tape for writing with a density of 1600 bpi. Initialize 1600: Prepares a new tape for writing with a density of 1600 bpi. Initialize 6250: Prepares a new tape for writing with a density of 6250 bpi. **Rewind:** Rewinds the tape on the specified tape device. **Unload:** Rewinds and unloads the tape from the specified tape device. Tape Device: TD0, TD1, TD2. Select/enter tape device that you Parameters want the disk file written to.

Disk ID: <u>Default</u>, DP0, DP1, DP2, DP3. Select/enter the disk that the file should be accessed from.

Input File ID: Enter the name of the source disk file that you want written to tape. Use the form "file-name.file-type".

Output File ID: Enter the name of the output file that you want written to tape. Use the form "file-name.file-type".

Blocking Factor: 1. Enter a value of 1 to 16. The default blocking factor is 1. The size of the tape block in bytes will reside in the label. The label contents will indicate if a blocking factor other than 1 is in effect for the file.

Labeled Tape to Disk

Header buttons Find File ID: Searches an LPS-labeled tape for the specified File ID and positions the tape prior to the label record of the file.

Skip: Positions a tape after a specified number of files. Selecting the Skip header button from the Copy Labeled Tapes window opens the Skip window, which prompts you to enter the number of the files you want to skip over.

Next: Locates the tape header and displays the file name.

Initialize: Prepares a tape for writing with a density of 1600 bpi.

Unload: Rewinds and unloads a tape from the specified tape drive.

Rewind: Rewinds the tape on a specified tape drive.

Initialize 1600: Prepares a tape for writing with a density of 1600 bpi.

Initialize 6250: Prepares a tape for writing with a density of 6250 bpi.

Parameters Tape Device: <u>TD0</u>, TD1, TD2. Select/enter the tape device that you want the tape file copied from.

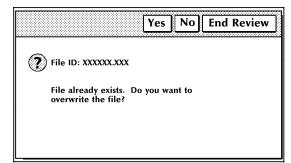
Disk ID: <u>Default</u>, DP0, DP1, DP2, DP3. Select/enter the disk that you want the file written to.

Input File ID: Enter the name of the source tape file that you want written to disk. Use the form "file-name.file-type". Selecting Next displays the next file name on the tape.

Output File ID: Enter the name of the output file you want written to disk. Use the form "file-name.file-type".

Review: Informs you if a file on tape has the same name as an existing file on disk and asks you if you want to overwrite the file. This window does not appear when copying from disk to tape.

Figure 3-6. Files>Copy Review window



Yes: Selecting Yes (or entering <Y>) writes the tape file over the disk file and displays the next Input File ID. This option is not available if the File ID is protected or secured.

No: Selecting No (or entering <N>) cancels the copying of the tape file and displays the next Input File ID.

End Review: Selecting End Review (or entering <X>) cancels the copying of the tape file and exits you from the Review window.

Copy Unlabeled Tapes

Figure 3-7. Files>Copy Unlabeled Tapes window

Сору	Unlabeled Tapes	Ар	Apply له Apply	Close Initialize] Initialize 1600 k	
						4
Сору:		Tape Devic	:e:	Forma	t:	
۲	Disk to Tape		1		EBCDIC	
0	Tape to Disk					
		Disk ID:		File ID		
			ault			
						+
+						-

DescriptionUse this window to copy files residing on the system disk to
unlabeled tape, and tape file to disk.In order to write file to tape, a writable tape unit must be
available on the system. No initialization process (such as, TAPE

VOLINIT) is necessary when writing to an unlabeled tape.

Disk to Unlabeled Tape

Header buttons	Initialize: Prepares a new tape for writing with a density of 1600 bpi.
	Initialize 1600: Prepares a new tape for writing with a density of 1600 bpi.
	Unload: Rewinds and unloads a tape from the tape drive.
	Rewind: Rewinds the tape on the specified tape device.
	Initialize 6250: Prepares a new tape for writing with a density of 6250 bpi.
Parameters	Tape Device: <u>TD0</u> , TD1, TD2. Select/enter the tape device that you want the disk file written to.
	Disk ID: <u>Default</u> , DP0, DP1, DP2, DP3. Select/enter the disk that you want the file copied from.
	Format: <u>EBCDIC</u> , ASCII. Select/enter the format of the tape to be written.
	File ID: Enter the name of the file that you want writtten to unlabeled tape. Use the form "filename. filetype".
	Unlabeled Tape to Disk
Header buttons	Initialize: Prepares a new tape for writing with a density of 1600 bpi.
	Initialize 1600: Prepares a new tape for writing with a density of 1600 bpi.
	Unload: Rewinds and unloads a tape from the tape drive.
	Rewind: Rewinds the tape on the specified tape device.
	Initialize 6250: Prepares a new tape for writing with a density of 6250 bpi.
	Rewind: Rewinds the tape on the specified tape device.
	Unload: Rewinds and unloads the tape on the specified tape device.
Parameters	
Parameters	device. Tape Device: TD0, TD1, TD2. Select/enter the tape device that
Parameters	 device. Tape Device: <u>TD0</u>, TD1, TD2. Select/enter the tape device that you want the file copied from. Disk ID: <u>Default</u>, DP0, DP1, DP2, DP3. Select/enter the disk

Copy To/From Floppy

. ..

Copy To/From Floppy	Apply/Close Apply Close Format Initialize]
		•
Copy: Save to Floppy Restore to Disk	Disk ID:	
Review	Input File ID: *.* Output File ID:	
		+
▲		▶

-.

Figure 3-8. Files>Copy To/From Floppy window

Description	Select the Copy To/From Floppy option from the Files menu to back up files to floppy diskette, or to restore rigid disk files.
Header button	Format: Select this header button to format the floppy diskette. The first time a floppy diskette is used, it must be formatted and initialized.
	Initialize: Select this header button to intialize the floppy diskette. The first time a floppy diskette is used, it must be formatted and initialized.
Parameters	Copy: <u>Save to Floppy</u> , Restore to Disk. Select the appropriate operation.
	Disk ID: Default, DP0, DP1, DP2, DP3.
	To save to floppy: Select/enter the rigid disk that contains the file to be saved. To search all disks for the file, select Default. This is the same as entering the FLOPPY SAVE command with no disk ID specified.
	To copy from floppy: Select/enter the rigid disk to which you want the file restored.
	Input File ID: Enter the name of the file to save or restore. Masking is allowed.
	Output File ID: Enter the name of the output file if you want it to exist on the floppy diskette or rigid disk under a different name.
	Review: Select this option if you want the system to warn you when a file from the source device will replace a file of the same name on the destination device. The warning gives you the option to overwrite the destination file or cancel the operation.

- Yes overwrites the destination file and proceeds to the next file, if more than one file is being copied or restored.
- No skips to the next file, if more than one file is being copied or restored.

Delete

Figure 3-9. Files>Delete window

Delete	Apply/Close	
Device: Default Disk File ID:	Floppy File ID:	
		ŧ
+	→	

- **Description** Use this window to delete files on the ESS system disk or ESS floppy diskette.
- Parameters Device: <u>Default</u>, DP0, DP1, DP2, DP3, Floppy. Select/enter the device containing the file to be deleted.

Disk File ID: Enter the disk file(s) to be deleted. Use the form "file-name.file-type". Masking is permitted.

Floppy File ID: Enter the floppy file name and directory. Use the form filename.file type (for example UNIVAC.JSL). Masking is permitted.

Review

Revi	ew	Close	Display	Delete	Skip	Review	
						 	A
Disk II) :						
	All						
File ID	:						
File ID	:						
							ŧ
-						+	

Description Use this window to review files residing on the system disk. Specified files are displayed one at a time, with the options to delete the file, skip the file, or end the review process.

Header buttonsDisplay: Selecting Display (or pressing the <ENTER> key)
displays the specified file.

Delete: Selecting Delete (or entering D) deletes the displayed file and displays the next file. The Delete option is unavailable if the File ID is protected or secured.

Skip: Selecting Skip (or entering any key except D or X) does not delete the file and displays the next file.

Close: Selecting Close (or entering X) exits you from the Review process, without deleting the file.

End Review: Selecting End Review cancels the review process.

Parameters Disk ID: <u>All</u>, DP0, DP1, DP2, DP3. Select/enter the disk containing the specified directory.

File ID: Enter the name of the file and the file directory in which it resides. Use the form "file-name.file-type".

Figure 3-10. Files>Review window

Rename

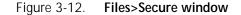
Rename	Apply/Close App	ly Close
Rename:		
To:		
•		+

Figure 3-11. Files>Rename window

- **Description** Use this window to change the name and/or type of a file residing on the system disk. After a file is renamed, the old file name is deleted from the file directory.
- ParametersRename: Enter the existing file ID. Use the form "file-
name.file-type".

To: Enter the new File ID. Use the form "file-name.file-type". The new File ID must include at least the file name. If a file type is not specified, the file type from the existing file ID is retained.

Secure



Secure	Apply/Close لح	ly Close
File ID:		4
[]		_
		'

Description Use this window to secure files on the system disk against unauthorized access. You must be at the proper logon level to access this window.

Parameters File ID: Enter the file ID to be secured. Use the form "filename.file-type". Notes A secured file cannot be printed or copied to tape.
 A secured file that is renamed retains its security.
 A message is displayed when unauthorized access is attempted.
 A secured font or logo may be fixed.





Fix Apply/Close ↓ Apply Cl	ose	
All Fonts and Logos		+
All Fonts		
 All Logos File ID: 		
		¥

- **Description** Use this window to modify licensed and standard fonts, logos, and the font/logo matrix for the correct image generator (IG) version.
- ParametersAll fonts and logos:Specifies that all .FNT and .LGO file types
will be fixed.
 - All Fonts: Specifies that all .FNT file types will be fixed.

All Logos: Specifies that all .LGO file types will be fixed.

File ID: Enter the name of a file and the file directory in which it resides. Use the form "file-name.file-type". Only .FNT or .LGO file types may be specified.

Notes Masking is allowed.

Only files residing on the system disk may be fixed.

Scale

Scale [Apply/Close Apply Close	
Input File ID:	Output File ID:	ŧ
Overwrite Output Filename		
Bit-Double Font/Logo Bitmaps		
Override Escapement Error Mes	ssage	
		ŧ
←	→	•

Figure 3-14. Files>Scale window

Description Use the Scale window to scale 300 spi fonts, forms, and logos to their 600 spi equivalents. You must provide an input (300 spi) file specification and an output (600 spi) file specification.

Parameters Input File ID: Enter the name of an existing file in either the FNT, FRM, or LGO directory.

Output File ID: Enter the name of the file you want created in the FN6, FR6, or LG6 directory. If no output file ID is specified, the system uses the input filename with the appropriate FN6, FR6, or LG6 filetype.

Overwrite Output Filename: Select this option to overwrite the output filename without prompting.

Bit-Double Font/log Bitmaps: Select this option to bit-double font or logo bitmaps instead of using interpolation.

Override Escapement Error Message: Select this option to override the byte escapement error message, if the scaled font is not used in Interpress printing or is used in Interpress printing and justification is required. This option sets the width of large characters to 255/600 (.425 in./11mm). Widths overridden in this manner may yield "compressed" characters when used in Interpress printing. Problem characters will typically be in 36-point fonts and larger.

Notes The Scale task should not be interrupted while in progress. If an interruption occurs, press <ENTER> to resume the process.

4.



The Disks windows support disk management tasks. These tasks are non-print tasks which are typically performed by systems specialists.

Disks menu

Figure 4-1. Disks menu window showing selectable tasks

Disks	Close
Backup	
Compress	
Download Controller (PS	C)
File Check	
Purge	
Reallocate	

Backup

Apply Apply/List Close Abort Backup Apply/Close **A** Disk ID: Tape Device: TD0 = DP0 Density (bpi): DP2 6250 DP3 ŧ •

Figure 4-2. Disks>Backup window

Description Use this window as a rapid disk save to tape capability.

The tape must be mounted and online when the task is invoked. If the entire contents of a disk drive cannot fit on a single tape, you will be prompted to load another tape. The system writes a tape number at the beginning of the tape and maintains the sequence until the entire disk is backed up.

Header buttons Apply/List: Selecting this header button starts the disk backup process and lists file information on the display as the system files are copied to tape. When several disks are backed up, this list can be extensive.

Abort: Selecting this header button starts abort and exit the backup process. No files are lost by aborting an in-process backup to tape.

ParametersDisk ID: DP0, DP1, DP2, DP3. Select/Deselect the Disk ID(s)
that are to be backed up. The DP0 check box is always shown.
Others are shown only if the controller is configured with them.

Tape Device: <u>TD0</u>, TD1, TD2. Select/enter the tape device that the disk will be saved to.

Density: <u>6250</u>, 1600. Select the tape density. Available for reel-to-reel tape only.

Compress

Compress	Apply/Close Apply Close		
 Compress Verify 	Disk ID: DP0 DP1 DP2 DP3		•
			¥
+		٠	

Figure 4-3. Disks>Compress window

Description Use this task to verify the integrity of the system's file structure, as well as to perform file and directory compression.

Parameters <u>Compress</u>: Creates an ordered list of files by their location on the disk, removes any non-movable files from the list, and attempts to fill each free area on the disk with a file of the same size.

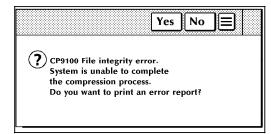
Verify: Verifies the integrity of the system's file structure.

Disk ID: <u>DP0</u>, DP1, DP2, DP3. Select/Deselect the disks that are to be backed up. The DP0 check box is always shown. Others are shown only if the controller is configured with them.

Notes If the Compress procedure encounters multi-allocated sectors, the compression process is terminated and a disk compress error report file is created. A message is displayed asking you if you want to print the disk compress error report. If you want the error report printed, selecting Yes will send the appropriate Start command. The disk compress error report contains:

Date and time File in error Unit Start logical block number Size Aborting the Compress process is not recommended.

Figure 4-4. Disks>Compress>Error message window



Unable to complete compression process. Print error report? Selecting Yes results in the error report being printed.

Notes If the disk drive has a large number of files on it, a disk save and restore must be performed instead of Compress. The system notifies you with a message when this condition occurs.

Download Controller (PSC)

Figure 4-5. Disks>Download Controller (PSC) window

Do	wnload Controller (PSC)	Apply/Close Apply Close	
		_	¥
	Си	RIP 0	
	CSI	RIP 1	
	SCSI	RIP 2	
		RIP 3	
			¥
+		+	

Description Use this window to download files to the CSI, a printed wire board in the system controller which interfaces with the printer. You can also download the RIP (raster image processor) files to the RIP printed wire board option.

Parameters CLI: Select this option to retry client layer initialization to the printer.

CSI: Selecting this option downloads the software for printer and system controller communication, which is also downloaded by a system boot.

SCSI: Selecting this option downloads the SCSI file, SCSIOS.SYS.

RIP 0, RIP 1, RIP 2, RIP 3: Software is downloaded to all configured RIP boards that are selected. RIP options are available for RIP-configured sites only.

Notes The printer must be idle to run the PSC task. If the HIP task is in process when you request PSC, the system prompts you to confirm the PSC request. If HIP is running when you confirm the PSC request, the HIP communication line is disconnected. In addition, printer messages that have been sent, but not yet processed, may be lost.

A minimum logon level of 2 is required to use this task. Access to PSC can be restricted by the RCU (restrict command usage) window.

File Check

File Check	J Display] Prin	
Device:		+
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	-	►

Figure 4-6. Disks>File Check window

Description Use this window to display and print file check information. File check information is used to determine whether or not to perform file maintenance on the disk (such as, compress the disk). **Display:** Selecting the Display header button (or pressing the Header buttons <ENTER> key) displays file check information, without printing it. Displayed and/or printed file check information includes the following: Disk ID Logical block numbers and the number of available blocks for each group of contiguous, available sectors Number of available sectors in groups of 3 or less Number of available sectors in groups of 5 or less Number of available spaces on disk

Purge

	Number of available sectors on disk (amount of disk space available for files)
	Largest available space on the disk (size of the largest file that can be created on the disk)
	Logical block number with corresponding number of bad sectors
	Total number of sectors
	Total number of bad sectors.
	Print: Selecting the Print header button displays and prints the above file check information. One copy of the information is printed duplex and sent to the sample tray. The print option is not available for the floppy device.
Parameters	Device: <u>DP0</u> , DP1, DP2, DP3, Floppy. Select/enter the disk or floppy diskette for which you want information displayed.
Note	A logon level of 3 is required to initiate this command.

Figure 4-7. Disks>Purge window

Pı	irge Apply/Close Apply Close]
	Disks and Print Files	
0	Disks and Print Flies	
0	Print Files	
		+
 +	-	•

DescriptionUse this window to clear all unused areas of all disks and/or the
print file and replace the old contents with pseudo-random data.ParametersDisks and Print Files:
file.Purges the entire disk, including the print
file.Disks:Purges the entire disk, excluding the print file.

Print Files: Purges only the print file.

Reallocate

Reallocate Apply/Close Apply Close	
	4
Print File Size:	
Current	
O Default	
O Interactive Process	
O Cylinders:	
425	
Raster Image File Size:	
Current	
O Default	
Cylinders:	
145	
	¥
<u> </u> ← →	

Figure 4-8. Disks>Reallocate window

Description Use this window to set the size of the system print file on disk. You may also specify the raster image file size. The system must be idle to perform the Reallocation process.

Parameters <u>Print File Size</u>:

Current: If a print file already exists, selecting Current creates a print file of the same size. If a print file does not currently exist, selecting Current creates a print file of the default size (400 cylinders).

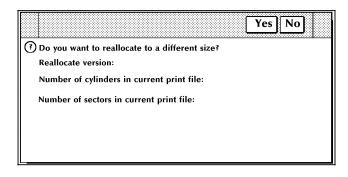
Default: Selecting Default creates a print file of 400 cylinders (default size).

Interactive Process: Selecting this option followed by Apply/Close or Apply displays the Reallocate: Print File Data window. Refer to figure 4-9. The Print File Data window displays the number of cylinders and sectors in the current print file, and asks if you would like to reallocate a different size print file. Refer to figure 4-10.

Cylinders: Enter the desired cylinder size for the print file you want to create. 400 cylinders is the recommended print file size.

If the cylinder size you enter exceeds the cylinders available, the system will create a print file with the largest cylinder size possible. If the cylinder size you enter is less than 65, the system will exit the process and send a message that the requested print file size is too small.

Figure 4-9. Disks>Reallocate>Print File Data window



No: Selecting the No header button within the Print File Data window exits you from the Reallocate process.

Yes: Selecting the Yes header button within the Print File Data window opens the Reallocate Print File Size window.

Figure 4-10. Disks>Reallocate>Print File Size window

Reallocate: Print File Size	Apply/Close
Number of cylinders available for print fi Number of sectors available for print file:	
Reallocate version: Number of cylinders in current print file: Number of sectors in current print file:	
New Print File Size (Cylinders):	

The Print File Size window displays the number of cylinders and sectors available for the print file, as well as the size of the current print file. The Print File Size window prompts you to specify the size of the Print File you want to create.

Raster Image File Size: (Reallocate window)

<u>Current Size</u>: Selecting Current Size creates a raster image file that is the same size as the currently existing one.

Default: Selecting this option creates a raster image file of 117 cylinders.

Cylinders: Enter the size (in cylinders) of the raster image file you want created.

5.



The Utilities tasks are used to perform activities such as compiling FDL/PDL, invoking file editor functions (patch file, editor, font editor), and running a command file. You can also exit to DOS using the utilities windows.

Utilities menu

(191) Utilities Close Compile PDL... Compile FDL... Command File ... File ID (FID)... Dump... Patch... Editor... Font Editor... PC Editor... Single File Transfer (SFT)... PC File Transfer... Finishing Device Exerciser (FEX)... Image Dump Utility (IMD)... Exit to DOS...

Figure 5-1. Utilities menu window showing selectable tasks

Compile PDL

Compile PDL	Apply/Close Apply Close Abort End	
File Name: Device: Disk Destination: Bin	Source File Source File Print Replace Rewind Display	
		,
+	-	·

Figure 5-2. Utilities>Compile PDL window

Description Use this window to compile JSLs from the system disk or tape.

The PDL compilation process produces several output files including a listing of source statements with error diagnostics and a job descriptor library object file.

Parameters File Name: Enter the filename of a source .JSL file (file-type .JSL) which is to be input to the PDL task. If no filename is specified, source input for PDL is read from tape and a JDL disk file is created for each SYSTEM command encountered in the first file read from tape.

Device: <u>Disk</u>, TD0, TD1, TD2. Enter/select the source of the .JSL file (system disk or tape).

If a tape device (TD0, TD1, TD2) is selected as the source, only the first file on the unlabeled tape can be read.

Destination: <u>Bin</u>, Sample Tray. Select/enter the output destination for the listings and diagnostics from the PDL compilation.

Source File: Selecting this option creates .JSL source files when the input is from tape. This option has no effect when input is from disk.

Print: Selecting this option prints the PDL source records during compilation, along with source records which contain errors, the diagnostics which apply to those lines, and the PDL summary reports. If an error occurs, a printout is produced even if the Print option is not selected.

Replace: Selecting this option specifies that the PDL task may replace an existing job control file with a new output file of the same name.

Rewind: Selecting this option rewinds a tape after a tape file is processed.

Display: Selecting this option displays detailed error messages on the PC UI screen. This option does not display JSL source lines.

Note Tape source files greater than 1000 records must first be copied to the disk before compiling. If you do not specify the tape device when a tape device is used, the tape device defaults to the sysgen-assigned TD0 tape device.

JSLs read from tape devices must be saved to tape without a label.

.JSL is the only file extension allowed.

Compile FDL

Figure 5-3. Utilities>Compile FDL window

Com		ply/Close Apply Close Abort	
File Na	me:	Source File	4
		Print	
Device	Disk	Debug	
Destina		Expansions	
	Bin	Proof	
Resolut	tion (spi):	Duplex	
	300		
			¥
+		→	

- **Description** Use this window to compile FDL from the system disk or tape. The FDL compilation process produces a printout of the summary of statistics containing a list of the fonts and logos, number of boxes, number of lines drawn, and the size of the FRM file. If the compilation process is not successful, a list of errors is printed.
- **Parameters** File Name: Enter the filename of an FDL source file in the Form Source Library on the system disk which is to be input to the compiler. If no filename is specified, source input is read from the input data stream.

Device: <u>Disk</u>, TD0, TD1, TD2. Select/enter the tape source. Tape source files greater than 1000 records must first be copied to the disk before compiling.

Destination: <u>Bin</u>, Sample Tray. Select/enter the output destination for the sample form and listing/summary.

Resolution: <u>300</u>, 600. Select/enter desired print resolution of the sample form and listing/summary.

	Command File Apply/Close JApply Close File Name: Image: Ima
	Figure 5-4. Utilities>Command File window
Command File	
Note	Tape source files greater than 1,000 records must first be copied to disk before compiling.
	Duplex: Selecting this option results in two-sided prints.
	Proof: Selecting the Print option and Proof prints a sample form, form summary, and source code.
	Expansions: Selecting the Print option and Expansions prints the sample form, form summary, and source code.
	Debug: Selecting the Print option and Debug prints the form summary, error listing, and source code without printing the sample form. This ensures that the listing, summary, and code are printed even if the sample form cannot be printed.
	<u>Print</u> : Selecting this option prints the FDL source statements, form summary, and sample form. If an error occurs during processing of the form, the listing and summary are printed even if the option is not selected.
	Source File: Selecting this option creates a disk source file when compiling from tape or disk, when the form name is the same as the file name given.

-

Description

Parameters

Use this window to run a command file. After the command filename and file-type (file-type is optional) have been entered, messages and commands are displayed in the message window.

File Name: Enter command file-name (file-type).

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•

File ID (FID)

		File ID (FID) Apply/Close Apply Close	
		Disk ID:	
		File ID:	
		File Type:	
Γ	Description	Use the File ID window to create a prototype (template) command file.	
I	Parameters	Disk ID: <u>DP0</u> , DP1, DP2, DP3. Select/enter the system disk which the file will be created on.	
		File ID: Select/enter the file name and file type of the prototype command file to be created. If the file ID contains only the file name, the file is generated using a command file extension (.CMD). If both the file name and file type are used, the file the is created contains only the name and type specified.	е
		File Type: Select/enter the specific file directory type from wh the individual records of the command file are to be built. Th records may be edited to produce a command file for manipulating a subset of file type (for example, deleting a subset of the current fonts in the FNT directory).	ese
	Note	A message displays when the task is complete.	
Dump			
[Description	The Dump utility lists the contents of a file. The listing can be	e a

Figure 5-5. Utilities>File ID window

escriptionThe Dump utility lists the contents of a file. The listing can be a
range of disk or tape blocks.The Dump utility does not have an options window. Tasks are
performed by keying in commands in a command line.The system must be idle and you must have the appropriate
logon level to access this utility.

Patch		
	Description	Select the Patch option from the Utilities menu to access the command line field and perform the patch utility.
		The system must be idle to run the patch utility, and you must be at the appropriate logon level.
Editor		
	Description	Select the Editor option from the Utilities menu to access the command line field and perform the editor utility.
		The system must be idle to run the editor utility, and you must be at the appropriate logon level.
Font Editor		
	Description	Select the Font Editor option from the Utilities menu to access the command line field and perform font editor tasks.
		The system must be idle to run the font editor utility, and you must be at the appropriate logon level.
PC Editor		

Figure 5-6. Utilities>PC Editor window

PC Editor	Close JOpen/Edit List Files
Device:	File ID:
Hard Disk	
O Floppy	List Files:
O ESS	* *
Word Wrap	
Saved Files:	
	 ↑
	•
L	•
+	

Description Select the PC Editor option from the Utilities menu to edit files from a system disk, the PC UI hard disk, or a PC UI floppy diskette. The PC Editor is a text editor provided in addition to

the LPS line editor (EDI task). Supported file types include: CMD, DAT, FSL, JSL, PCH, TMP, and MSC.

The system does not have to be idle to run the PC Editor utility.

The PC Editor provides a full text editing window which allows you to scroll through lines of text and select text with the mouse and keyboard.

Header buttons Open/Edit...: Selecting this header button or pressing the <ENTER> key opens the Open/Edit window. Refer to figure 5-7, Open/Edit window, below.

> **List Files:** (header button) Selecting this header button updates the file list display based on the current device option and the display field.

Delete: Selecting this header button opens a delete confirmation window with the following options:

Yes: Deletes the file as specified and updates the file list display.

No: Cancels the operation.

PC File Transfer...: Selecting this header button opens the PC File Transfer window. This option can also be selected at the main Utilities menu. Refer to figure 5-12, Utilities>PC File Transfer window, later in this chapter.

Parameters Device: PC UI Hard Disk, PC UI Floppy, ESS. Select the source device of the file to be edited or created. The ESS option is not available if a transfer is in progress, or if a console log is being transferred for printing.

Word Wrap: The default is disabled (no X in the box). With Word Wrap disabled, words can appear split from line to line in the saved files window.

Example:

If the word "wrap" was the last word to fit on a line in the saved files window, but only "wr" would fit on the line; the ap would appear on the next line, at the far left.

хх хххх ар	XX XX	x xxx xx xx x	Х	х	Х	x x x xxx	Х	X	wr

When Word Wrap is selected (X in the box), the whole word would wrap to the next line.

Example:

xx xxxx wrap	XX XX	x xxx xx	XX X	х	Х	Х	х х	κх	XXX	х	х

File ID: Enter the name of the file to be edited or created. A PC file ID can be a maximum of 12 characters (8 characters for the name, 1 for the period, and 3 for the extension). Path directories are not allowed. An ESS file ID can be a maximum of 10 characters (6 characters for the name, 1 for the period, and 3 for the extension).

If you enter a file ID that does not exist on the specified source device, a new file confirmation window opens with the following options.

Yes: Creates a new file and opens it for editing.

No: Cancels the operation.

If you do not specify a File ID, a message prompts you to enter a file name. The Open/Edit Window will not open unless a File ID is specified.

List Files: (menu field) Enter the name of the file or group of files you want displayed. Masking is allowed.

Guidelines for PC Editor The user must be careful when managing controller files on the PC UI. The controller file structure is record-oriented and information about the file's structure is maintained within the controller operating system. The controller file naming convention signifies the type and structure of the file to the System UI Software. In order to access these files on the PC UI and to correctly transfer the file back to the controller with the correct file type and record size, it is necessary for the user to be aware of certain operational procedures. Please note that these guidelines do not apply to files residing only on the PC or intended for non controller processing.

• Do not mix the types of editors being used.

The LPS line editor (provided by the controller EDI task) performs the edit of the file on the controller disk. The PC Editor performs the edit of the file on the PC hard disk or PC floppy.

If a file is retrieved from the controller and then edited using the LPS line editor, any changes are made to the file residing on the controller disk, not to the retrieved file on the PC disk.

• Use the PC Editor options to edit an controller file.

In order to maintain controller file type integrity, the user is cautioned against using the file transfer or file copy/convert feature and then selecting the PC Editor utility to edit an controller file. The recommended procedure is to use the PC Editor window options specifying the controller as the source device and then selecting the open/edit target. The PC Editor will automatically initiate the transfer of a file from the controller transfer. When the changes to the file have been made, using the editor to SAVE the tile will initiate the transfer of the file from the PC to the controller in the correct format.

Use the PC file management features for files on the PC floppy.

To copy or save files from the PC hard disk to the PC floppy, the file management features provided within the PC UI are to be used. If DOS commands or other non-PC UI utilities are used, the information needed to maintain file type integrity for PC UI proccessing will not be copied to the floppy. This can result in files that are not correctly format for useable by the PC UI for subsequent proccessing.

Adhere to controller file extension naming conventions.

When creating new controller files or copying/saving existing controller files on the PC UI, the user is cautioned to maintain the controller file extensions and change only the file name. Incorrect and unexpected results can occur if the user changes the file extension or copies a file to one with a different file extension. The resulting file transferred back to the controller many no longer have the correct file structure or record type.

When using the file conversion feature, the file extension must be changes to reflect the new file type.

Predefined file types are used by the PC UI for controller files with the following extensions: cmd, dat, fsl, isl, lib, jsl, msc, pch, tmp.

• Follow the file naming rules of the 4135 LPS component.

Controller file names may consist of no more than six characters.

PC files names may consist of one to eight (8) ASCII characters with exception of the following: period (.), colon (:), dash (-), forward slash (/), backward slash (\), asterisk (*), question mark (?), vertical bar (|), greater than (>), less than (<), spaces, or multi-national characters. The following are MS_DOS reserved words and cannot be used as PC file names: CLOCK\$, CON, AUX, COMn (where n = 1-4), LPTn (where n = 1-3), NUL, and PRN.

Open/Edit

Figure 5-7. Utilities>PC Editor>Open/Edit window

Open/Edit	Close	Save	Save As	Cut	Сору	Paste	Search/Replace	Merge Sort	
File ID: FILE	NAME.TXT			Device	: Disk				
									•
									•
	Descrip	tion	To acce	ss thi	s windo	w. sele	ct the Open/Edit	header button	

Description	To access this window, select the Open/Edit header button from the PC Editor window.
	This window displays the file specified in the File ID and allows you to edit it in a textual format.
	If the ESS is specified as the source device, the system initiates a file transfer to upload the file to the PC UI. The amount of time it takes to transfer a file depends upon the file size. Once the file is edited, it is transferred back to the ESS when you select the Save header button.
Header buttons	Close: Selecting this header button closes the window. If you have changed the file but have not saved it, you are prompted to verify whether or not you want to save the edited file.
	Save: Selecting this header button saves the file (edited or not) to the source device.
	Save As: This header button opens the Save As window. Refer to figure 5-8. Utilities>PC Editor>Open/Edit>Save As window below.
	Cut: Selecting this header button moves any highlighted text to the paste buffer. The previous buffer contents are deleted.
	Copy: Selecting this header button copies any highlighted text to the paste buffer. The previous buffer contents are deleted.
	Paste: Select this header button to copy the contents of the paste buffer to the cursor location. Any highlighted text at the cursor position in the file being edited is deleted when the

contents of the paste buffer are copied into the file. This header button is not available if the paste buffer is empty.

Search/Replace...: Selecting this header button opens the Search/Replace window. Refer to figure 5-9, Utilities>PC Editor>Open/Edit>Search/Replace window.

Merge...: Selecting this header button opens the Merge window. Refer to figure 5-11, Utilities>PC Editor>Merge window, below.

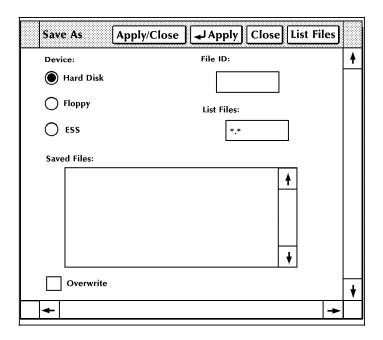
Sort: Selecting this header button alphabetically sorts the currently highlighted text.

If no text is selected or if the selected sort text occurs on only one line in a file, no sorting is done. Sort operates on whole lines only. If only part of a line is selected or if the selected sort text covers more than one line, then all lines containing the selected text will be sorted. Blank lines are sorted to the top. Sorting is based upon the internal ASCII code representation of the character.

Sort All: Selecting this header button alphabetically sorts the entire file.

Save As

Figure 5-8. Utilities>PC Editor>Open/Edit>Save As window



DescriptionUse the Save As window if you want to save the file under a
different file name than the original.Header buttonsList Files: Selecting this header button updates the file list
display according to the current device option and the List Files
field.Apply/Close:Select this header button to save the file and close
the window.

Apply: Select this header button to save the file without closing the window.

Parameters Device: PC UI Hard Disk, PC UI Floppy, ESS. Select the destination device for the saved file. The ESS option is unavailable if a transfer is already in progress or if a console log is being transferred for printing.

File ID: Enter the name of the file to be edited or created. The file ID can be a maximum of 12 characters (8 characters for the name, 1 for the period, and 3 for the extension). Path directories are not allowed. An ESS file ID can be a maximum of 10 characters (6 characters for the name, 1 for the period, and 3 for the extension).

List Files: Enter the name of the file or group of files you want displayed. Masking is allowed.

Overwrite: Select this option to overwrite the file on the destination device.

Note If you do not select the Overwrite option and try to save a file from an edit session to a device that already has that file on it, the system will ask you to verify that you want to overwrite the destination file.

Search/Replace



Search / Replace	Close Search Next Replace	
	-	ŧ
Search:	Search For:	
• Entire File		
Forward		
Backward		
-	Replace With:	
	-	T
		V
 ←	≁	

Description Use the Search/Replace window to search the file for a specified word or character string. You can choose to replace that pattern and/or search for the next occurrence, or perform a global replacement of the pattern.

Header buttons Search Next: Select this header button to start searching for the string specified in the Search For field. If the search is successful,

the pattern is highlighted. If the search is not successful, a "beep" is sounded.

Replace: Selecting this header button replaces the highlighted text with the string specified in the Replace With field.

Replace All: Select this header button from the auxiliary menu to replace all occurrences of the search pattern in the file with the string specified in the Replace With field. Note that Replace All is a "forward only" function that starts at the cursor location.

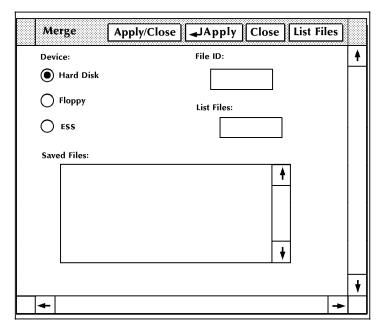
Replace/Search: Select this header button from the auxiliary menu to replace the highlighted text with the string specified in the Replace With field and to automatically search for the next occurrence of the pattern.

Parameters Search: Entire file, Forward, Backward. Select the appropriate option for the search function. Forward searches from the cursor position to the end of the file. Backward searches from the cursor to the beginning of the file.

Search For: Enter the exact pattern of words or characters to search for. The <ENTER> key (carriage return) is not allowed as part of the search pattern.

Replace With: Enter the exact text you want to substitute for the search pattern.

Merge



Description This window allows you to insert a file into the file currently being edited. The file is inserted at the cursor location in the Editor window. If the total file size exceeds the editor's limit of 15,000 lines, the merge is aborted, the file is truncated at that point, and an error message is displayed. After the merge, the cursor appears at the end of the merged text.

Figure 5-10. Utilities>PC Editor>Open/Edit>Merge window

	Header buttons	Apply/Close: Selecting this header button performs the merge and closes the window. If successful, the Editor window is brought to the top.
		Apply: Selecting this header button or pressing the enter key performs the merge. If successful, the Editor window is brought to the top.
		List Files (header button): Selecting this option from the header auxiliary menu updates the file list display according to the current device option and the List Files field.
	Parameters	Device Option: PC UI Hard Disk, PC UI Floppy, ESS. Select the device on which the merge file exists. The ESS option is unavailable if a transfer is already in progress or if a console log is being transferred for printing.
		File ID: Enter the name of the file to be inserted/merged. The file ID can be a maximum of 12 characters (8 characters for the name, 1 for the period, and 3 for the extension). Path directories are not allowed. An ESS file ID can be a maximum of 10 characters (6 characters for the name, 1 for the period, and 3 for the extension).
		List Files (field): Enter the file or group of files you want displayed. Masking is allowed.
Single File Transfer		
	Description	Select the Single File Transfer (SFT) option from the Utilities menu to access the command line field to perform the SFT utility. This utility allows you to transfer a single file from a DSR

- (disk save and restore) tape to a system disk drive. The File Control Processor (FCP) and disk space availability dictate the destination of the transferred file.
 Note For information on performing this task, refer to the "Managing"
 - ote For information on performing this task, refer to the "Managing LPS Resources" chapter of the 4635 LPS Operations Reference.

PC File Transfer

PC File Transfer	Close 🖌 Transfer Stop Transfer Copy 🚍	
Transfer:	Copy/Convert:	¥
Hard Disk to ESS	Hard Disk to Hard Disk	
Floppy to ESS	Hard Disk to Floppy	
ESS to Hard Disk	Floppy to Floppy	
ESS to Floppy	Floppy to Hard Disk	
	Convert:	
Input File ID:	Input Format:	
Output File ID:	Output Format:	
Overwrite		+
←	→	

Figure 5-11. Utilities>PC File Transfer

Description You can select the PC File Transfer task from the Utilities menu or from the PC Editor window. Use this window to transfer files between the ESS and the PC UI hard disk. You can also convert, copy, delete, and display PC UI files from this window.

Header buttons Transfer: Select this header button or press the <ENTER> key to transfer the Input File ID from the source to the destination as the Output File ID.

Stop Transfer: Select this header button to abort the file transfer between the ESS and the PC UI. This header button is not available until a transfer is started.

Copy: Select this header button to copy the Input File ID from the source to the destination device as the Output File ID. If no Ouput File ID is specified, the Input File ID is assumed. File names can be a maximum of 12 characters (8 characters for the name, 1 for the period, and 3 characters for the extension). Path names are not allowed.

Convert: Select the convert option from the header auxiliary menu to convert the Input File ID format. The converted file is stored on the destination device under the Ouput File ID. If no Output File ID is specified, the Input File ID is assumed. File names can be a maximum of 12 characters (8 characters for the name, 1 for the period, and 3 characters for the extension). Path names or directories are not allowed.

PC Hard Disk Display...: Select this option from the header auxiliary menu to open the PC Hard Disk Display window. Refer to figure 5-12, Utilities>PC File Transfer>PC Hard Disk Display window, below.

PC Floppy Display...: Select this option from the header auxiliary menu to open the PC Floppy Display window. Refer to figure 5-13, Utilities>PC File Transfer>PC Floppy Display window, below.

Parameters Transfer: PC UI Hard Disk to ESS, PC UI Floppy to ESS, ESS to PC UI Hard Disk, ESS to PC UI Floppy. Select the appropriate source and destination option for the file transfer.

Copy/Convert: Hard Disk to Hard Disk, Hard Disk to Floppy, Floppy to Floppy, Floppy to Hard Disk. Select the appropriate PC UI source and destination option for the copy or convert process.

Input File ID: Enter the name of the file you want transferred, copied, or converted. The ESS file ID can be a maximum of 10 characters (6 for the name, 1 for the period, and 3 for the extension). If you are copying or converting a PC UI hard disk or PC UI floppy file, the file ID can be a maximum of 12 characters (8 for the name, 1 for the period, and 3 for the extension). If you are transferring PC UI hard disk or PC UI floppy file, the file ID can be a maximum of 12 characters (8 for the name, 1 for the period, and 3 for the extension). If you are transferring PC UI hard disk or PC UI floppy file, the file ID can be a maximum of 10 characters (6 for the name, 1 for the period, and 3 for the extension).

Output File ID: If you want the transferred file to have a different name on the destination device, enter the new name in the Output File ID field. If you are copying or converting a PC UI hard disk or PC UI floppy file, the file ID can be a maximum of 12 characters (8 for the name, 1 for the period, and 3 for the extension). If you are transferring a PC UI hard disk or PC UI floppy file, the file ID can be a maximum of 10 characters (6 for the name, 1 for the extension).

Overwrite: Select this option to have the transferred file overwrite a file with the same name on the destination device.

A message window displays if Overwrite is not selected and you attempt to copy, convert, or transfer a file name that already exists on the destination device. The message window gives you the option to overwrite the destination file (Yes) or cancel the process (No).

Input Format: ASCII (DOS), ASCII (UNIX), EBCDIC, ESS. The input file format is automatically displayed for your information if you select the Convert header button. This field applies to Convert only.

Output Format: ASCII (DOS), ASCII (UNIX), EBCDIC, ESS. Select the output file format you want the file converted to. This field applies to Convert only.

Notes The length of time it takes to transfer or copy a file depends upon the file size.

The console log print option and the PC Editor functions involving the ESS are not available until the transfer is completed.

PC Hard Disk Display

Figure 5-12. Utilities>PC File Transfer>PC Hard Disk Display

PC Hard Disk Display	Close	Delete
		4
		+
		· · · · ·

Description This window displays the contents of the PC UI hard disk. If no files exist, the window remains empty.

Header buttons Delete: Selecting this header button with a file selected opens a Delete confirmation window with the following options.

Yes: Deletes the specified file.

No: Cancels the delete operation.

Redisplay: Select this header button to update the file list display.

PC Floppy Display

Figure 5-13. Utilities>PC File Transfer>PC Floppy Display

PC Floppy Display	Close	Delete]
			4
			+

Description This window displays the contents of the PC UI floppy diskette. If no floppy diskette is loaded or no files exist on the floppy diskette, the window remains empty. Header buttonsDelete: Selecting this header button with a file selected opens a
Delete confirmation window with the following options.

Yes: Deletes the specified file.

No: Cancels the deletes operation.

Redisplay: Select this header button to update the file list display.

File Information

Figure 5-14. Utilities>PC File Transfer>File Information window

	Apply/Close Close
0	
File ID:	Format:
Record Size:	Line Numbering:

Description This dialog box displays if the system needs more information about a file you have tried to transfer, convert, or copy.

Header buttons Apply/Close: Select this header button or press the <ENTER> key to submit the information to the system and continue the transfer or conversion process. The system creates a file description for internal use using the specified window parameters. Once this internal file description is created, it is stored for future reference.

Close: This header button cancels the operation in progress.

Parameters File ID: The system automatically displays the name of the input file being transferred, converted, or copied.

Format: ASCII (DOS), ASCII (UNIX), EBCDIC, ESS, BINARY. Select/enter the format of the input file. When selecting the format through the auxiliary menu, the Record Size and Line Numbering fields are updated as specified below. These specifications can be changed, if desired.

ASCII (DOS)	Record Size: 0	Line Numbering: 0
ASCII (UNIX)	Record Size: 0	Line Numbering: 0
EBCDIC	Record Size: 0	Line Numbering: 0
ESS	Record Size: 80	Line Numbering: 8
BINARY	Record Size: 0	Line Numbering: 0

Record Size: 64, 80, 132, 512. Select/enter the number of bytes per record for the file.

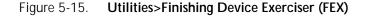
Line Numbering: 0, 8. Select/enter the number of bytes to be reserved for line numbering.

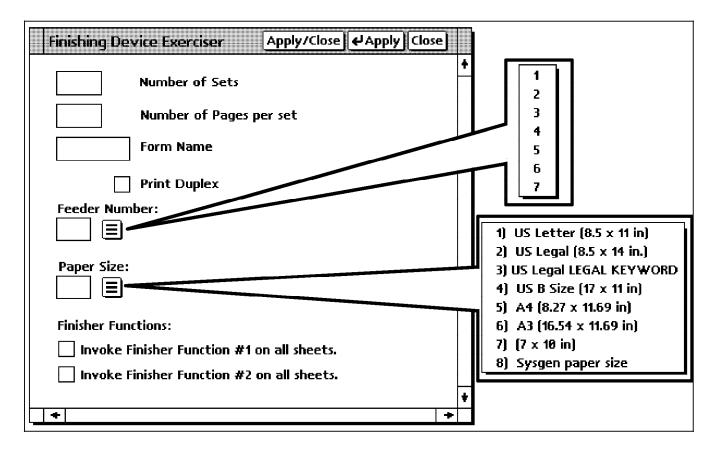
Note All EDI-editable files are classified as having an ESS format. A text file that is in ESS format is a series of 80 character lines, with 8 characters reserved for line numbers.

Finishing Device Exerciser (FEX)

Description You can select the Finishing Device Exerciser (FEX) task from the Utilities menu or from the Messages window. Use this window to set up the parameters for generating a test case for the finishing device configured with your system.

The FEX task will generate a test case as defined by the parameters set in this window and will cause the printer to print the test job.





Header buttons Apply/Close: Selecting this header button performs the Finishing Device Exerciser (FEX) task and closes the window.

Apply: Selecting this header button or pressing the enter key performs the Finishing Device Exerciser (FEX) task.

Parameters Number of Sets - Enter the total number of sets you want to create.

Number of Pages per set - Enter the number of pages you want per set.

Form Name - Enter the form (.FRM) name you want to use for the test. You do not enter ".FRM".

Print Duplex - If you want to print the set in duplex, select this check box. If you want simplex do not select this check box.

Feeder Number: - Select the number for the feeder from the selection menu or type the number of the feeder into the field.

Paper Size: - Select the size of paper you want to use for this test from the selection menu or type it in the field.

Finisher Functions: - Functions #1 and #2 are dependent on the configuration of your system and are a result of the Output command of PDL. Check with your system administrator and the *Xerox 4635 LPS Print Description Language Reference* for more information.

Image Dump Utility (IMD)

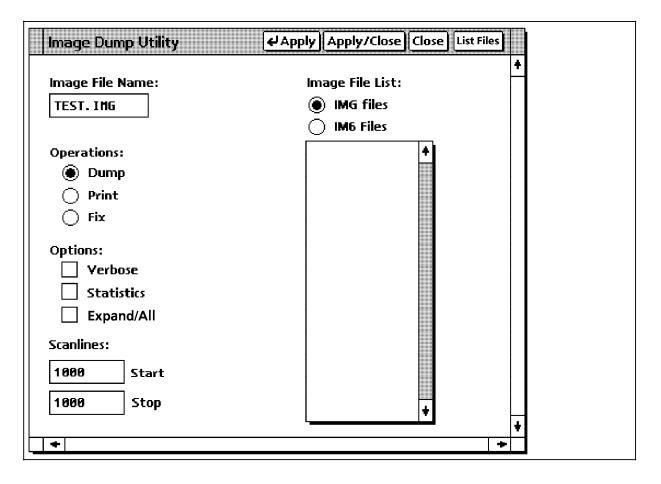


Figure 5-16. Utilities>Image Dump Utility (IMD)

Description You can select the Image Dump Utility (IMD) from the Utilities menu or from the Message window. Use this window to set up

the parameters to display (Dump), fix, or print the content of IMG or IM6 files.

Header buttons Apply/Close: - Selecting this header button initiates the Image Dump Utility (IMD) and closes the window.

Apply: - Selecting this header button or pressing the enter key initiates the Image Dump Utility (IMD).

List Files: - Selecting this header button will list the images you designate by pressing one of the buttons under "Image File List:".

Parameters Image File Name: - This is where you enter the name or names of the file or files that you wish to display fix or print using the IMD utility.

Filenames may contain wild cards such as "*" matching 0 or more characters or "?" matching exactly one character. Length should be at least one and at most six characters. The only valid filetype is .IMG.

Example: TEST.IMG

Operation: - You would select the desired button to display (Dump), print, or fix the desired .IMG files.

This selects either the IMAGE DUMP, IMAGE PRINT, or IMAGE FIX commands as could be entered in the Message window.

The Dump selection will cause the PC UI to switch to TEM display where the data regarding the IMG or IM6 will be displayed.

Options: - You select these check boxes to initiate the Verbose, Statistics, and Expand options for the Dump or Print operations and the All option for the Fix operation of the IMAGE command.

Verbose causes detailed diagnostic messages to be displayed or printed.

Statistics causes a statistics summary to be displayed or printed.

Expand displays or prints a compressed scanline followed by a decompressed scanline. Without this selection, no decompression will be performed on the compressed data.

All fixes all image files including Interpress 1.0, 2.0, and RES format. Without the All selection, only Xerox Interpress 1.0 image files will be fixed.

Scanlines: - You specify in these boxes the range to dump or print the image data.

For more information on the IMAGE command, refer to the *Xerox 4635 LPS Operations Reference*.

Image File List: - You specify the type of images to display in the window under the parameter which will be listed when the List button in the header of the IMD utility window is selected.

Exit to DOS

	Yes No Exit to DOS will cause all work in progress to be lost. Do you want to exit to DOS?
Description	Use the Exit to DOS window to put the PC in the DOS mode of operation to run DOS applications or to safely power off the PC UI. This utility puts the UI in a safe state to prevent any loss of records from the Console Log. If a record is being written to the console log, the PC UI completes writing that record to the log and stops all activities, including communication with the ESS, before exiting to DOS.
	When the PC UI is in DOS mode, you can turn the PC UI power off. To logon, turn the power switch off and on, press the boot/reset button on the PC, or press <ctrl><alt>.</alt></ctrl>
Header buttons	Yes: Selecting this option exits you from object mode (windows) to DOS mode.
	No: Selecting this option returns you to object mode (windows).
Notes	DOS applications cannot be run while the PC UI is in object mode or TEM. You must exit to DOS to run DOS applications.
	To return to object mode windows from DOS mode, enter manui at the DOS prompt.
	Exit to DOS is unavailable when the system is performing critical functions like file transfers and Audit logging.

Figure 5-17. Utilities>Exit to DOS window

7.

Job control windows



The Job Control windows are used to control and manage print jobs.

For step by step descriptions of how to perform Job Control operator tasks, refer to the "Job control tasks" section of the *4635 LPS Operator Guide*.

Job Control menu

Job Control Close	
Abort	
Reset	
Align	
Print Darkness	
Lead Edge Screen	
MICR Control	
Bar Code Reader	
Sample Fonts/Forms/Logos	
Sample Images	
Fonts/Forms/Graphics	
Stop Input/Output	
Stop Input	
Stop Output	
Continue Input/Output	
Continue Input	
Continue Output	
Sample	

Figure 7-1. Job Control menu window showing selectable tasks

Abort

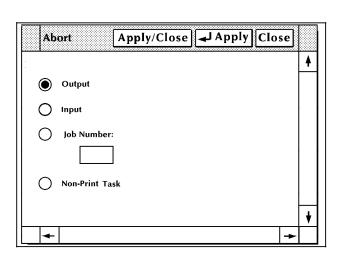


Figure 7-2. Job Control>Abort window

Description Use the Abort window to do any of the following:

- Remove a specific job or report from the system
- Remove all job/report information currently being processed
- Cause the current print job to stop printing (printing continues with the next report)
- Cause the currently active non-print task (such as FDL or PDL) to abort (there must be no active print jobs when this command is entered).

After applying your selection, a message appears asking you to confirm the abort command.

Parameters <u>Output</u>: Select the Output button to cause the current job to stop printing.

Input: Select the Input button to remove only the print job currently being input into the system. The next job begins processing.

Job Number: Enter the job number of a specific print job you want to remove from the system.

Non-Print Task: Select this button to abort a non-print task, such as FDL or PDL.

Notes This feature is available only when there is a print or non-print task active.

When aborting input:

Input processing stops, but output processing continues.

Any data already processed by the input processor, but not yet received by the output processor is deleted.

If an aborted job had already begun printing, the output is appended with an accounting sheet which indicates that the job was aborted and that the printed job is incomplete. When input processing is resumed, by the next START command if an Abort Job Number is specified, incomplete input data is ignored and is not printed. Processing begins with the next complete report.

When aborting output:

Output processing ceases, but input processing continues.

All data within the output processor is deleted. All sheets currently being printed are sent to the specified output bin and are appended with an accounting sheet indicating that the job was aborted and that the printed job is incomplete.

When output processing resumes, any input data associated with an aborted job is ignored by the output processor and is not printed. Printing begins with the next report. When aborting a specific job:

If the job has not yet reached the output processor, the data is deleted from the input processor and no interruption of output processing occurs.

If the aborted job has completed input processing and is queued or being processed by output, the data is deleted from the system and no interruption of input occurs. Any output for the aborted job cycles to its specified output bin and is appended with an accounting sheet indicating that the job was aborted and that the printed job is incomplete.

If the data is being processed by both input and output, processing must cease. The data is deleted from both processors. Processing resumes if a START command has been entered. If a START command has not been entered, one must be for printing to resume. A message is displayed confirming that the job was aborted, and an accounting sheet is sent to the output bin.

If a tape aborts, the tape is not rewound. In order to assure the position of the tape, rewinding the tape is recommended prior to sending the next START command. Note that a label error may occur if the tape is not at the expected position when starting the next job.

When an offline job is aborted by Input (due to an error condition) and output has begun printing the job, input will stop processing, but output will print whatever has been formatted up to the point of aborting.

When aborting a non-print task, the system discontinues the currently active non-print task, if that task accepts the Abort command.

Reset

Description	Using the Reset task results in the following:		
	• Removal of all print jobs from the job queue. Any pages in the printer paper path are sent to the selected stacker bin.		
	All processing activity stops, including accounting.		
	 If your LPS is online, all jobs in the system need to be resent from the host. 		
	Therefore, the Reset task should not be used if the Abort task can be used instead. Refer to figure 7-2 for information on the Abort window.		
	 If the system is idle when the Reset task is selected, the messages OS0990 RESETTING THE SYSTEM and OS1000 READY FOR COMMANDS appear informing you that the system has been reset and is ready for another request. 		
	 If the system is not idle, the following messages appear in the message window: 		
	RESET WILL CLEAR JOB QUEUE. DO YOU WANT TO PROCEED?		
	(TYPE 'Y' FOR YES OR 'N' FOR NO; ENTER=YES)		
	Figure 7-3. Job Control>Reset confirmation window		
	Yes No Reset will clear the job queue. Do you want to proceed?		
Header buttons	Yes: Selecting this header button clears the job queue and closes the Reset window.		
	No: Selecting this header button closes the Reset window without clearing the job queue.		
Notes	The Reset task should not be used if the Abort task can be used instead.		
	If a job is in transmission through HIP, Reset causes HIP to abort the transmission, mark the job aborted, and stop the transmission of other jobs. If a job was only partially printed when it was aborted, the remainder of the job is discarded and is not available for printing. The host remains online.		
	If a HIP job is printing, Reset causes HIP to abort the job.		

Align

Align Apply/Close Apply/Close Apply Scan Lines: Dots: 0 0 1

Description Use the Align window to align the printer's laser image with the paper. The Align window displays the current alignment.

The paper icons displayed underneath the Lines and Dots fields show the direction the image moves on the paper if you change the numeric value in the Lines and Dots fields.

- '-' is the direction the image moves if you decrease the number in the field.
- '+' is the direction the image moves if you increase the number in the field.
- **Header buttons Test:** Select this header button to print a sample with the new alignment applied. If a job is currently printing, a page from the job with the new alignment applied is delivered to the sample tray. If a print job is not running, the test form is delivered to the sample tray.

Redisplay: Select this header option in the auxiliary menu to return the alignment to the values displayed when you first opened the Align window.

Sample: Select this header option in the auxiliary menu to print a sample of the new alignment. If a job is currently printing, a page from the job with the new alignment applied is delivered to the sample tray. If a print job is not running, the test form is delivered to the sample tray.

ParametersScan Lines: Enter a new scan line position value. The scan line
position can be 1 through 296.

Dots: Enter a new dot position value. The dot position can be 0 through 1499.

Notes Once the alignment values for one paper size are set, the system extrapolates the alignment values for the other paper sizes supported on the system.

Figure 7-4. Job Control>Align window

Print Darkness

		Print Darkness Apply/Close Apply Close Test Redisplay	
	<u></u>	▲	
		Lighter \bigcirc	
	-	▼ →	
	E		
	Description	Use the Print Darkness window to make the printed image darker or lighter. The setting ranges from 1 (lightest) to 9 (darkest). The default value is 5.	
	Header buttons	Redisplay: Select this option from the auxiliary header menu to return the print darkness value to what it was when you first opened the window.	
		Test: Select this option from the auxiliary header menu to print a sample with the new print darkness value.	
		If a job is currently printing, a page from the job with the new value applied is delivered to the sample tray. If a print job is not running, the test form, with the new value applied, is delivered to the sample tray.	
	Parameters	Lighter/Darker: 5. Enter/select a new value in the field. The default is 5.	
Lead Edge Screen			
		Use this task to apply a screen to the leading margin of a printed sheet. The screen lightens a high-density image in the margin. If you select the Lead Edge task while the LPS is printing, the following message window is displayed.	
		Figure 7-6. Job Control>Lead Edge Screen message window	
		Yes No EDGE will cause Output to stop. Do you want to proceed?	
		Select the Yes beader button to continue with the lead edge	

Figure 7-5. Job Control>Print Darkness window

Select the Yes header button to continue with the lead edge screen task. Select the No header button to cancel the task.

Lead Edge Screen	[/	Apply/Close Apply Close
	0	Normal
	0	Stress
	۲	Off
		▼ →

Figure 7-7. Job Control>Lead Edge Screen window

Description Use this screen to select the lead edge lightening value you want. The current edge lightening is indicated by the highlighted button. **Parameters Normal:** Select this button to apply a normal lead edge screen. **Stress:** Select this button to apply a heavier lead edge screen. Off: Select the Off button to turn the lead edge screen off. Notes The edge lightening change is applied on the next cycle up. The Lead Edge Screen (edge lightening) alleviates potential fuser roll wrap problems. The possibility of jams increases when the feature is deactivated. Application of this feature may cause image degradation in the area where the screen is applied. Selecting the Stress option impacts the copy quality of the lead edge solid area more than the Normal setting because it applies a higher screen frequency to the area. The Lead Edge Screen feature applies across jobs.

MICR Control

Figure 7-8. Job Control>MICR Mode window

MICR Mode	
MICR: On	+
🔿 On	
⊖ on ● off	
	+
+	*

Description Use this window to alter the MICR Mode on and off. The current MICR mode is displayed as:

- MICR: On or
- MICR Off.

A confirmation window will ask if you wish to stop the output in order to change the MICR mode.

Bar Code Reader

Figure 7-9. Job Control>Bar Code Reader window

Bar Code Reader	Apply/Close Apply Close	
Reader: On		+
⊖ on ● Off		
🕘 Off		
Pages Left Off:		
🗌 🔿 Alignment		
		+
+	+	

Description Use this window to alter the Bar Code Reader on and off, to set the number of pages that the bar code reader would be off, or to set the bar code reader to the alignment mode to align it. The system must be cycled down before these commands can be accepted. The current Bar Code Reader mode is displayed as:

- Reader: On or
- Reader Off.

A confirmation window will ask if you wish to stop the output in order to change the Bar Code Reader mode.

Parameters On - Selecting this button turns the Bar Code Reader on. This command is accessible in Log level 2 and above.

Off - Selecting this button turns the Bar Code Reader off. This command is accessible in Log level 5 only.

Pages Left Off: - Entering a number (*n*) between 1 and 65534 tells the system for how long the Bar Code Reader will be turned off. It will remain in the off mode for *n* pages or until Output encounters the end of report (whichever occurs first).

Alignment - Selecting this button alters the bar code reader to the Bar code reader alignment mode. From this, mode alignment can be made before the job is run. This command is accessible in Log level 2 and above.

Refer to the *Xerox 4635 LPS Operator Guide* and the *Xerox 4635 LPS PDL/DJDE Reference* for more information on the Bar Code Reader setup.

Sample Fonts/Forms/Logos

Figure 7-10. Job Control>Sample Fonts/Forms/Logos window

Sample Fonts/Forms/Log	jos	Apply/Close	
			Ľ
File ID:	Copies:	Format:	
*.FNT	1	Simplex	
►			

Description Use the Sample Fonts/Forms/Logos window to print samples of fonts, forms, logos, or graphics from the system disk.

Parameters Font/Form/Logo File ID: To sample a font, form, or logo, either enter a specific file name in this field, or select a file type from the auxiliary menu. The auxiliary menu options are as follows:

*.FNT prints samples of all fonts at 300 spots per inch (spi).

- *. FRM prints samples of all forms at 300 spi.
- *.LGO prints samples of all logos at 300 spi.

Copies: <u>1</u>. Enter the number of copies you want. The default is 1 copy; the maximum number of copies is 32,767.

Format: <u>Simplex</u>, Duplex. Select either simplex (one-sided) or duplex (two-sided) printing.

Sample Images

Sample Images		Apply/Close Apply Close
		▲
File ID:	Copies:	Format:
JMG	1	Simplex
	Scaling Factor:	Orientation:
	1 / 1	Portrait
Descriptor Page:	Vertical Position:	Vertical Units:
Abbreviated		
Comprehensive (Hardcopy)	Horizontal Position:	Horizontal Units:
		+
•		→

Figure 7-11. Job Control>Sample Images window

- **Description** The Sample Images window allows you to print a hardcopy of a graphic.
- **Parameters** File ID: To print a sample of a graphic, either enter the graphic's image file name in the field, or select an option from the auxiliary menu as follows:
 - *. IMG prints samples of all graphics at 300 spi

Descriptor Page: For each graphic sampled, two pages are printed: the first page is the image itself and the second is the descriptor page. The descriptor page contains a statistical description of the graphic (name, height, width, resolution, and so on.), its file storage requirements, and LPS command parameters.

<u>Abbreviated</u>. Prints a shortened version of the comprehensive descriptor page.

Comprehensive. Prints a descriptor page containing all information available in the .IMG file type header block. A comprehensive descriptor page cannot be printed if the image file is secured.

Copies: <u>1</u>. Enter the number of copies to be printed. 1 is the default.

Format: <u>Simplex</u>. Select either simplex (one-sided) or duplex (two-sided) printing. The default is simplex.

Scaling Factor: Enter an enlargement or reduction value. An image can be enlarged by up to 8 times its original size or reduced as small as 1/8 of its original size.

For example, to print a graphic image reduced to 25 percent, enter 1/4 in the field.

Vertical Position: Specify the vertical position of the top edge of the printed image.

Vertical Units: Inches, centimeters, dots. Select the units of measurement for the vertical position.

Horizontal Position: Specify the horizontal position of the top edge of the printed image.

Horizontal Units: Inches, centimeters, dots. Select the units of measurement for the horizontal position.

Orientation: Portrait or landscape. Select the orientation of the graphic image.

Fonts/Forms/Graphics

Fonts/Forms/Graphics	Apply/Close	→ Apply	Close	
Fonts:				¥
17 Forms:				
6 Graphics:				r.
32				
				¥
-			+	

Figure 7-12. Job Control > Fonts/Forms/Graphics window

- **Description** In order to improve printer throughput, you can use this window to define the maximum number of fonts, forms, and graphics that the system stores in memory during a print job.
- **Parameters** Fonts: Enter the maximum number of active fonts per print job. No single printed page can have more fonts than this number. This number must include all fonts used on the form, as well as variable data.

If the number of fonts specified is exceeded during a print job, the job aborts and a message is displayed.

Forms: Enter the maximum number of active forms per print job. Specifying a number larger than one allows form changes on a page-to-page basis without negative effects on printing speed, as long as there is room for all the forms in system memory.

Graphics: Enter the maximum number of active graphics per print job. No single printed page may call for more than 128 graphics. This number must also include all graphics used on a form for the page, if a form is used.

Note The above values remain in effect until you change them, or until a new operating system is generated.

Input/Output—Stop, Continue, Sample

I/O
Stop Input/Output
Stop Input
Stop Output
Continue Input/Output
Continue Input
Continue Output
Sample

Figure 7-13.

Description Use this window to stop or continue input processing and/or output processing.

Open the I/O window by chording the mouse; that is, pressing both the left and right buttons of the mouse at the same time.

ParametersStop Input/Output: Select this option to stop both input
processing and printing.

Stop Input: Select this option to stop input processing only.

Stop Output: Select this option to stop printing only.

Continue Input/Output: Select this option to continue input processing and printing after an interruption.

Continue Input: Select this option to continue input processing only.

Continue Output: Select this option to continue output processing only.

Sample: Select this option to print a single page sample of the current job being printed.

Notes To stop both input and output processing, you may also press the <STOP> key on the keyboard.

To stop printing, you may also press the Stop button on the printer control console.

To continue both input and output processing, you may also press the <CONTINUE> key on the keyboard or select the Continue header button on the Messages window.

To continue printing, you may also press the Continue button on the printer control console.

To print a sample, you may also press the <SAMPLE> key on the keyboard, or press the Sample button on the printer control console.

I/O

I/O window (chord mouse)

A print job must be in output processing in order to obtain a sample print. Also, you may not print samples when the sample tray is the output destination for a job.

8.

System Control windows

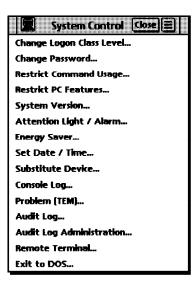


System Control tasks allow you to display system options and to change operating features of the LPS.

For step-by-step descriptions on performing specific System Control tasks, refer to the "System control tasks" section of the 4635 LPS Operator Guide.

System Control menu

Figure 8-1. System Control menu window showing selectable tasks



Change Logon Class Level

Change Logon Class Level	e	
Current Class Level:		
Change Class Level to:		
1		
Password:		
		T
	+	V

Figure 8-2.System Control>Change Logon Class Level

Description Use this window to access a different logon level by entering the appropriate password. Restricted features and functions are determined at your site by the Restrict Command Usage (RCU) task (refer to description below). When changing logon class levels, any open windows are cleared from the desktop.

Features at a lower logon level are always available. When going from a higher logon level to a lower logon level, it is not necessary to enter a password, except when logging down from level 5 to level 4 or 3.

Parameters Enter the log level you want to access and the password for that logon level. The password is not displayed as it is being entered. Asterisks are displayed to represent the characters as they are entered. Entering the correct password gives you access to the new logon level's features.

Change Password

Description	This window allows you to change the password for a specified
-	class level. Passwords are provided by the system and may be
	modified at the site.

Parameters Enter the new password. The password is not displayed as it is entered. You must confirm the change by reentering the new password.

Figure 8-3. System Control>Change Password window

Change Password	Apply/Close Close
	-
Current Class Level:	
Change Password to:	
←	-

Restrict Command Usage (RCU)

Restrict Command Usage	Apply/Close Apply Close
Current Class Level:	
	
	→
Command:	
Class Level:	
Display No Replace option in Clusters wi	ndow.
	•
	→

Figure 8-4. System Control>Restrict Command Usage window

- **Description** Use this window to restrict the usage of commands and tasks to a particular logon level.
- **Parameters Current Class Level:** Commands and tasks that can be accessed from the current log level are listed in this field. Select the command or task for which you want to restrict usage.

Command: Enter the feature to be restricted here, or select it from the Current Class Level listing.

Class Level: Enter the lowest log level at which the specified feature can be accessed. You cannot enter a log level higher than the current log level.

Notes Some commands cannot be restricted (for example, ABORT).

In order to use a command, you must be logged on to a class level greater than or equal to the specified class level for the command. Therefore, you can restrict only a command that you are authorized to use.

Restrict PC Features

Figure 8-5. System Control>Restrict PC Features

Current Class Level:	Restrict PC Features	Apply/Close Apply Close	se
Exit to DOS Notepad PC Editor PC File Transfer Restrict PC Features	Current Class Level:		4
Notepad PC Editor PC File Transfer Restrict PC Features Command: Class Level:	-	+	
PC File Transfer Restrict PC Features			
Restrict PC Features			
Class Level:			
Class Level:		¥	
	Command:		
	Class Level:		
			↓

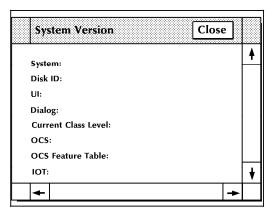
- **Description** Select the Restrict PC Features option from the System Control menu to restrict features by log level.
- **Parameters Current Class Level:** This field automatically displays features available at the current log level. You can select the feature to be restricted from this list, or enter it in the Command field.

Command: Enter the feature to be restricted here, or select it from the Current Class Level listing.

Class Level: Enter the lowest log level at which the specified feature can be accessed. You cannot enter a log level higher than the current log level.

Note Applied restriction levels are maintained across a power down of the PC UI.

System Version



Description Use the System Version window to display the system version number, the disk ID, the PC UI version number, and the current logon level. This window is for display only; no changes can be made from this window.

Attention Light/Alarm

Figure 8-7. System Control>Attention Light/Alarm window

Attention Light/A	larm	Apply/Close Apply	(d)
۲	\wedge	4	+
Steady Light:	Flashing Light:	Alarm:	
Enabled	Enabled	Enabled	
O Disabled	O Disabled	O Disabled	
			+
+			+

Description Use the Attention Light/Alarm window to enable or disable the attention light and/or alarm.

The Attention light can be enabled or disabled for either or both modes—steady and flashing. If, for example, you disable the steady mode of the Attention light, but leave the flashing mode enabled, the Attention light does not go on when a condition such as low toner occurs, but the Attention light still flashes when the printer stops.

Parameters Steady Light:

Enabled. Select this button to enable the Steady Attention light located on top of the printer.

Figure 8-6. System Control>System Version window

Disabled. Select this button to disable the Steady Attention light located on top of the printer.

Alarm:

Enabled. Select this button to enable the audible alarm.

Disabled. Select this button to disable the audible alarm.

Flashing Light:

Enabled. Select this button to enable the Flashing Attention light located on top of the printer.

Disabled. Select this button to disable the Flashing Attention light located on top of the printer.

Energy Saver

Figure 8-8.System Control>Energy Saver window

Energy Saver Apply/Close Apply Close	J
O Disabled	•
Enabled	
Time-out Period (Minutes):	
240	
	•

Description Select the Energy Saver option from the System Control menu to enable or disable Energy Saver mode, and to set the Time Out Period.

Parameters Disabled: Select the Disabled button to turn off Energy Saver mode.

Enabled: Select the Enabled button to turn on Energy Saver mode.

Time out period (minutes): If the Enabled button is selected, the Time Out Period appears. The Time Out Period lets you specify how many minutes of printer inactivity should elapse before Energy Saver mode begins.

Enter the number of minutes. The smallest number that can be entered is 10, the largest is 65,535. 240 minutes (4 hours) is the factory-set default.

Notes A message displays on the PC UI indicating that the IOT is in Energy Saver mode.

Energy Saver mode is begun only if there are no Print Tasks active.

The timer is reset if a task is activated before the Time Out Period has elapsed.

Both the Attention light and the audible alarm are not operational when the printer is in Energy Saver mode.

Set Date/Time

Set Date/Time → Apply/Close Apply Close ¥ Date (MM/DD/YY): 92 12 / 5 1 Time: 02 : 59 : 00 +

Description Select the Set Date/Time option from the System Control menu to set the system date and time.

Parameters Date: Enter Month/Day/Year.

Figure 8-9.

Time: Enter Hours:Minutes:Seconds.

Notes The system must be idle when you perform this task (not printing, offline, and not performing any non-print tasks).

You must be at logon level 2 to use this task.

It should not be necessary to set the Date/Time after a power failure or power-off (the system clock is battery run); however, you might want to change the Time after Daylight Savings and Standard Time changes.

System Control>Set Date/Time window

Substitute Device

Substitute Device		Apply/Close		
	_			4
Substitute:	For:	Таре		
←			-	

Description: Select the Substitute Device option from the System Control menu to substitute tape device physical keywords for logical keywords. The physical keyword indicates which tape device is to be used for the system logical keyword.

ParametersSubstitute: Reel, MReel, SReel, CTS, FCTS, SCTS.For: TD0, Tape, TD1, Cartridge, TD2.

Notes All tasks which manipulate the tape device are modified to accept any of the logical keywords. Substitutions are preserved across system boots and rollovers; system defaults are used only immediately following a full system generation (sysgen). Default substitutions are Reel for Tape, and CTS for Cartridge.

The system must be idle to perform this task; a utility task cannot be running either.

Figure 8-10. System Control>Substitute Device window

Console Log

Console Log Close J Display Print =]
	4
Current Log	
Saved Log: Read File from:	
Hard Disk	
Floppy	
Saved Console Logs:	
FILENAME- DATE 1234 -TIME 1234	
Log Debug Information	
	+
_ ← →	▶

Figure 8-11. System Control>Console Log window

Description Use this window to display, save, print, empty, back up, and convert the current console log. You can also use this window to display, delete, back up, or print a saved console log from the PC UI hard disk or PC UI floppy.

The console log allows you to review system information that can help you determine the reason and any actions to take when the 4635 LPS appears to have a problem. The following items are contained in the console log:

- All commands sent to the system controller
- All messages received from the system controller
- PC UI internal messages
- Dialog messages
- Debug information.

For step-by-step descriptions on performing specific Console Log tasks, refer to the "System Control Tasks" section of the 4635 LPS Operator Guide.

Header buttons Display...: Select this header button or press <ENTER> to specify console log display options. Refer to figure 8-12, Display Console Log window, and its description.

Print...: Select this header button to specify saved or current console log print options. Refer to figure 8-14, Print Console Log window, and its description.

Convert...: Select this header button to convert the specified log to other formats, such as ASCII. Refer to figure 8-19, Convert window, and its description.

Stop Print: Selecting this header button from the Console Log window stops the printing of the console log if the LPS has not yet started printing. If printing has already begun, use the Job Control>Abort function (refer to figure 7-2).

Save...: Select this header button from the Console Log window to save the current console log. Refer to figure 8-16, Save window, and its description.

Empty: Select this header button from the Console Log window to empty the entire console log. Refer to figure 8-17, Empty Console Log Confirmation window, and its description.

Delete: Select this header button from the Console Log window to delete the console log specified in the File Name field of the Console Log window. Refer to figure 8-19, Delete confirmation window, and its description.

Parameters Log Debug Information: Select this button for the log to display the complete log, along with debug messages.

Saved Log: Enter the console log file name you want to display. You can also select a saved console log file name from the list in the Saved Console Logs field.

Console log file names can be 1-8 characters. Alpha, numeric, and punctuation characters permitted by DOS file names are allowed. Drive names (such as "a:") are not allowed. The file name extension is automatically provided.

Saved Console Logs: To display a saved console log, select the log's file name from this field. Once you select a file name, it appears in the Saved Log field. You can also enter a file name directly into the Saved Log field.

Saved console logs are displayed according to their date, with the newest at the top of the list. The current log is not displayed in this list.

You can use the scroll bars at the right of the Saved Console Logs field to display additional log names. This scroll bar describes the limits of the Console Log display buffer. Selecting the up or down arrow when the index bar is at the very top or bottom causes more Console Log data to be read from disk and placed in the buffer for display.

Read File From: The logs that appear in the Saved Console Logs field are determined by the Read File From options. The default is Hard Disk.

<u>Hard Disk</u>. Selecting this button means that the displayed logs are saved on the PC UI hard disk.

Floppy. Selecting this button means that the displayed logs are saved on a floppy disk at the PC UI. Place a floppy disk in the PC UI floppy drive and select the Floppy button.

Display...: Select this header button or press <ENTER> to specify console log display options. The Display Console Log window opens.

Convert: Select this header button from the auxiliary menu to convert the specified log to other formats, such as ASCII. Refer to figure 8-19, System Control>Console Log>Convert window.

Figure 8-12. System Control>Console Log>Display Console Log window

Display Console Log	Close JDisplay]	
Log:		4	ŧ
Complete	Start Date (MM/DD/YY):		
Condensed			
Errors	Start Hour (0-23):		
Warnings			
Commands			
Debug			
		H	-
	1		•

Description Use this window to specify the starting date and type of information you want to view in the console log display window.

Parameters <u>Complete</u>: Select this button for the log to display error, warning, and command logs sent to the system controller, including power-on messages.

Condensed: Select this button for the log to display error, warning and command logs.

Errors: Select this button for the log to display messages indicating a condition that prevents printer operation.

Warnings: Select this button for the log to display messages that warn of pending problems, but which do not indicate that the printer is stopped.

Commands: Select this button for the log to display all operator-initiated task or feature requests.

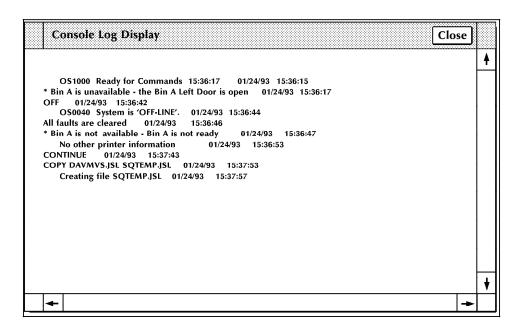
Debug: Select this button for the log to display the complete log, along with debug messages.

Start Date: Enter the starting month/day/year for the console log display.

Start Hour: Enter the starting hour (0-23) for the console log display.

Display...: Selecting this header button displays the Console Log Display window. The console log is displayed using the currently selected language.

Figure 8-13. System Control >Console Log>Display Console Log> Console Log Display window



Print...

Print...: Select this button to specify saved or current console log print options. The system must be idle to begin printing of the console log. The following Print Console Log window opens.

Figure 8-14. System Control >Console Log> Print Console Log window

Print Console Log	Apply/Close Apply Close Stop Print	
Log:	Start Date (MM/DD/YY):	•
Complete		
O Condensed		
	Start Hour (0-23):	
Warnings		
○ Commands	Duration (1-24):	
🔘 Debug		
		1
 ←	→	•

Description Use this window to specify the starting date, duration, and type of information included in the print console log. A confirmation window displays asking you to confirm or cancel the console log print request.

The console log is printed using the currently selected language.

Parameters Complete: Select this button to print error, warning, and command logs sent to the system controller, including power-on messages.

Condensed: Select this button to print error, warning and command logs.

Errors: Select this button to print messages indicating a condition that prevents printer operation.

Warnings: Select this button to print messages that warn of pending problems, but which do not indicate that the printer is stopped.

Commands: Select this button to print all operator-initiated task or feature requests.

Debug: Select this button to print the complete log, along with debug messages.

Start Date: Enter the starting month/day/year for the printed console log.

Start Hour: Enter the starting hour (0-23) for the printed console log.

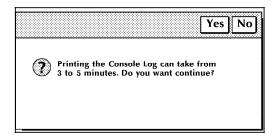
Duration: Select the duration (1-24 hours) of the printed console log. For example, to print console log information for the hours of 9:00 to 5:00 on the 30th of October, 1991, enter:

10 30 91 in the Start Date field

9 in the Start Hour field

8 in the Duration field.

Figure 8-15. System Control>Console Log>Print Console Log>Confirmation window



Yes: Select Yes to print the console log.

No: Select No to cancel the print request.

Stop Print

Stop Print: Select this header button to stop the printing of the console log before the LPS starts printing. If printing has already begun, use the JOB CONTROL>ABORT function. (Refer to figure 7-2.)

Save...

Save...: Select the Save header button from the auxiliary menu to save the current console log. The Console Log Save window is displayed.

Figure 8-16. System Control>Console Log>Save window

Save	۸ له	pply/Close Close
Save Console	Log as:	
Save to:		
○ F	ard Disk	
O F	орру	
Insert Floppy	before selecting "Apply/Clos	e″
+		+

Note: The note at the bottom of the window ("Insert Floppy before selecting 'Apply/Close' ") will only appear if the Floppy button above it has been selected.

Save Console Log as: Confirm the file name in this field, or cancel the print request. If the PC UI cannot save the whole console log due to insufficient space, an error message displays and no entry is saved.

If the file name given is already being used, a confirmation window prompts you to confirm overwriting the existing log with a new log of the same file name. Refer to the next figure.

Save to: You can save the console log to either the hard disk (system disk) or a floppy disk. If saving to floppy disk, use a preformatted 3.5-inch 1.44 MB double-sided, high-density disk.

Empty

Empty: Select the Empty header button to empty the entire console log. The following window appears asking you to confirm your request.

Figure 8-17. System Control>Console Log>Empty Console Log Confirmation window

]	Yes	No
Do you want to empty the entire Console log?		
-		

Yes Select Yes to empty the console log.

No Select No to cancel the Empty request.

Delete

Delete: Select this header button to delete the console log whose name appears in the File Name field of the Console Log window. A delete confirmation window opens with the following options.

- **Yes:** Deletes the console log.
- No: Cancels the delete operation.

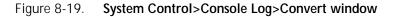
Figure 8-18. System Control>Console Log>Delete confirmation window

	Yes No
Are you sure you want t	o delete?

Convert...

Select the Convert option from the auxiliary menu to open the Convert window. This window allows you to convert the specified log to other formats, such as ASCII, for manipulation by your own software utilities. The console log is converted using the currently selected language.

Converted console logs can be copied to a floppy diskette using DOS backup commands.



	Convert	Apply/Close Close
	Save converted Console Log as:	Format:
	Overwrite	+
_	+	→

Header buttons Apply/Close: Select the Apply/Close header button to start the conversion and automatically close the window after the process is complete. Both the Apply/Close and the Close header buttons are unavailable until the conversion is complete. The amount of time it takes to convert the console log depends upon how full the log is.

Parameters Save converted Console Log as: Enter name under which you want to save the converted console log.

Format: ASCII (DOS), ASCII (UNIX), EBCDIC. Select/enter the file format to which you want the console log converted.

Overwrite: Select this option to overwrite the file on the PC UI hard disk.

Notes The size of the console log is limited to the amount of data that can be held on one high-density floppy disk, which is 1.44 Mb (about 60,000 lines).

The system must be idle to start printing of the console log, but once in progress, other activities may be performed (printing, utilities, and so on.)

Messages are displayed informing you that the console log will be overwritten.

Messages are displayed to indicate when the console log is 70%, 80%, 90%, and 100% full.

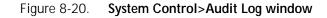
Problem (TEM)

Description Selecting the Problem option from the System Control menu switches the PC UI to TEM mode. In TEM mode, the PC UI mimics a system controller keyboard/display for the duration of the Problem task.

The Problem task allows you to get a 6-digit dispatch code from the system. You will need to report this code when calling for service.

Refer to the "System Control Tasks" section in the 4635 LPS Operator Guide for a step-by-step description of how to use the TEM mode Problem task, and for more information on calling for service.

Audit Log



Audit Log		Close	List Print	Display	Save	Stop Print	Stop Save
Device:				Audit:			4
Hard Disk				🔿 Jobs:			
🔿 Floppy				Report	ts:		
Report:	_			Sorted By	r:		
				Date	/ Ascene	ding	
Name	Start Date	Stale Date	Errors	List Logs:			
			+	_			
				○ With			
					D Errors	_ \`	\
					uplicate	tion Errors	
					equence	1	
					quence		/
							/
			+]		_/	•
+						/ / -	+
	Г	Data (Ac	condina	1			
		Date / Asc Date / De	scending				
		Name / As Name / De	cenaing scending	۱ ۱			
	Ľ						

Description Audit Log allows the user to generate or view reports of audited jobs. Audit logging is triggered by BTEXT commands in JSL or DJDE. Refer to the *Xerox 4635 LPS PDL/DJDE Reference* for information on setting up the BTEXT. For more details on how to Audit a job please refer to the *Xerox 4635 LPS Operations Reference* manual.

Header buttons List - Selecting this header button lists all logs of reports or jobs in the menu field in the lower left corner of the window. What is listed in the menu field is specified by:

- the Device: parameter,
- the Audit: parameter,
- the Sorted By: parameter, or
- the List Logs: parameter.

Selecting a job or report from the menu field captures it in the Report/Jobs: field. Only completed reports and only reports in a job that have completed printing are listed. If no logs appear in

the menu field, after selecting the List target, then there are no logs that have the currently selected parameters.

Print . . . - Selecting this header button displays the Audit Log Print Options window for the selected report or job. Refer to the description of the Audit Log Print Options window.

Display . . . - Selecting this header button initiates a display of the report based on your selections in the Audit Log Display Options window. Refer to the description of the Audit Log Display Options window.

Save...- Selecting this header button saves the report in the Report: field. The Device selection determines where the source log is stored. This header button is only available for Audit: Report. Refer to the description of the Audit Log Save window.

Stop Print - Selecting this header button stops the printing of an Audit Log. It is only available from the time the Apply/Close header button on the Print Options window is selected until it finishes being transferred to the controller.

Stop Save - Selecting this header button stops the Audit Log Save that is currently in process. It is only available from the time the Apply/Close header button or the Apply header button on the Audit Log Save window is selected until the log is finished being saved to the selected destination.

Parameters Device: - Selecting one of the following determines where Audit Logs are stored.

- Hard Disk
- Floppy

The List header button is selected to display the logs on the selected device.

Report/Job: - This field changes with the selection of the Audit buttons. If Jobs: is selected, the field will read "Job:". If Reports: is selected, the field will read "Report:". When a job or report is listed in this field, it is that job or report which is acted upon by selecting the Print, Display, or Save header buttons. The report or job to be printed, displayed, or saved must be entered into this field or selected from the menu field. An error will occur if this field is blank when selecting the Print, Display, or Save header buttons.

Menu Field - The menu field is in the lower left corner of the window. Its display is filled when the List header button is selected and when the window is first opened. You can select a report or job for the Report/Job: field by selecting one of the reports or jobs listed in the menu field. This field is cleared when new parameters are selected. The List target must be used to fill the Menu field with logs that meet the new parameters.

- The 'Name' column gives the user specified name of the log and sequence number if it was required.
- The 'Start Date' column gives the date that that log started printing.
- The 'Stale Date' column gives the date that that log becomes stale and can be overwritten.
- The 'Errors' column gives the error codes of errors contained in that log. Refer to List logs: With: parameters.

Audit: - Selecting one of the following determines what type of log will be listed in the list display field.

Jobs: Reports:

Sorted By: - The jobs or reports will be listed in sequence according to this field. The selections are:

- Date/Ascending
- Date/Descending
- Name/Ascending
- Name/Descending

List logs: - Selections made for this parameter determine which logs will be listed when the List header button is selected.

All - This selection will cause all audit log jobs or reports to be listed.

With: - These boxes let you select the parameters for the audit logs you list. When 'With:' is selected, only logs with the selected contents are displayed. If 'With:' is selected and no boxes are checked, no logs will be displayed. The 'Errors' column of the menu field will display the error codes listed below for logs that contain those errors. You can select any or all of the following:

No Errors	-	Logs with no errors. No error code.
Duplicate Errors	-	Logs with duplicate pages. Error code 'D'.
Reconciliation Errors		Logs with Expected monetary values different than actual monitary values. Error code 'R'.
Sequence Errors		Logs with document numbers (Bar codes) not in sequence. Error code 'S'.

Audit Log Print Options

Figure 8-21. System Control>Audit Log>>Audit Log Print Options window

Audit Log Print Options Apply/Close Close	
Report: ABC123	1
Type: O Summary	
Detail	
Content: All	
with:	
 No Errors Purge/Jams Operations 	
Sequence Errors	
Duplicate Errors Reconciliation Errors	
Purge/Jam/Operational After	+
_ [+] +	·

DescriptionSelecting options in this window determines the type and
content of the printout.When this window appears it is preset according to the job
stream. In other words, BTEXT can be set up to print the Detail
or Summary and for Purge/Jams and Operations content. The
unstant because the printed by the print the

user can change what is printed out by changing the preset selections. Defaults for the other options can be set in the Audit Log Default Options window. For a detailed description of how to read the report refer to the *Xerox 4635 LPS Operations Reference* manual.

- **Header buttons Apply/Close** Starts the printing of the selected Audit Log and makes the Stop Print Header button on the Audit Log window available for selection.
 - **Parameters Type:** There are two buttons available for the types of reports that can be printed.
 - Summary
 - Detail

The report or job printout can have three major fields.

 Heading - This includes everything from the top of the page down to just before the column headers ('Doc Nbr', 'Amount', 'Feeder', etc.). See the following figure.

- Details This includes everything from the column headers ('Doc Nbr', 'Amount', 'Feeder', etc.) to the line 'End of Report Reconciliation'. Information in this section includes BTEXT details, sheet deliveries, operational details, and purge details. See the following figure.
- Trailer This includes everything from the line with "End of Report Reconciliation" to the end of the report. See the following figure.

Job Date: 01/09/9 Report Start Time: Report Completion	09:31:30 Status: No	De Sy Re	Department: XYZ System: XXXXX							ion,Sequence,Duplication Errors Report Date: 01/09/95 Process Date: 01/09/95 Report Duration: 00:04:49 Log Expires: 01/09/95							
MICR Mode: Not Ins	talled	Bar Code	e Rea	der	: Alig	n	Lea	ad Ed	ge: Stre	ss		Pri	nt Da	rknes	s: 5		
 Doc Nbr									 Tim								
DOC NDI		1 2 3 4							1 1 1		Juai	18/10	encri	yıng	IEAL		
1	2.00									a	abc						
8	2.00	2			А			1	09:31:3	38 d	lef						
									09:32:4	19 C	CONT	INUE					
									09:32:5	52	OS0	020 R	esumi	ng OU	TPUT		
		2					Ρ	1	09:33:2		2						
		2					P	1	09:33:3		2						
		2					P	1	09:33:3		2						
		2					P	1	09:33:3		2						
		2					P	1	09:33:4		2						
		2					P	1	09:33:4		2						
		2					-	6	09:33:4			ad ah	eete				
								4	00.001		-		moved				
								1	09:35:3		CONTI		liiovea				
											OS0020 Resuming OUTPUT						
2	2.00	2			А		*	1	09:36:1		hi	020 1	.esuiit	iig oo	IFUI		
3	2.00	2			A			1	09:30:1	-	jkl						
4	2.00	2			A			1	09:30:1	-	ino						
5	2.00	2			A			1	09:30:1								
6	2.00	2			A			1	09:36:1	· 1	pqr						
8 7		2									stu						
	2.00				A			1	09:36:1								
8	2.00	2			A		+	1	09:36:1	-	za						
9	2.00	2			A			1	09:36:1								
10	2.00	2 2		~	A			1	09:36:1		efg						
		2		S				1	09:36:1	L9 ()1						
End of Report Reco	ngiliation																
End of Report Reco		rg						Deet	tinations	~						_	
	1		3	4	5	6	7	S		B	С	D	E	P	R		
Good Sheets	0		0	- 0	0	0	0	1		0	0	0	0	P	ĸ		
Waste Sheets	0		0				0	0	10	0	0	0	0	6	4		
waste sheets	0	ΤŪ	0	0	0	0	0	0						0	7		
Report Reconciliat							_		ste Mana 								
	Amount	Deliv							rged She							б	
	22.00		11		11				eets Rem							4	
Expected	20.00		10						ste Shee							10	
-	2.00		1														
21110101000	2.00		-														
Total Sheets Fed:	21																
* * * * * * * * * * * * * * * * * * * *	* * * * * * * * * * *	* * * * * * * *	* * * * *	***	* * * * * *	****	* * * * *	* * * *	* * * * * * * *	* * * * *	****	* * * * *	* * * * *	* * * * *	* * * * *	* * * * * *	

Summary : Making this selection will print the heading and the trailer only. See the following figure.

Figure 8-23.	Summary Report
--------------	----------------

	rigure of 20. Summary Report															
Report Number: 1 Job Number: 1 Job Date: 01/09 Report Start Tim Report Completio	Rep Dep Sys Rep	System: XXXXX Process Report End Time:09:36:19 Report Dura								Date: 01/09/95 Date: 01/09/95						
MICR Mode: Not I					-							Prin	t Dar	knes:	s: 5	
Doc Nbr	Amou		13 4 5 6					2 7 6 0	14:58 14:58	3:06 3:32	Status Purged Sheets Purged Sheets Purged Sheets	l She rem l She rem l She	ets oved ets oved ets	ing T	Cext	
	F	eeders - 1 2		4	 5	 6	 7	Dest S	inatio A	ons – B	 C	– – - D	 E	 P	 R	
Good Sheets Waste Sheets		0 0 0 6	20	0 0	0 0	0	0 0	1 0	19	0	0	0	0	8	7	
Report Reconcili	ation									-	ient Sur	nmary				
Good Sheets Actual: Expected Difference:	Amount 2049.45 2049.45 0.00	D(elivered 20 10 10			Feo 20		Pur She	ged S ets R ste Sh	heets emove	ed:					8 7 15
****	Total Sheets Fed: 35 Detail : Making this selection will print the heading, the details, and the trailer. See the figure on the preceding page. Refer to the Xerox 4635 LPS Operations Reference for more information about the reports. Content: - There are two buttons for selecting the content of the report.											·.				
				•	All - the \ chec	Seleo Nith: k box	butto	on exe e Pure	cept th	ne Pui	elect al rge/Jam/ erational	/Opei	ration	al Af	ter	
				•							II enabl nder thi			to sel	lect	
					Sum	mary	log. (Only	the in	forma	conten ation se i is avail	lected	d will			
					repo		the jo				Audit Lo cted cor					or
					Exan	nple:										
						Audit wind only repor	: Log v ow, V conte ts hac	wind Vith: nt bu d a se	ow. In is sele itton se	n the ected electe ce erre	s selecte Audit Lo and Sec ed. If on or, only	og Pr Juenc Iy on	int O ce Erro e of t	ptions ors is he 10	s the 10	le

-Purge/Jams	Show purge and jam information in the detail section.
-Operations	Show operational information in the detail section.
-Sequence Errors	Show sequence error information in the detail section.
-Reconciliatio Errors	n Show reconciliation error information in the detail section.
-Duplicate Errors	Show duplicate error information in the detail section.
 -Purge/Jam/Operational After - Puts the purge, jam, and operational details after the rest of the body details. This is always selectable whether or not 'All' contents are selected. 	

Audit Log Display Options

Figure 8-24.	System Control>Audit Log>Audit Log Display
	Options window

Audit Log Display Options Apply Close	E
Report: ABC123	+
Туре:	
Summary	
Detail	
Content:	
With:	
No Errors	
Purge/Jams	
Operations	
Sequence Errors	
Duplicate Errors	
Reconciliation Errors	
Purge/Jam/Operational After	
	+
	+

Description Selecting options in this window determines the type and content of the display.

This window is the same as the Audit Log Print Options window with the following exceptions.

Header button Apply - There is no Apply/Close header button. This is done so the user can perform a redisplay on the same log with different settings. The Close header button must be selected when you have finished using this window.

When Apply is selected the Audit Log Display window appears.

Figure 8-25. System Control>Audit Log>Audit Log Display Options>Audit Log Display window

Audit Log Display	Close Search Stop Display
Content:	Purge/Jam/Operational After
Reconciliation Errors Sequence Errors	Operational info Purge/Jam info
Duplicate Errors	No Errors
Report:	
	*
ľ	Please Wait! Audit Log is being formatted.
	Please wait: Auurt Log is being formatteu.
	*
+	•

In the Audit Log Display window the Content section displays the options selected in the Audit Log Display Options window. There is also the display section where the report will be displayed. When the block that contains "Please Wait! Audit Log is being formatted." disappears, the selected log will be displayed. While the "Please Wait! Audit Log is being formatted." message is present, the Close and Search header buttons are not available.

The $\ensuremath{\textit{Search}}$. . . header button displays the Audit Log Search window.

The **Stop Display** header button stops the display and closes the Audit Log Display window. The Stop Display header button is only available while the "Please Wait! Audit Log is being formatted." message is present.

Figure 8-26. System Control>Audit Log>Audit Log Display Options>Audit Log Display>Audit Log Search window

Audit Log Search	Close Search Next
Search:	Search For:
 Forward 	
Backward	

The Audit Log Search window enables case sensitive searching for specific contents of the displayed Log. It searches for the contents of the Search For: field.

The Entire File button is the default selection when the window is opened. You would enter in the Search For: field the character string you wish to search for. When the string is found, it is highlighted in the Audit Log Display window.

The Audit Log Search window responds to the found character string by automatically changing the Search: button selection from Entire File to Forward and waits for the user to initiate another Search Next.

- Entire File is used to search from the top of the file to the end.
- Forward is used to search from where the last string of characters was found forward to the end of the file.
- **Backward** is used to search from where the last string of characters was found to the beginning of the file.

Audit Log Save

Figure 8-27.	System Control>Audit Log>Audit Log Save
	window

Audit Log Save Apply/Close Apply/Close	se	
_		+
Source:		
Device:		
Destination:		
Device:		
🔿 Hard Disk		
Floppy		
Insert Floppy before selecting "Apply" or "Apply/Close"		
		+
+	+	

Description This window enables the user to identify the destination for the log to be saved, including the Destination: Report Name and the destination device (where it will be stored). The source name and device are selected on the Audit Log window before the save target is selected.

Parameters Source: - This is the source name.

Device: - This is the source location.

Destination: - The user identifies the name that the log will be given on the destination device.

 $\ensuremath{\text{Device:}}$ - The user will identify the device to which the log is stored.

Audit Log Administration

Audit Log Administration	I	Close Uist Delete Disk Defaults
Device: (a) Hard Disk Floppy Report: Name Size		Audit: Jobs: Reports: Sorted By: Date / Ascending List Logs: All With: No Errors Duplicate Errors Reconciliation Errors Sequence Errors
τ	Date / Ascending Date / Descending Name / Ascending Name / Descending	

Figure 8-28. System Control>Audit Log Administration window

DescriptionUse this window to perform administration tasks for deleting
Audit Log jobs and reports, checking disk information, and
setting report defaults.Header buttonList - This header button is the same as for the Audit Log
window.Delete - When a report or job has been selected and is
highlighted in the Report/Job: field, selecting this header button
deletes that job or report. When you select this header button
you will get a confirmation window.Example:If a job containing 100 reports needs to be deleted, it
can be deleted as individual reports or as a job. When
deleting as a job, all remaining reports in that job are

deleted.

Disk . . . - Selecting this window will display the status of the Audit Log disk in the Audit Log Disk Usage window.

Figure 8-29. System Control>Audit Log Administration> Audit Log Disk Usage window

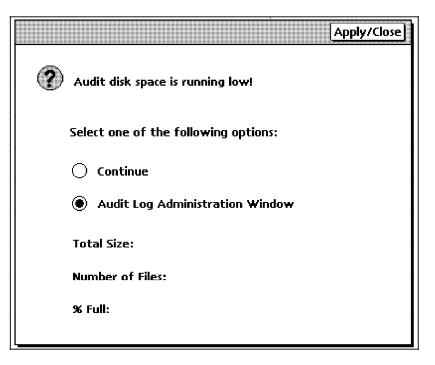
Audit Log Disk Usage	Close Redisplay
Total Size (kb):	+
Number of Files:	
% Full:	
/6 Full.	+
4	+
n.	

It displays the following status.

- Total Size (kb): Size of the Audit log data in kilobytes.
- Number of Files: Number of the Audit log files on the Audit log disk.
- % Full: The percentage of space already used on the Audit log disk.

If the Audit Log disk is approaching full, the following window will be displayed.

Figure 8-30. Audit Log disk approaching full window



The disk is considered approaching full when it exceeds 85% full. This window will first appear after the disk reaches 86% full and will reappear every additional WHOLE percentage thereafter. This condition is checked at the completion of every report or after every 1000 records logged againts any report. The starting percentage will be reset to 86% if the session is restarted or if Audit Logs are deleted and the disk is less than 86% full. If Audit Logs are deleted and the disk is still more than 86% full, the current disk full percentage is saved as the starting percentage.

If the "Continue" button is selected followed by selection of the Apply/Close header button, the printer continues. The printer does not actually stop despite the fact that the disk is approaching full.

If the "Audit Log Administration" button is selected followed by selection of the Apply/Close header button, the Audit Log Administration window will open. This will allow the deletion of information on the disk.

When the Audit Log disk is full, the same window will appear but the message will read:

"The Audit Log hard disk is FULL and audit data has been lost. All incoming audit data will be lost until unneeded Audit Logs have been deleted."

The printer will be sent a STOP command and will stop after all in-process sheets are delivered. All audit data from the time the audit disk became full until the printer stops will be lost. Audit logging stopped when the disk became full and cannot continue until space becomes available. The "Continue" header button on the window will be unavailable and the user must open the Audit Log Administration window and delete unneeded logs from the disk. Only the Audit Log Administration window and windows called up through it will be available until the user closes the Audit Log Administration window after making space on the hard disk. Unless the user deletes unneeded logs from the hard disk, all audit data will be lost.

Defaults . . . - Selecting this header button of the Audit Log Administration window enables the user to set defaults for the Audit Log through the Audit Log Defaults window.

Audit Log Defaults

Figure 8-31. System Control>Audit Log Administration>Audit Log Defaults window

Audit Log Defaults	Apply/Close Close
Operation:	+
STOP if Reconciliation Error	
STOP if Sequence Error	
Audit Report:	
🗌 Detail Log	
Show No Errors	
Show Purge/Jam	
Show Operations	
Sequence Check	
Duplicate Check	
Reconciliation Errors	
Purge/Jam/Operational After	
	+
L_ +	+

Description	This window allows the user to set default conditions for the audited jobs.
Parameters	Operation: - These default settings will cause the printer to stop if the condition occurs.
	STOP if Reconciliation Error - Selection of this check box causes the following window to appear when a Reconciliation Error is detected. When selected, a STOP command is issued to the printer. The printer will finish all of the pages in progress and then stop.
	The system is locked up until a selection is made and the Apply/Close header button is selected. If display is selected the user will have to close the display select one of the ignore options to continue.
	A reconciliation error is caused by a mismatch of the monetary value expected and the monetarty value received. Refer to the <i>Xerox 4635 LPS PDL/DJDE Reference</i> for more information.

	Apply/Close
?	Audit Log reconciliation error
	Select one of the following options:
	O Ignore the error
	\bigcirc Ignore the error for the rest of the job
	Display the Log
	Log: ABCD
	Customer Job Number: 55F
	ESS Job Number: 105
	ESS Report Number: 05 Actual Value: 1050
	Expected Value: 1000
	Difference: 50

Figure 8-32. Audit Log Reconciliation Error window

- Ignore the error This will Ignore the error on this report only. A CONTINUE command will be sent to the printer.
- Ignore the error for the rest of the job This will ignore the error on this report and all other reports in this job. A CONTINUE command will be sent to the printer.
- Display the Log The Audit Log Display window will appear and the log with the error will be displayed. After closing the Audit Log Display window this window will appear again to enable selecting the desired action.

STOP if Sequence Error - Selection of this check box causes the following window to appear when a sequence error occurs. This is a secondary safeguard in case the IOT does not detect a sequence error or the operator has set the 'NO SEQ' command. This will also occur in BAR ALI mode. Sequence errors are detected as soon as the controller reports the sheet delivery of the page out of sequence. A STOP command will be issued to the printer if selected. The printer will finish all of the pages in progress and then stop.

The system is locked up until a selection is made and the Apply/Close header button is selected. If display is selected the user will have to close the display select one of the ignore options to continue.

Sequence error is the error that occurs when the actual barcode scanned does not match the next number in the sequence. Refer to the *Xerox 4635 LPS PDL/DJDE Reference* manual for more information on how to define sequence data.

	Apply/Close
An Audit sequence error has occurred!	
Select one of the following options:	
Ignore the error	
Ignore the error for the rest of the job	
Display the Log	
Log:	
Customer Job Number:	
ESS Job Number:	
ESS Report Number:	

Figure 8-33. Audit Log Sequence Error window

- Ignore the error This will Ignore the error on this report only. A CONTINUE command will be sent to the printer.
- Ignore the error for the rest of the job This will ignore the error on this report and all other reports in this job. A CONTINUE command will be sent to the printer.
- Display the Log The Audit Log Display window will appear and the log with the error will be displayed. After closing the Audit Log Display window this window will appear again to enable selecting the desired action.

Audit Report: - These selections set up the defaults for the display and printing functions of the Audit Log. Except for the 'Detail Log', 'Show Purge/Jam', and the 'Show Operations' (which will set in the BTEXT command) these are used as default

setting for the Audit Log Print and Audit Log Display options windows. All of these settings are used when a display is made from the Reconciliation Error or Sequence Error windows except for the error in question which is always displayed.

Detail Log - If this check box is selected Detail will be the default on the Audit Log Reconciliation and Sequence error windows. When not selected Summary Log will be the default.

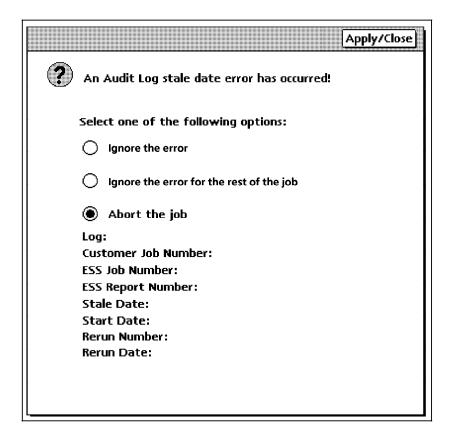
The remaining check boxes will determine the default settings for the Audit Log Print Options window and on the Audit Log Display Options window except where noted above.

- Show No Errors Shows reports that have no errors in them.
- Show Purge/Jam Show purge and jam information in the detail section.
- Show Operations Show operational information in the detail section.
- Sequence Check Show sequence error information in the detail section.
- Duplicate Check Show duplicate error information in the detail section.
- Reconciliation Errors Show reconciliation error information in the detail section.

Purge/Jam/Operational After - Puts the purge, jam, and operational details after the rest of the body details.

Stale Date

Figure 8-34. Stale Date error window



The Stale Date window is displayed when there is a stale date fault on an Audit Logged job. The stale date conditions are set up through the BTEXT commands in the job stream. Please refer to the *Xerox 4635 LPS PDL/DJDE Reference* manual for more details on BTEXT commands.

One of three selections needs to be made when this window appears.

- Ignore the error This will Ignore the error on this report only and a CONTINUE command will be sent to the printer.
- Ignore the error for the rest of the job This will Ignore the error on this report and all other reports in this job and a CONTINUE command will be sent to the printer.
- Abort the job This will abort the job that contains this report. All other reports in this job that have not been printed yet will be aborted.

The system is locked up until a selection is made and the Apply/Close header button is selected.

Remote Terminal

The remote terminal function is only available in conjunction with Xerox Print Services Manager software. Please refer to the 4635 Installation Planning Guide for hardware requirements for use of the remote terminal option.

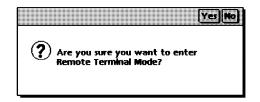
Use this task to transfer control of the 4635 from the PCUI to a remote device.

Note: This selection will only appear if the required software options have been loaded.

Remote Terminal task through windows

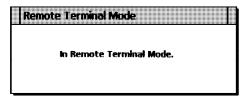
Select "Remote Terminal" from the System Control menu. A window appears asking you for confirmation.

Figure 2-20. Remote terminal confirmation window



After remote terminal has been entered, the System Controller will no longer recognize input from the PCUI and the message shown in figure 2-21 will be displayed. To return control of the 4635 to the PCUI, the command @UI\$ must be entered at the remote terminal.

Figure 2-21. Remote terminal display window



Exit to DOS

Description Select the Exit to DOS option from the System Control menu to put the PC UI in DOS mode in order to run DOS applications or to safely power off the PC UI.

This option puts the PC UI in a safe state, preventing any loss of records from the console log. If a record is being written to the console log, the PC UI finishes writing that record to the log and then stops all activities, including communication with the ESS.

Once the PC UI is in DOS mode, you can turn the PC UI power off. To log on, turn the power switch off and on or press the Boot/Reset button (if present) on the PC UI (or press <CTRL> <ALT>).

To return to windows mode, enter MANUI at the DOS prompt.

Notes DOS applications cannot be run from within the PC UI windows mode of operation. You must exit to DOS to run DOS applications.

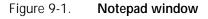
Figure 8-35. System Control>Exit to DOS confirmation window

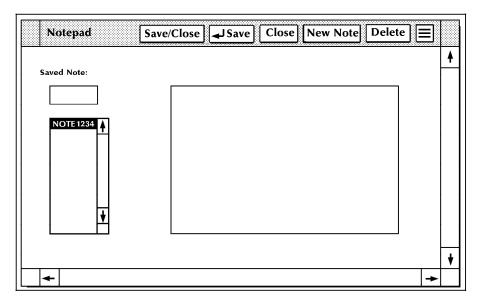
				Yes	No
?	Exit to D to be los exit to D	cause a u wan	all work t to	(in progr	ess



9.

The Notepad window allows you to create notes for yourself or for other users on the PC UI.





Description Select the Notepad icon from the PC UI desktop to display the Notepad window. You can create, display, edit, and delete notes. The names of all existing notes on the system are displayed in the Saved Note list. The list of notes is updated as notes are created and deleted.

Header buttons Display: To display a note, enter/select the saved name and select the Display header button.

Delete: To delete a note, enter/select the saved name and select the Delete header button.

New Note: Selecting this header button clears any existing text in the input field so that new text can be entered and saved.

Save: Selecting this header button or pressing the <ENTER> key saves the note text under the name you specify. (Note text can be up to 256 characters.) A confirmation window displays to confirm that you want to save the changes you have made to the note.

Saving a note with a currently existing name will overwrite the old note.

- ParametersSaved Note: Enter a note name in the input field or select a
name from the list. (Note names can be up to 8 characters.)
 - **Note** Within the Notepad window, pressing the <ENTER> key saves the note. To start a new line of text while writing a note, press and hold the <SPACEBAR> until the cursor wraps around to the next blank line.

Glossary

A3	Paper size measuring 297 by 420 mm.
A4	Paper size measuring 210 by 297 mm.
abort	To terminate the printing of a job or execution of a program before it completes.
alignment	Positioning of an image on a page for printing.
alphanumeric	Set of characters including the letters A through Z, numerals 0 through 9, and all printable special symbols.
AIM	ancillary IOT message processor. System task that initializes the client layer between the printer and the system controller. It also displays the Fault, Hint, and Information messages.
ASCII	American Standard Code for Information Interchange. Standard 7-bit code that represents alphanumeric information. Each alphanumeric character and several nonprinting characters are assigned a binary number, covering 128 possible characters. It is used for information interchange among data processing systems, data communication systems, and associated equipment.
application	Use to which a computer program or system is put, for example, sorting employee records.
applications software	Host- or LPS-resident software that directs the computer to perform specific tasks or functions as opposed to the software used to operate the computer. Common business applications include payroll, accounting, and inventory.
auxiliary menu	Menu that contains options not displayed in a window. The symbol for an auxiliary menu is a box containing three horizontal lines.
B4	Paper size measuring 250 by 353 mm.
background job	Low-priority job, usually batched, that is executed automatically as system resources become available.

backup file	File copied to a storage medium for safekeeping in case the original is damaged or lost.
baud	Measurement of data rate in bits per second. This term is used to describe information flow between two devices. Unit of data transmitting and receiving speed is roughly equal to a single bit per second. Common baud rates are 110, 300, 1200, 2400, 4800, and 9600.
binary	Numbering system based on 2 that uses only the symbols 0 and 1. Binary is used in computers and related devices since information can be represented with electric pulses (0=off, 1=on). Most computer calculations are binary.
binary digit (bit)	In the binary numbering system, either of the characters 0 or 1. The "bit" is the base unit of information used by computers. It can take the form of a magnetized spot, an electric pulse, or a positive or negative charge. A sequentially stored set of bits represents a character on a computer.
	Multipliers are:
	1 or 0 byte = 8 bits 1 kilobyte (KB) or 1,024 bytes = 8,192 bits 1 megabyte (MB) or 1,048,576 bytes = 8,388,608 bits.
	Computer space equivalents are:
	1.5 KB = about 1 single-spaced typed page 30 KB = about 20 typed pages 150 KB = about 100 typed pages
binary synchronous transmission	Data transmission in which synchronization of characters is controlled by timing signals generated at the sending and receiving stations.
bit map	Visual representation of graphic images in which a bit defines a picture element (pixel); for example, if a bit is 1, the corresponding pixel is printed.
bit mapped	Display image generated bit by bit for each point or dot. A software-driven scanner is used to create characters or graphics.
blocking	Process of combining two or more records into a single block of data which can then be moved, operated upon, or stored, as a single unit by the computer.
block length	Number of characters or bytes contained in a block of data (the block is treated as a unit within the computer). Block length is usually invariable within a system and may be specified in units such as records, words, computer words, or characters.

- **boot** To load the initial instructions of a program into computer memory; these instructions then direct the loading of the rest of the program. Booting may require entry of a few commands at the keyboard or the flip of a switch to begin the process.
- **bps** bits per second. In serial communication, the instantaneous bit speed with which a device or channel transmits a character.
- **BSC** binary synchronous communication. 1. Communication using binary synchronous line discipline. 2. Uniform procedure using a standardized set of control characters and control character sequences for synchronous transmission of binary-coded data between stations.
- **buffer** Compartment of memory in which this data is stored during transfer from one device to another. This is useful for accumulating data into blocks before storage or processing and for adjusting differences of speed between devices, or between a device and a communicating facility.
- Bypass Transport Optional module that moves paper from the last stacker bin to a finishing device.
 - **byte** Fixed number of bits (in data processing, usually 8) operated upon as a unit. A byte may represent a character, a machine instruction, or some other logical unit of information.
 - **character** Single printable letter (A-Z), numeral (0-9), symbol (& % #), or punctuation mark (, . !?) used to represent data. Characters can also be nonprinting, such as space, tab, or carriage return.
 - character code Code representing alphanumeric information, for example, ASCII.
 - character set Number of different characters used by a particular device, including alphabetic, numeric, and special characters such as symbols.
 - cluster Group of paper feeder trays, usually containing the same size and type of paper (stock). Each cluster has a name, consisting of one to six alphanumeric characters. See also *stock; stockset*.
 - **CME** copy modification entry. Entry modifying the output printing characteristics of a report on a copy-to-copy basis.
 - **code** 1. Set of symbols representing data or instructions to a computer. 2. To write a list of instructions (software) to cause the product/system to perform specified operations.
- code conversion Translation of one type of character or symbol code to another.
 - **collate** To arrange or assemble into ordered sets.

- **column** Vertical arrangement of characters.
- **command** User instruction to a computer, using the system controller keyboard or the PC UI. Commands are words, mnemonics, or characters that cause a computer to perform predefined operations. Coded instruction to a computer or computer-based system.
- **command language** Set of commands that can be used for a system, such as how the system can be instructed to perform a task.
 - **comment** Explanations written with program instructions. They are ignored by the computer.
 - **compiler** Software that translates instructions written in high-level language into machine language for execution by a system.
 - **computer** Functional unit capable of performing substantial computations, including numerous arithmetic or logic operations without human intervention during a run.
- **computer program** Sequence of instructions suitable for processing by a computer.
 - **computer system** Central processing unit (CPU) with main storage, input/output channels and devices, control units, and external storage devices connected to it.
 - **concatenate** To connect or link in a series, as when files are grouped together for faster processing. See also *job concatenation mode*.
 - **configuration** One or a group of computers and related devices, such as terminals and printers, interconnected and programmed to operate as a system (sharing resources, communicating data, accepting input, and so on).
 - **console** Functional unit containing devices used by an operator to communicate with an operating system. It may consist of a display, keyboard, and certain switches or other controls.
 - **control program** Program that supports the operating system by monitoring the flow of jobs, tasks, processing, and so on, within the system; for example, a data communication program.
 - **copy** To duplicate data in a new location or on an additional storage medium, for example, to copy files from disk to tape.
 - **copy-sensitive** Term used to indicate jobs in which multiple copies of a report will contain different data, as with paychecks and banking statements.

- cpi characters per inch. Designates the number of characters per inch for a particular typeface. See also *pitch*.
- **CPU** central processing unit. Interprets and executes instructions, performs all operations and calculations, and controls input and output units and auxiliary attachments.
- **cursor** The entry point for information or activity in a PC UI window. It is usually in the form of a mouse-controllable arrow, a flashing caret, or a flashing vertical line.
 - **data** 1. In general, facts, numbers, letters, symbols, and so on, which can be processed or produced by a computer. 2. In data processing, the source data or raw data entered for processing, as opposed to the results obtained by processing.
- database Information to meet specific processing and retrieval needs. Generally applies to integrated file of data, arranged for access by many subsystems.
- **data communications** Transmission and reception of encoded information over telecommunication lines.
 - **data file** Collection of related data records organized in a specific manner so that each record is similarly structured, for example, a payroll file set up with one record for each employee, last name first, indicating the rate of pay and all deductions.
 - data link Physical means of connecting one location with another for communication, such as the communications lines, modems, and controls which transmit information between two or more stations.
 - **data processing** Operations carried out on data by means of algorithms and programs to produce information or a specific result. The rearrangement of data into a suitable form for further use.
 - data rate In data communications, the rate at which a channel carries data, measured in bits per second (bps).
 - **data storage** Preservation of data on various media, for example, tape, disks, magnetic bubble memory, and so on.
 - **data transmission** Transmission of coded data over telephone or other telecommunication lines.
 - **debug** To detect and correct errors in a program.
 - **decompose** To break down into component parts, such as when Interpress breaks down a Font Interchange Standard (FIS) master to compile font information.

default	Value assigned to a field by the system. Default fields may be used for such items as document formats, menu selections, input fields, font selection, and paper or image size. The default value of a field may be changed.
descender	Portion of alphabetic character that extends below the baseline. See also <i>ascender, x height</i> .
desktop	Basic display screen of the PC UI.
device	Any piece of hardware other than the central processing unit (CPU).
digitize	To express or represent data in digital (binary) form so that it can be processed electronically.
disk drive	Device that can read or write magnetic media.
display	Viewing device (monitor) that visually communicates system warnings, status, and error messages and reflects operator interaction with the system on a display.
DJDE	Dynamic Job Descriptor Entry. Command within an input data stream used to modify the printing environment dynamically.
document	1. Data medium and the data recorded on it, usually permanent, which can be read by you or a computer. 2. Collection of information pertaining to a specific subject or related subjects.
dot	Unit of measurement representing a fraction of an inch, for example, 300 dots per inch (dpi). It may also be referred to as a picture element (pixel) or spot.
download	To copy files using communication lines from the host onto LPS system disks.
dry ink	Minute dry particles of resin and carbon black used to create images. Dry ink can accept an electrical charge.
duplex	Ability to send and receive information simultaneously. See also simplex printing.
duplex printing	Printing on both sides (front and back) of a page. See also simplex printing.
EBCDIC	Extended Binary Coded Decimal Interchange Code. Coded character set consisting of 8-bit coded characters. It can accommodate 256 characters.
edgemarking	Use of graphic objects, usually lines or boxes, that bleed off the edge of the physical page. See also <i>physical page</i> .

electronic publishing	Integrated production of documents on demand, using digitally stored documents, computerized composition, and electronic printing systems.
enabler	Hardware devices or software packages that allow the printer to perform in a specified manner.
Ethernet	Xerox local area network (LAN) th at allows data to be transmitted by cable from one device to another, enabling it to share the network.
FCB	forms control buffer. Buffer for controlling the vertical format of printed output.
FDL	forms description language. LPS-resident source language used for designing electronic forms. See also FSL; form.
field	An area of a PC UI window where you enter specifications (parameters) required to perform a task. See also <i>parameter</i> .
file	Set of records or text that can be stored and retrieved. An organized, named collection of records treated as a unit. For offline, it is the data between the two tape marks. For online, it is the data between banner pages.
file maintenance	To keep a file up to date by regularly adding, changing, or deleting data.
file protection	To prevent the contents on a disk or tape from being erased or written over by disabling the write head of a unit.
file purging	To erase the contents of old files to make room for new data.
firmware	Permanent programs stored in read-only memory (ROM).
FIS	Font Interchange Standard. Standard that defines the digital representation of fonts and character metrics for the generation of an entire series of Interpress fonts.
flag	Small indicator marking the occurrence of an event or the existence of a certain condition while the program is executing.
font	Set of images, usually characters and symbols, having common characteristics such as style, width, height, and weight.

- form 1. Compiled forms source library (.FSL) file. 2. Printed or typed document with blank spaces for inserting information. Specific arrangement of lines, text, and graphics stored in a computer under an identifying name. Page of data that, when preceded by proper commands, is stored on the system disk as a permanent file. It may be merged with variable data by a form start command. See also *FDL; FSL*.
- **format** 1. Layout of a document, including margins, page length, line spacing, typeface, and so on. 2. In data storage, the way the surface of a disk is organized to store data. 3. To prepare the surface of a disk for acceptance of data.
 - **FSL** forms source library. Uncompiled collection of user-created files containing FDL commands. Refer to *FDL; form*.
- **function keys** Keyboard keys that produce no character but initiate a particular machine function, such as delete.
 - **GCR** group code recording mode. Refers to the specific density of data (such as 6250 bpi) as it is recorded on tape, which is measured in bits per inch (bpi).
 - **graphics** Use of lines and figures to display data, as opposed to using text.
 - **grid** Imaginary pattern of evenly spaced horizontal and vertical lines on a page.
 - **grid unit** Smallest rectangle enclosed by horizontal and vertical lines on a grid. The size of a grid unit is expressed as the length of one side of a rectangle.
 - **hardcopy** Machine output in permanent form, such as printed reports, listings, and so on. Output in a permanent form (usually on paper or paper tape) rather than in temporary form, as on a display. Contains readable printed copy of machine (for example, computer) output.
 - **hardware** Physical components, such as mechanical, magnetic, and electronic elements of a system, as opposed to programs, procedures, rules, and associated documentation. Hardware is operated by software and firmware.
 - **HCF** high-capacity feeder. Feeder tray capable of holding 2500 sheets of 20 pound/75 gsm paper. The high-capacity feeder trays are the primary paper supply for the 4635 LPS. They are located in the bottom half of the feeder/stacker modules.
 - HCS high-capacity stacker. Stacker bin capable of holding 2500 sheets of 20 pound/75 gsm paper. In the 4635 LPS, the high-capacity stacker bins are located in the top half of the feeder/stacker modules.

header button	Software-generated buttons displayed within a PC UI window header which perform specific functions, such as closing a window or applying a selection, when selected with a mouse.
hierarchy	Relative priority assigned to arithmetic or logical operations that must be performed.
host	Computer accessed by users which serves as a source of high- speed data processing for workstations with less computer power. See also <i>mainframe</i> .
host interface	Connection between network and host computer.
icon	Symbol appearing on the PC UI or printer control console that can be opened to display a window or screen options.
id	identifier. Character used to identify or name data and possibly to indicate certain properties of that data.
image area	Area on a physical page that may contain text or graphics.
information processing	Generic term encompassing both word and data processing, used to describe the entire scope of operations performed by a computer.
initialize	1. To prepare the magnetic surface of a blank diskette so that it can accept data. 2. To set all information in a computer system to its starting values (usually the first step is accomplished when a program is booted).
input	Data or text introduced into a computer-based system.
input devices	Keyboards, magnetic media, or any device used to give a system information.
input/output	General term encompassing the flow of data into and out of a system.
input processing	Formatting control for the pages of a report.
interface	Device by which two systems connect and communicate with each other.
interpolation	Series of logical rules implemented in the printer to convert a 300 spi input video stream to a 600 spi output video stream. Interpolation is functionally analogous to bit doubling (2x scaling), except the logical rules result in superior output.
Interpress	Xerox standard that defines digital representation of lines for printing. Interpress documents can be printed on any sufficiently powerful printer equipped with Interpress print software.

Interpress font utility (IFU) program	Program used to convert FIS fonts to LPS fonts.
Interpress master	File written according to the Interpress standard.
JDE	job descriptor entry. Collection of job descriptions. See also <i>job; JSL</i> .
JDL	job descriptor library. Collection of compiled job descriptions. See also <i>JSL</i> .
job	1. Set of instructions (JDEs) defining a unit of work for the system. 2. In setting a separation boundary through the Bin Full Criteria task, job refers to everything printed as the result of a single start command. See also <i>JDE</i> .
job concatenation mode	In HIP, a mode in which multiple print jobs are processed as reports in one print job. See also <i>concatenate</i> .
job control	Program called into storage to prepare each job or job step to be run.
job management	Collective functions of job scheduling and command processing.
JSL	job source library. Collection of uncompiled job descriptions. See also job; <i>JDE</i> ; and <i>JDL</i> .
keyboard	Group of alphabetic, numeric, and/or function keys used to enter information into a system.
keyword	Required part of a command. See also operator command.
label	1. In data storage, a reference to a file saved on tape or disk, a record indicating the file name or date created, or other control information. 2. In programming, a name assigned to a particular instruction or portion of a program as a locational reference (the computer translates the label into an address).
landscape page orientation	Orientation of print lines or top of an illustration parallel to the long edge of the paper if the sheet is within the standard size range. (Sheets larger than standard have the reverse print orientation.)
laser printing	Technology that uses a laser to transfer character forms to a page by direct or indirect means.
LEF	long-edge feed. The movement of paper through the printer in the direction of the paper length (the longer side of a sheet of paper).
legal size	Sheet the standard size of legal briefs, 8.5 by 14 inches.

letter size	Paper sized 8.5 by 11 inches/216 by 279 mm.
library	In data storage, a collection of related files or programs.
line	One horizontal flow of characters.
listing	Printout or display of the statements in a program, usually used as a convenience in examining or editing programs.
load	To enter data into storage or working registers.
location	Place in which data can be stored.
log	Collection of messages or message segments placed on an auxiliary storage device for accounting or data collection purposes.
logical page	In the Xerox printing systems environment, a formatted page that is smaller than the physical page. A logical page is defined by an origin, thus allowing more than one logical page to be placed on a physical page.
logo	Small illustration or design, usually simple, typically used to identify a company.
log off	Procedure by which a user ends a session.
log on	Procedure by which a user begins a session between an application program and a logical unit.
magnetic media	Term for all storage devices, such as disks, diskettes, and tape, on which data is stored in the form of magnetized spots on surface of the media.
magnetic storage	Use of magnetic media to store data, programs, and so on.
magnetic tape	Flexible plastic tape, with one side offering a magnetic surface suitable for storing computer data in the form of magnetized spots. Magnetic tape is often used for long-term storage since it can accommodate large volumes of information.
mainframe	Central processing unit (CPU) and memory of a large computer. More often used to denote any large computer of the type that might be used to control a group of smaller computers, terminals, or other devices. See also <i>host</i> .
map	To establish a set of values having a defined correspondence with the quantities or values of another set.
margins	White space on each side of printed text.

mask	1. Selection of bits from a storage unit by using an instruction
	that eliminates the other bits in the unit. 2. In accessing files, a
	file name wildcard is used to reference one or more files with
	similar file-id (identifier) syntax. 3. In Interpress, a wildcard
	serves as a template, indicating the shape and position of an
	object on a page.

- **master file** File serving as a general reference point for a particular application system. Provides information to be used by the program. It is usually updated and maintained to reflect the results of current or daily processing operations.
 - **MB** megabyte. Unit of one million bytes.
 - **media** Vehicles or devices by which information is stored or transmitted. Classifications include source, input, and output.
 - **medium** Object or material on which data is stored, for example, magnetic tape or floppy disk.
 - **memory** Space in a device where information is kept, or the ability of a device to keep information until needed.
 - **menu** List of available functions, commands, and options.
 - **merge** Operation combining two or more files into one predetermined order. For example, to merge two separate, alphabetically ordered files of names would result in one large alphabetically ordered file.
- message Unit of information transmitted by one facility to another in a form that the receiving facility can understand and act upon. The standard message format consists of a header (containing identifying and control information), followed by the actual message content, followed by a trailer (indicating that the message is completed).
 - MHz megahertz. 1. Unit of cycling speed (one million cycles per second) for an electromagnetic wave (in particular, a radio wave).
 2. Sending and receiving stations of a radio wave transmission must be tuned in to the same unit of megahertz.
 - **MICR** Magnetic Ink Character Recognition. MICR allows a computer to read characters printed in special metallic ink by scanning the shapes of their magnetic fields. MICR fields are often imprinted on bank checks before processing.
 - mode Manner in which an activity or process is carried out.

modem	Device that converts digital information into an analog signal suitable for sending over analog telecommunication lines. Also converts an analog signal from telecommunication lines into digital information.
module	Cohesive unit within a program. It is consistent in its level and identifiable in terms of loading or with other units.
monitor	Program used to supervise, control, or verify the operations of a system.
mouse	Electronic device used with the PC UI to select options and enter data.
mouse pad	Base that provides friction and direction information to the electronic mouse.
mouse tray	Optional extension module attached to the system controller to accommodate the mouse pad and provide ample working space.
move/resize target	Part of a window that allows you to change the location or size of the window.
network	1. System of geographically separate computers, linked to one another over transmission lines. 2. Communication lines connecting a computer to its remote terminals.
node	Station, terminal, or computer that performs some control operation and influences the operation of the network as a whole.
object file	Source file converted into machine language (binary code).
object mode	For the 4635 LPS, the processing method of the PC UI which uses the mouse, windows, and icons. The PC UI operates in either the object mode or in the terminal emulation mode (TEM). See also TEM.
offline	Devices not under the active control of a central processing unit. For example, a computer makes output to a magnetic tape. The tape is then used by an offline printing system to produce printed data. Offline operations are much slower than online operations. See also <i>online</i> .
offset	To place pages currently being printed in slightly different positions from previous pages.
offset printing	Widely-used method of commercial and corporate printing, where ink is picked up by a metal or paper plate, passed to an offset drum, and then passed to the paper.

- **online** Devices under the direct control of a central processing unit, for example a printing system in interactive communication with a mainframe. See also *offline*.
- **operating system** Basic host- or LPS-resident controlling program that governs the operations of a computer, such as job entry, input/output, and data management. The operating system is always running when the computer is active. Unlike other types of programs, it does not run to an end point and stop. The operating system of a Xerox LPS is referred to as the operating system software (OSS).
 - **operation** Well-defined action that, when applied to any permissible combination of known entities, produces a new entity.
 - operator
 1. Part of a process description that indicates the action to be performed on an operand. For example, ADD is an operator that uses two operands (in this case numbers) and produces a third.
 2. Person who operates a device.
 - **operator area** The 24-inch exclusive clearance that must be available directly in front of each component of an LPS for operator activities.

operator command Statement to control a program, issued through a console device, PC UI, or terminal, causing a control program to provide requested information, alter normal operations, initiate new operations, or terminate existing operations.

- **orientation** 1. In reference to image area, orientation describes whether the printed lines are parallel to the long edge of the paper or the short edge of the paper. 2. Choice of printing portrait (vertically) or landscape (horizontally).
 - origin In reference to image area, this is the upper left corner of a sheet.
 - **output** 1. Material produced by a peripheral device of a computer, such as a printout or a magnetic tape. 2. Result of completed operations.
 - **override** To take precedence or priority over, to overrule.
- overstrike To print characters over each other.
 - page 1. In computer programming, a block of instruction, data, or both that can be located in main or auxiliary storage. 2. In word processing, a defined section of a document.
- page orientationDirection in which data is printed on a report. See also
landscape page orientation; portrait page orientation.
 - **pagination** Process of separating text into pages.

parameter	Optional or required information you specify in a PC UI window to tell the system how a task is to be performed. For example, specifying a particular file ID for editing or specifying duplex printing. See also <i>field</i> .
pass-through job	On systems with XPAF, a job that is sent directly from a host to a Xerox printer using XPAF, without undergoing XPAF processing.
password	Unique word or set of characters that an operator or user must supply to log on to a system.
patch	In programming, to modify a portion of the program at the machine language level, as opposed to modifying at the source program level.
PC UI	PC user interface. The PC hardware and Xerox-supplied software which allows the operator to control the LPS by means of a mouse, windows, and icons. See also <i>object mode; TEM</i> .
PDL	print description language. Language used to describe printing jobs to an LPS. PDL describes the input (type, format, characteristics), performs the processing functions (logical processing), and describes the output (type, format, font selection, accounting options).
physical page	Sheet of paper on which printing is done. See also edgemarking.
pitch	1. Horizontal character spacing; 10-pitch (10 characters per inch) spacing is called pica, and 12-pitch (12 characters per inch) spacing is called elite. 2. The number of page images placed on the xerographic belt during one revolution. The 4635 LPS operates in a multi-pitch mode, allowing the mode to be adjusted according to the width of the paper used.
portrait page orientation	Orientation of print lines or the top of an illustration parallel to the short edge of the paper if the sheet is within the standard size range. Sheets larger than standard have the reverse print orientation.
printer	Output device that produces hardcopy printouts. Also referred to as the IOT.
print file	Position of the system disk memory (up to 4 MB) received for temporary storage of formatted pages for printing. Pages are retained until they are delivered to the output tray.
printout	Informal expression referring to almost anything printed by a computer peripheral device.

process	1. To perform a systematic sequence of operations, such as add, edit, delete. 2. To produce a specific result by manipulating data.
processor	Applies to any system that is capable of receiving and performing operations upon data and supplying the results of those operations.
program	Complete set of instructions in language compatible with the device to be used. A program directs a system to perform each operation at the right time in the proper sequence.
programmer	Person involved in designing, writing, and testing computer programs.
prompt	Message or symbol displayed on a system console requiring the operator to take action.
protocol	Formal set of conventions governing the format of data and the control of information exchange between two communication devices.
purge	To delete data from a system.
query	Request for data or other information, entered by an operator while the system is processing.
queue	List of documents waiting to be processed.
RAM	random access memory. Storage that allows data, such as documents, to be stored and retrieved directly by address location without reading through any other data.
record	Collection of data or words treated as a unit.
recovery	Act of overcoming a problem or error during processing. Typically, a specialized software recovery routine gains control and attempts to resolve the error without crashing the system.
repagination	In word processing, a function allowing pages to be readjusted as text is added or deleted from a document. Page length can be altered or preserved as required.
replace	Process of exchanging one portion of text for another. This process encompasses two functions: deleting old text and inserting new.
report	In setting a separation boundary through the Bin Full Criteria task, report refers to a subset of a job (a job may consist of one or more reports).

resolution	Number of dots per unit. The LPS imaging system converts a character from digitized data into a printed image composed of these tiny dots. The greater the number of dots per inch, that is, the resolution, the clearer the image that is produced.
restart	To resume a data processing job run from a point where it was aborted.
RIP	raster image processor. LPS option that supports the Interpress V3.0 Publications Set.
ROM	read-only memory. Solid-state memory for programs. It cannot be rewritten.
run	Single continuous execution of a program by a system.
save	To store programs, data, or text for retrieval at a later time.
scale	To adjust font or image size according to given proportions.
scroll	Manipulation of a display to bring upper or lower portions of a document page into view when no space is available for the entire document at once.
scroll bar	Part of a window that allows you to view information extending beyond the window display.
SCSI	small computer system interface. Accepted standard for connecting peripheral devices to computers.
secondary storage	Form of storage external to a system, such as magnetic tapes or floppy disks.
security	 Procedure for limiting access to the system resources, programs, or files, to authorized personnel. Protecting programs and files from unintentional or undesired modification.
SEF	short-edge feed. The movement of paper through the printer in the direction of the paper width (the shorter side of a sheet of paper). For the 4635 LPS, short-edge feed allows larger sizes of paper (up to 11 by 17 inches/279 by 432 mm) to be printed.
sequencing	Method of ordering messages, records within a file, or statements in a program according to rank or time of entry.
sequential	In numeric sequence, usually in ascending order. As applied to a file organization, describes files in which records are written one after another and cannot be randomly accessed. For example, the first 99 records in a sequential file-access file have to be read before the 100th record is accessible.

- set In setting a separation boundary through the Bin Full Criteria task, set refers to multiple copies of the same report.
- simplex printing Printing on one side of the page. See also *duplex printing*.
 - **SNA** System Network Architecture. Total description of logical structure, formats, and protocols of operation sequences for transmitting an information unit through the communication system. Developed by IBM for distributed processing networks.
 - **software** Programs, including operating systems, procedures, utilities, and applications programs, written for a system. Software can be supplied by the hardware manufacturer or other firms but does not include programs written by the user.
 - **sort** To rearrange data records according to a particular item (field) which they all contain, using a predetermined ordering scheme.
 - **source** Terminal node at which data enters a network. For example, a computer transmitting data through telecommunication lines to several other computers or receiving terminals.
 - **source file** File containing source language statements or commands.
 - **spooling** Process of releasing data from main memory and storing it temporarily until a peripheral device is ready to accept it, for example storing text before sending it to a printer.
 - **statement** Detailed written instructions in a program step. A statement is written according to specific rules called syntax.
 - **station** 1. In data communications, a terminal device connected to a data link. 2. In computer networks, any of the numerous terminal devices that form a network.
 - **stock** User-defined name in the JSL that specifies a certain type of paper for printing a job. See also *cluster*.
 - **stockset** Collection of stocks to be used on a print job. See also *stock*; *cluster*.
 - **storage** Retention of information. Primary storage refers to internal storage where data and program instructions pertinent to current operations/jobs are held. Auxiliary storage refers to external media, such as disks or tapes, for use at a later time.
 - string Connected sequence of alphanumeric characters treated as one unit of data by a program.
 - **symbol** Character used in a computer language to specify a particular function.

synchronous Efficient encoding of data suitable for high-speed, block-oriented data transmission by using equal time elements. syntax Rules governing the structure of expressions in a programming language. syntax error System response to a mistake in a command entry. system 1. In data processing, a collection of parts and procedures organized to accomplish a set of specific functions. 2. Assembly of components united by some form of regulated interaction to form an organized whole. 3. Operations or procedures through which a business activity is accomplished. system controller Part of the LPS that provides interfacing capability, data handling, formatting, buffering, and operator control for the system. Also referred to as the "ESS." Magnetic disk storage medium, usually of large capacity, that is system disk not removable as opposed to floppy disk or disk packs. Process whereby the system is made ready to operate. Typically system generation involves selecting the operative parameters and activating the relevant software. Maximum area in which text and graphics can be imaged on a system page printing system. system software Software programs that support and/or control system functions by governing hardware operation and input/output processes, interpreting source programs and breaking them down into machine language, distributing tasks among various processors, and so on. specialist The person(s) at a customer site responsible for software, systems applications, and programming issues. tab To move the cursor on a display or printer to a prespecified column on the display or paper, most often by using the <TAB> key on a keyboard. tape Recording media for data or computer programs. Tape can be in permanent form, such as perforated paper tape. Generally, tape is used as a mass storage medium in magnetic form and has a far higher storage capacity than disk storage, but it takes longer to write or recover data from tape than from disk. tape density The number of characters that can be stored on magnetic media, such as how close together data can be recorded. The Xerox LPS may use either 1600 bpi or 6250 bpi density magnetic media.

- tape drive Input/output device that controls the movement of magnetic storage tape past the read/write head while data is accessed or stored.
 - task 1. Any major job performed by a computer. 2. One of several programs being executed by a system.
 - **TEM** terminal emulation mode. The processing method of the PC UI which features a character display and the operator's use of the keyboard. The mouse, windows, and icons are inactive in this mode. The PC UI operates in either the TEM mode or in the object mode. See also *object mode*.
- **temporary** storage Main memory locations reserved for intermediate results of processing, control values, or other information which need to be kept on hand as a program proceeds.
 - terminal Device equipped with a keyboard and connected to a computer or a network.
 - text In communications, the content portion of a transmitted message.
 - text string Consecutive series of characters to be printed exactly as specified in a command.
 - throughput In data processing systems, the amount of data that can be processed, transmitted, printed, and so on, per a specified unit of time.
 - toggle To switch (alternate) from one tray to another. The system switches from an active feeder or stacker tray to an inactive one to allow continuous printing when the proper commands are invoked.
- transmission speed In data communications, the rate at which data is passed through communication lines, usually measured in bits per inch (bpi).
 - transmit To send data from one place to another.
 - truncated Cut off before completion, as when data transfer from a host to a printer is cut off before all data has been transmitted.
 - **two-up** Application that prints two logical pages on one side of a physical page.
 - **typeface** 1. All type of a single design. 2. Set of characters with design features that make them similar to one another.

upload To copy files from a remote peripheral device to a host. LPS files are not copied to the host because one of the LPS functions is to store files for the host. utility program General-purpose program that performs activities, such as initializing a disk or sorting, which are not specific to any application. variable Information of a changeable nature which is merged with a standard or a repetitive document to create specialized or personalized versions of that document. variable data Variable data is not a part of a form design. It varies from page to page. variable text Text of changing nature, such as various names and addresses combined with a form letter to make a complete document. warning System-issued message indicating that an error has been message encountered even though the program has not failed. wildcard Part of a command (* symbol, / symbol, ? symbol) that represents a category for which the possible options are requested. wildcarding In a command, calling out a general category rather than a specific item within that category. The purpose of wildcarding is to generate the options within the given category. window In the PC UI, the graphic display object that allows you to select options and enter information. write To record data in memory or an external storage medium. write protection Data protection feature implemented on magnetic media (for example floppy disk, 9-track tape) to prevent stored data from being modified, written over, or erased. xerographic engine Component of a printer that develops an image, transfers it to paper, and fuses it for output as hardcopy.

Acronyms

ACT	Advanced Customer Training
AFP	Advanced Function Printing
ANSI	American National Standards Institute
ASCII	American Standard Code for Information Interchange
BCD	binary coded decimal
BOF	bottom of form
вот	beginning of tape
bpi	bits per inch
bps	bits per second
BSC	binary synchronous communications
CCID	character code identifier
CD	character dispatcher
CDC	control data communications
CD/IG	character dispatcher/image generator
СМ	control module
CME	copy modification entry
СМТ	character mapping table
срі	characters per inch
CPU	central processing unit
CR	carriage return
CSI	command status interface
CSR	customer support representative

DC	data center
DCE	data communications equipment
DDCMP	Digital Data Communication Message Protocol
DEC	Digital Equipment Corporation
DFA	Document Feeding and Finishing Architecture
DJDE	dynamic job descriptor entry
DMA	direct memory access
DMR	data mode ready (DEC interface for LPS)
DOS	disk operating system
dpi	dots per inch
DSDD	double sided double density
DSU	digital signal unit
DSR	disk save and restore
DSSD	double sided single density
DTE	data terminal equipment
EBCDIC	Extended Binary Coded Decimal Interchange Code
ECMA	European Computer Manufacturers Association
EMT	emulator trap
ENET	Ethernet network
EOT	end of tape
EP	electronic publishing
ESS	electronic subsystem, also referred to as the system controller
FCB	forms control buffer

FCG	finishing configuration utility
FCP	file control parameter
FDL	forms description language
FDR	file directory
FFM	font file management
FIS	Font Interchange Standard
FMS	file management subsystem
FPS	formatting print service
FSL	forms source library
FST	font specification table
GCR	group code recording
GIS	graphic input station
gsm	grams per square meter
GVG	graphics video generator
HCF	high-capacity feeder
HCS	high-capacity stacker
HFDL	host forms description language
HIP	Host Interface Processor
hpos	horizontal positioning
IBM	International Business Machines Corporation
IFU	Interpress font utility
IG	image generator
IGM	image generator module

I/O	input/output
ЮМ	image output module
ΙΟΤ	input output terminal, also referred to as "printer"
IPD	Interpress decomposer
IPFONTS	Interpress fonts
IPL	initial program load
IPM	Interpress mapping
ips	inches per second
JCB	job control block
JCL	job control language
JDE	job descriptor entry
JDL	job descriptor library
JID	job identifier
JSL	job source library
LAN	local area network
laser	light amplification by stimulated emission of radiation
LED	light-emitting diode
LEF	long-edge feed
LF	line feed character
lpi	lines per inch
LPS	Laser Printing System
LUN	logical unit number
MIS	management information systems

MPU	microprocessor unit
MTU	magnetic tape unit (refers to the 9-track magnetic tape drive; also referred to as "magnetic tape drive")
OCR	optical character recognition
ocs	operator communications subsystem
OLI	online interface
OS	operating system
OSDS	operating system diagnostic software
OSEXEC	operating system executive
OSS	operating system software
РС	personal computer
PCC	printer carriage control
PC UI	personal computer user interface
PDL	print description language
PE	phase encoded
ppm	pages per minute
PQA	print quality adjustment
PROM	programmable read-only memory
PSC	printer subsystem controller
pt	point
PWBA	printed wiring board assembly
QIC	1/4 inch cartridge
RAM	random access memory

RIP raster image processor

ROS	raster output scanner
RTC	real time clock
SAFES	stand-alone field engineering software
SAN	software analysis number
sci	START command index
SCSI	small computer system interface
SDLC	synchronous data link control
SEF	short-edge feed
SFS	status file services
SIF	sequence insert file
SNA	system network architecture
spi	spots per inch
SST	system software tape
sysgen	system generation
TL/DL	text line/display list
TOF	top of form
tpi	tracks per inch
TPJ	test pattern job
ТХС	total xerographic convergence
UCS	Universal Character Set
UCSB	Universal Character Set Buffer
UI	user interface
VM	virtual memory

vpos	vertical storage
WAN	wide area network
XCSC	Xerox Customer Support Center
XDGI	Xerox DCF and GDDM Interface
XDSS	Xerox Documentation and Software Services
XICS	Xerox Integrated Composition System
XJCF	Xerox Job Control Facility
XMP	xerographic mode persistence
XMS	xerographic mode switching
XNS	Xerox Network Systems
XPAF, XPF	Xerox Printer Access Facility
XPMF-VMS	Xerox Print Management Facility - VMS Version
ХРРІ	Xerox Pen Plotter Interface
XPS	Xerox Publishing System

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