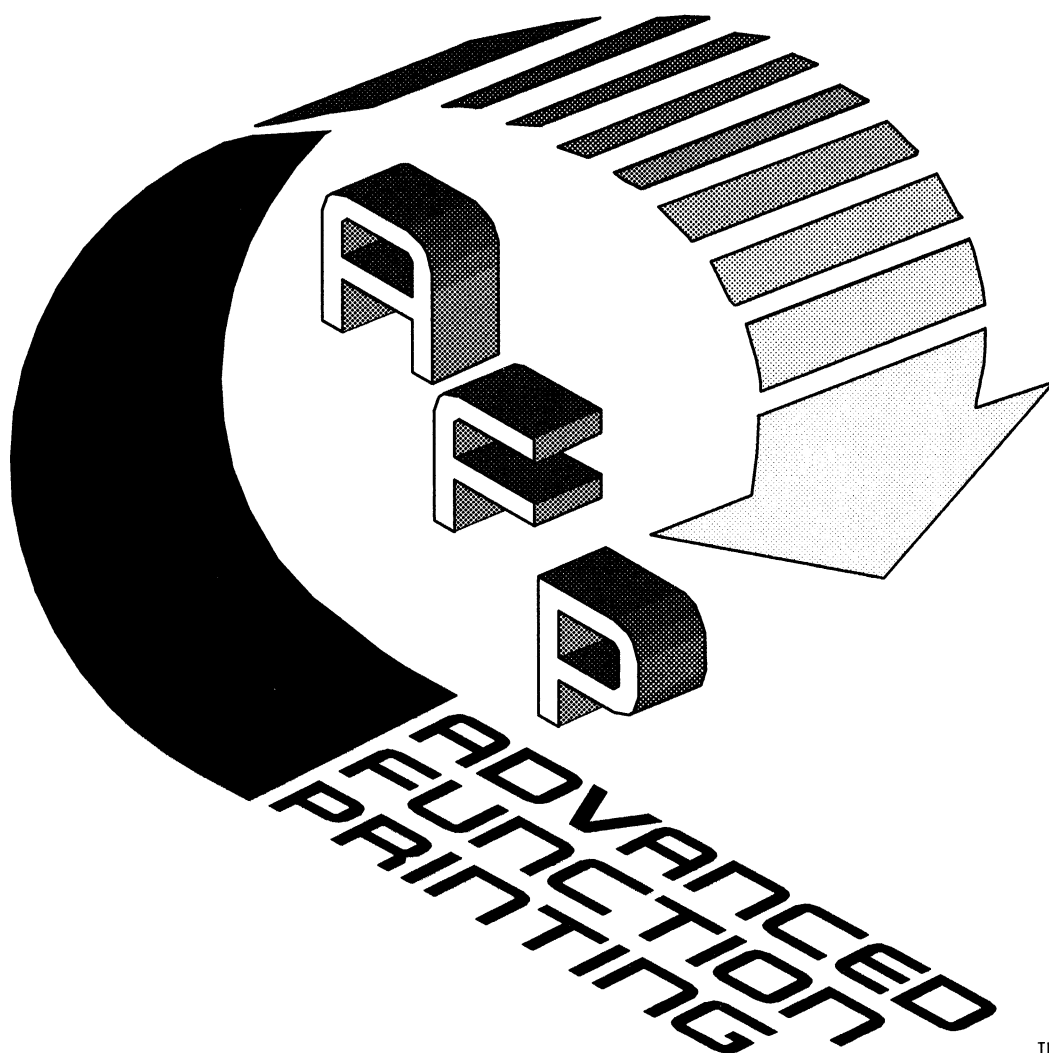




# Overlay Generation Language/370

## Getting Started

G544-3691-00



TM

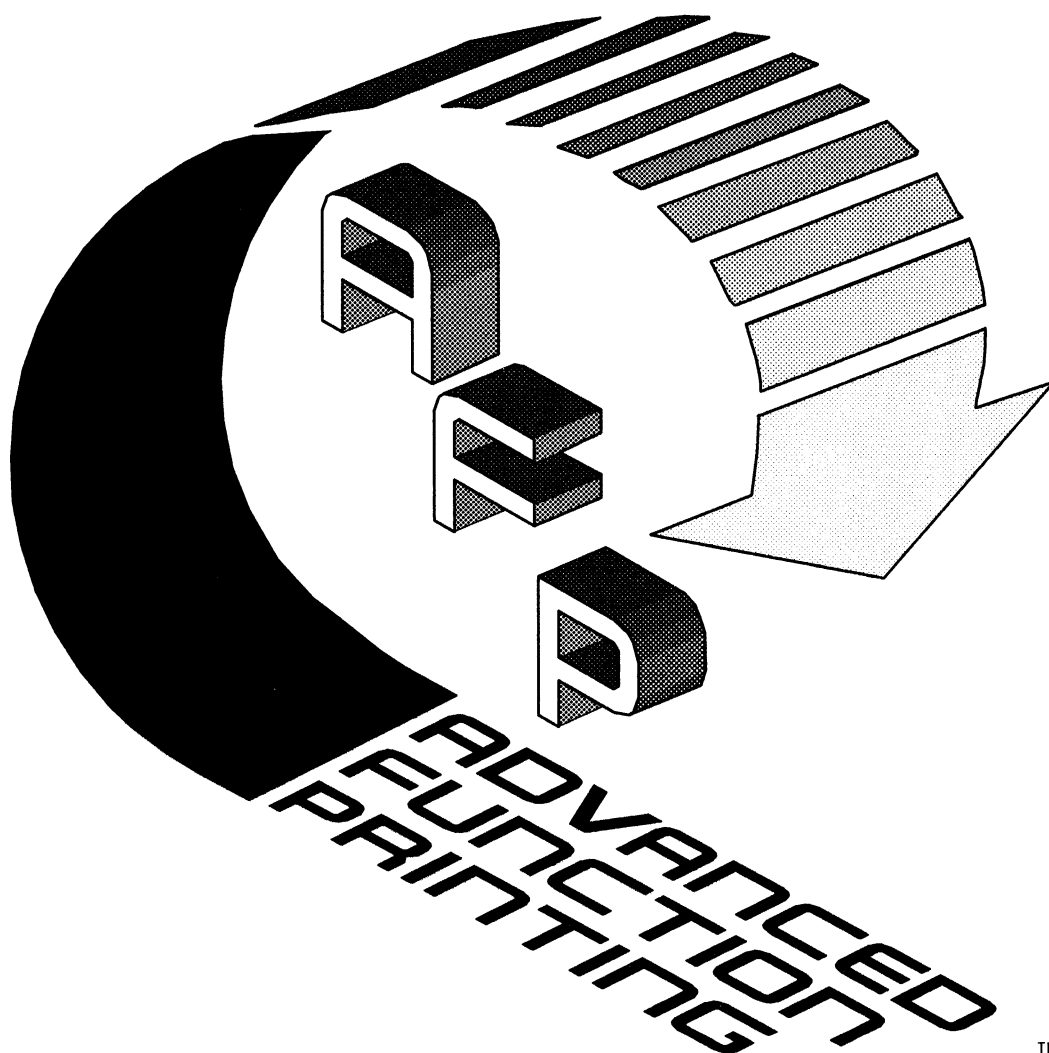




# Overlay Generation Language/370

## Getting Started

G544-3691-00



TM

**Note!**

Before using this information and the product it supports, be sure to read the general information in "Notices" on page vii.

**First Edition (October 1990)**

This is a new publication. This edition applies to Version 1.1 of the IBM Overlay Generation Language/370 Licensed Program, 5688-191, and to any subsequent releases of that program until otherwise indicated in new editions or technical newsletters.

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## Programming Interface

This book documents no programming interfaces for use by customers in writing programs that request or receive the services of OGL/370.

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## What Is the IBM Overlay Generation Language/370?

The IBM Overlay Generation Language/370 (OGL/370) is a software tool that lets you design your own forms. After forms are designed and stored in the computer, they become known as *electronic overlays*. Electronic overlays are nothing more than coded information that describes where to place certain *objects* on a form.

You create these objects using OGL *commands*—commands that let you:

- Create lines, boxes, circles, and irregularly shaped objects
- Select fonts for text
- Justify (align) text in boxes and circles
- Apply shading to boxes, circles, and shapes
- Rotate blocks of text
- Include graphics (logos, graphs, and drawings) from a resource library.

In short, OGL/370 lets you design forms that serve *your* purposes.

---

## Who Should Use this Book?

If you are a forms designer, or if you simply need to create or to change a form for a particular application, use this book along with the *OGL/370: User's Guide and Reference*. When a form needs to be changed at some later time, you can update it electronically and store it back in the computer.

To use OGL/370, you should know:

- Which operating system (MVS, VM, or VSE) you're using
- A system editor for entering OGL commands
- How to submit and print a job.

---

## How this Book Is Organized

Creating and changing the overlays you need for your applications is easy if you learn the building blocks and understand the examples given.

This book (1) defines the process of creating an overlay, (2) gives examples of simple and complex overlays, (3) identifies some common problems, and (4) offers some helpful hints.

- "Steps in the Process" on page 3 shows the steps to follow to create overlays.
- "OGL Examples" on page 4 introduces the examples that show how to specify horizontal and vertical lines (called *rules*), boxes, circles, and paths (lines of any direction) to create simple and complex overlays.
- "Common Problems" on page 20 contains problem areas to avoid.
- "Questions and Answers" on page 21 contains answers to frequently asked questions.

## Overlay-Creation Process

The chart below shows the process you should use to create an overlay. The facing page describes each of the steps in more detail.

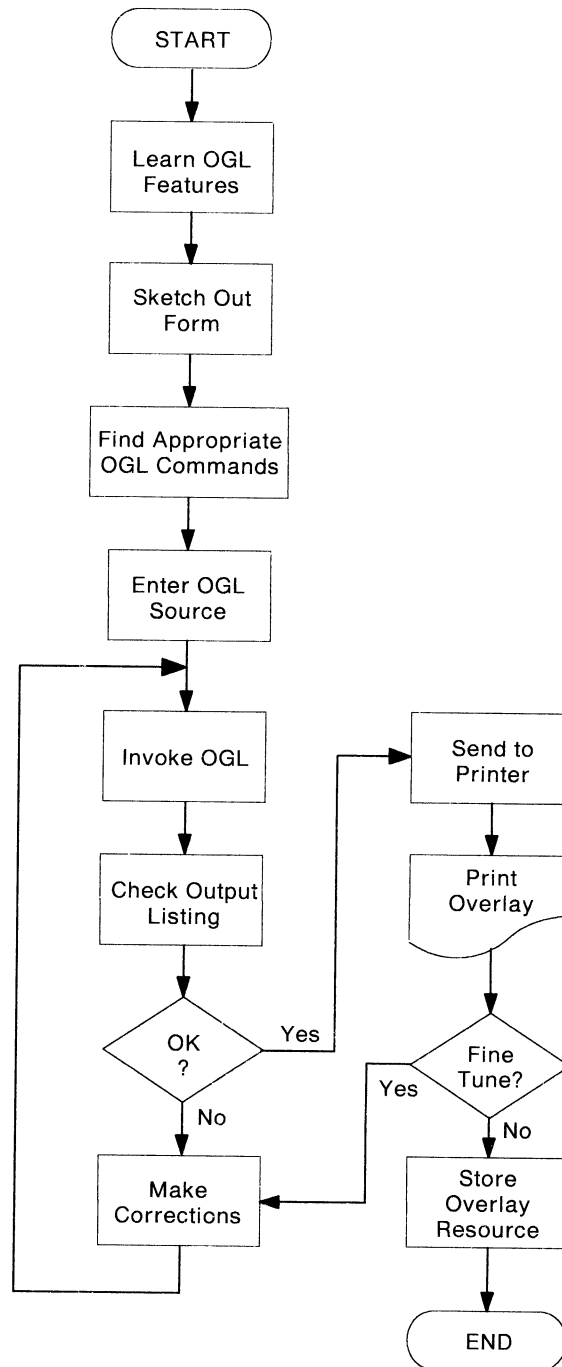


Figure 1. OGL/370 process

---

## Steps in the Process

Using OGL/370 to create an overlay is a simple but repetitive process. Follow these steps in the order shown.

1. **Learn what OGL/370 can do.** This is essential if you are a new OGL user. You need to know what OGL/370 is capable of doing—which you can do by reviewing this book—before you try to create an overlay. Also, be sure to have the *OGL/370: User's Guide and Reference* available for more detailed explanations.
2. **Decide on the overlay you want to create.** Rather than sitting down and trying to create a new form, either work from an existing model or sketch the new form onto paper. The more completely you design your form beforehand, the easier it is to create the form using OGL commands.
3. **Determine what OGL commands are needed for your form.** Having decided upon the form you want to create, find the correct OGL commands to create the various objects (rules, boxes, circles, and paths) of your overlay. (All elements in a typical overlay can be created with OGL commands.)
4. **Use a system editor to enter your OGL source statements.** Now that you have identified the OGL commands that are required, you need to use an editor to create an OGL *source* file. When entering the OGL source statements, be sure to follow the syntax rules in the *OGL/370: Quick Reference*.
5. **Have OGL/370 process your source.** You now need to start OGL/370 and have it compile your source statements. How you do this depends on the operating system you use. In VM, you start OGL/370 by using either an exec (OGLVM) or a command (OVERLAY). In MVS or VSE, you submit job control language or job control statements. Examples of how to start OGL/370 in these different environments appear in “How to Start OGL/370” on page 18.
6. **View the source output listing.** The source output listing contains all of your OGL source statements plus any informational and error messages from OGL/370 processing. Check for error messages. The messages often point to the source statements having errors and explain the problems.
7. **Edit the source if errors exist, and have OGL/370 process it again.** By reading the message text and by consulting the *OGL/370: User's Guide and Reference*, you can determine the cause of most problems. Correct your source statements and have OGL/370 process the source statements again. The source output listing and the sample overlay—if created—are replaced.
8. **Print the sample overlay.** Send the sample overlay to your host printer.
9. **Fine-tune your source statements, if necessary.** After examining your printed overlay, you may want to make slight changes to your source statements.
10. **Repeat steps 5 through 9 until your form is completed.**
11. **Create and store the overlay resource.** Change CONTROL NOSTORE to CONTROL STORE (or to CONTROL REPLACE if an overlay of the same name already exists) and restart OGL/370. (This command should be the first line in your source file.)

---

## Other OGL/370 Publications

Although this book provides some examples to help you get started, there are times you may need more in-depth information. The following manuals are shipped with the OGL/370 product; you can locate them by contacting your system administrator.

- *OGL/370: User's Guide and Reference*, S544-3702
- *OGL/370: Diagnosis Guide and Reference*, LH40-0208
- *OGL/370: Quick Reference*, S544-3703
- *OGL/370: Licensed Program Specifications*, G544-3697

---

## OGL Examples

The following pages contain examples of several simple overlays and one complex overlay. Many of the overlays are displayed in a reduced 8.5-by-11-inch-page format. The rulers along the side and bottom of the page show the scale in inches.<sup>1</sup> The source code for each example, which appears next to the overlay, represents the OGL statements that created the overlay.

Take time to familiarize yourself with the examples on the following pages. If they are similar to the application you're designing, use as much of the source code as you need to build your own overlay.

### Understanding the Examples:

**Appearance:** The overlays in this book are approximations only. As such, they may appear slightly different from the overlays you would see if you were to create and print your own overlay using the OGL source code provided in the examples. Some shaded areas, for example, may appear lighter or darker; some font styles may appear larger or smaller.

**Terminology:** Some examples might contain unfamiliar terms. For definitions, refer to the glossary at the back of the *OGL/370: User's Guide and Reference*.

**Default Values:** Most OGL commands have default values. Although the examples do not always show the defaults, the text below the source-code listings describes what each command and option does. For more information on the commands and their defaults, refer to the *OGL/370: User's Guide and Reference* and the *OGL/370: Quick Reference*.

**System Dependencies:** Although most of the following examples are independent of the operating system, the syntax used assumes a VM environment. Occasionally, system dependencies exist. In such cases, a footnote indicates what you need to do differently if your operating system is MVS or VSE.

---

<sup>1</sup> Rulers do not appear on the complex example appearing in Figure 19 on page 14 because of the size of the overlay.

---

## Tic-tac-toe

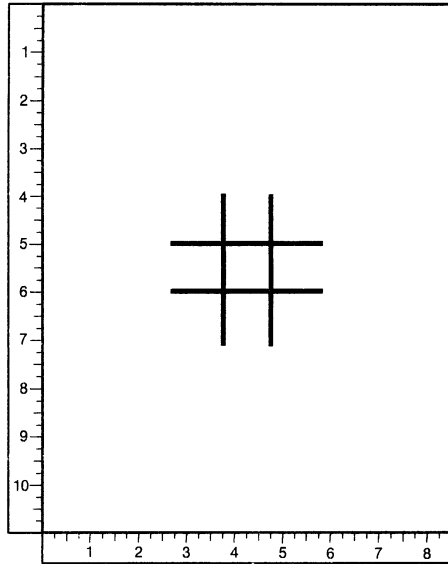


Figure 2. Tic-tac-toe

### Source-Code Listing:

```
OVERLAY SAMP1 SIZE 8.5 IN 11 IN OFFSET 0 0;  
POSITION 2.75 IN 5 IN;  
DRAWRULE ACROSS 3 IN 30 REPEAT DOWN 1 SPACED 1 IN;  
POSITION 3.75 IN 4 IN;  
DRAWRULE DOWN 3 IN 30 REPEAT ACROSS 1 SPACED 1 IN;
```

### Where:

- OVERLAY names the overlay "SAMP1," sets the size to 8.5 by 11 inches, and sets the offset from the top left corner to 0 horizontally and 0 vertically.
- POSITION sets the current absolute position on the overlay 2.75 inches to the right of and 5 inches down from the top-left corner.
- DRAWRULE draws a line 3 inches across and 30 pels wide from the current position and repeats the same line 1 inch below it.
- POSITION sets the current absolute position on the overlay 3.75 inches to the right of and 4 inches down from the top-left corner.
- DRAWRULE draws a line 3 inches down and 30 pels wide from the current position and repeats the same line 1 inch to the right of it.

---

## Simple Grid

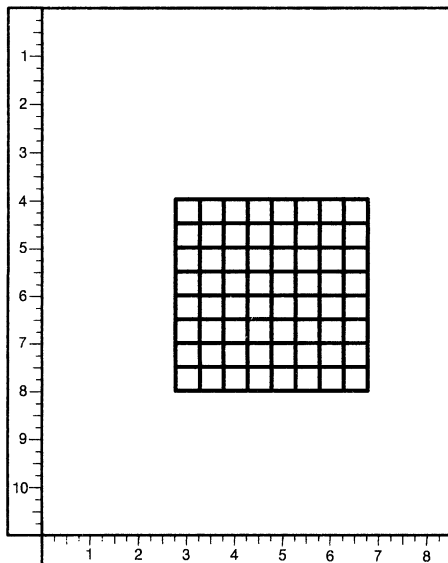


Figure 3. Simple grid

### Source-Code Listing:

```
OVERLAY SAMP2 SIZE 8.5 IN 11 IN OFFSET 0 0;  
POSITION 2.75 IN 4 IN;  
DRAWRULE ACROSS 990 PELS 30 REPEAT DOWN 8  
SPACED .5 IN;  
DRAWRULE DOWN 4 IN 30 REPEAT ACROSS 8  
SPACED .5 IN;
```

### Where:

- OVERLAY names the overlay "SAMP2," sets the size to 8.5 by 11 inches, and sets the offset from the top left corner to 0 horizontally and 0 vertically.
- POSITION sets the current absolute position on the overlay 2.75 inches to the right of and 4 inches down from the top-left corner.
- DRAWRULE draws a line 990 pels across and 30 pels wide from the current position and repeats the same line down 8 times with 0.5 inch between each line.
- DRAWRULE draws a line 4 inches down and 30 pels wide from the current position and repeats the same line across 8 times with 0.5 inch between each line.

---

## Simple Box

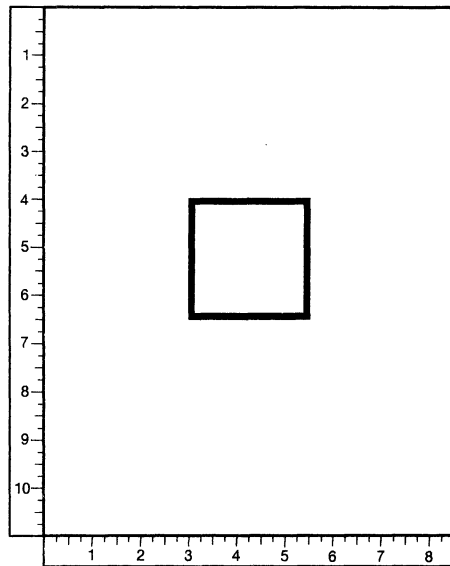


Figure 4. Simple box

### Source-Code Listing:

```
OVERLAY SAMP3 SIZE 8.5 IN 11 IN OFFSET 0 0;  
POSITION 3 IN 4 IN;  
DRAWBOX 2.5 IN 2.5 IN 30;
```

### Where:

- OVERLAY names the overlay “SAMP3,” sets the size to 8.5 by 11 inches, and sets the offset from the top left corner to 0 horizontally and 0 vertically.
- POSITION sets the current absolute position on the overlay 3 inches to the right of and 4 inches down from the top-left corner.
- DRAWBOX draws a box 2.5 inches wide and 2.5 inches high with a 30-pel-wide border.

---

## Box with Rounded Corners with Text

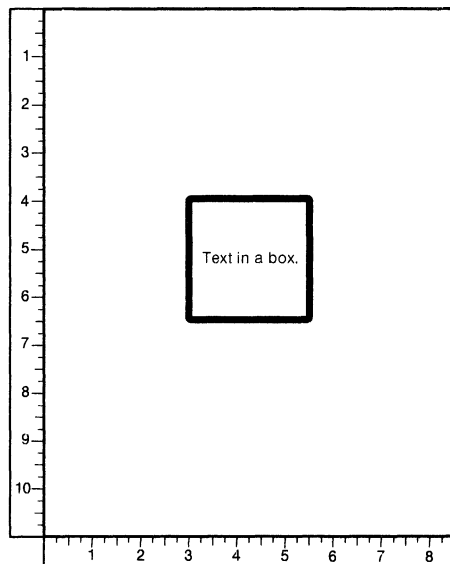


Figure 5. Box with rounded corners with text

### Source-Code Listing:

```
OVERLAY SAMP4 SIZE 8.5 IN 11 IN OFFSET 0 0;  
FONT F1 T055AC FILETYPE FONT3820;  
POSITION 3 IN 4 IN;  
DRAWBOX 2.5 IN 2.5 IN 30 ROUNDED WITHTEXT  
LINE F1 'Text in a box.';
```

### Where:

- OVERLAY names the overlay “SAMP4,” sets the size to 8.5 by 11 inches, and sets the offset from the top left corner to 0 horizontally and 0 vertically.
- FONT assigns the font an internal name of F1 and specifies the system file name and file type for the font to be used.
- POSITION sets the current absolute position on the overlay 3 inches to the right of and 4 inches down from the top-left corner.
- DRAWBOX draws a box 2.5 inches wide and 2.5 inches high with a 30-pel-wide border and rounded corners, and a line of text. The LINE subcommand specifies the font to be used and the text to be printed.



---

## Dashed Box with Diagonals

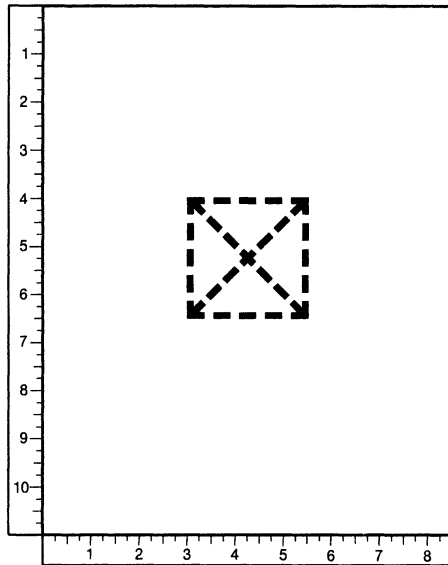


Figure 6. Dashed box with diagonals

### Source-Code Listing:

```
OVERLAY SAMP5 SIZE 8.5 IN 11 IN OFFSET 2 IN 2 IN;  
POSITION 1 IN 2 IN;  
DRAWBOX 2.5 IN 2.5 IN 30 DASHED DIAGONAL BOTH;
```

### Where:

- OVERLAY names the overlay "SAMP5," sets the size to 8.5 by 11 inches, and sets the offset from the top left corner to 2 inches horizontally and 2 inches vertically.
- POSITION sets the current absolute position on the overlay 3 inches to the right of and 4 inches down from the top-left corner. (OGL/370 establishes this position by adding the POSITION values to the OFFSET values.)
- DRAWBOX draws a box 2.5 inches wide and 2.5 inches high with a 30-pel-wide border, dashed line type, and with two diagonals.

---

## Box with Diagonal and Shading

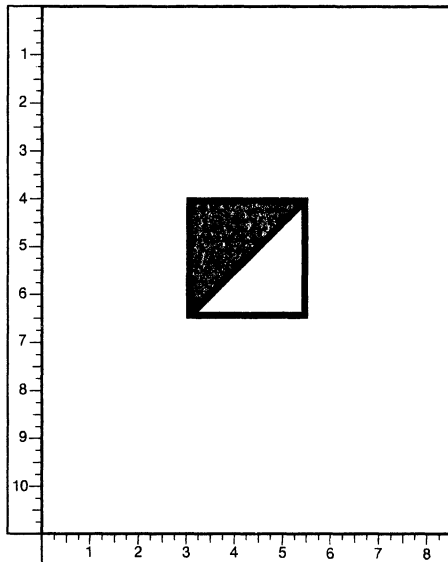


Figure 7. Box with diagonal and shading

### Source-Code Listing:

```
OVERLAY SAMP6 SIZE 8.5 IN 11 IN OFFSET 0 0;  
POSITION 3 IN 4 IN;  
DRAWBOX 2.5 IN 2.5 IN 30 DIAGONAL RIGHT  
SHADE TOP;
```

### Where:

- OVERLAY names the overlay "SAMP6," sets the size to 8.5 by 11 inches, and sets the offset from the top left corner to 0 horizontally and 0 vertically.
- POSITION sets the current absolute position on the overlay 3 inches to the right of and 4 inches down from the top-left corner.
- DRAWBOX draws a box 2.5 inches wide and 2.5 inches high with a 30-pel-wide border, a diagonal from the upper-right to lower-left corners, and shading in the upper-left area.

## Dotted Box Repeated Twice

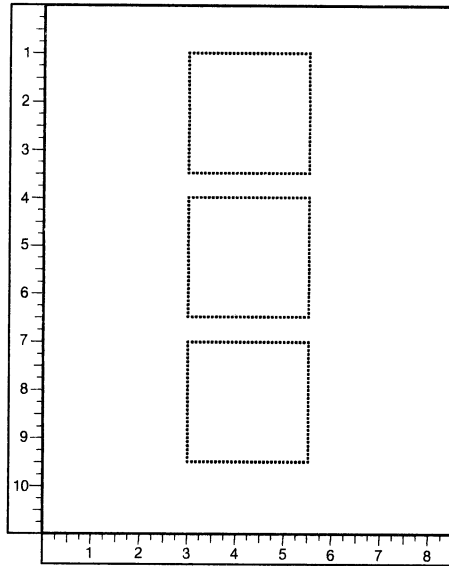


Figure 8. Dotted box repeated twice

### Source-Code Listing:

```
OVERLAY SAMP7 SIZE 8.5 IN 11 IN OFFSET 0 0;  
POSITION 3 IN 1 IN;  
DRAWBOX 2.5 IN 2.5 IN 10 DOTTED REPEAT DOWN 2  
SPACED .5 IN;
```

### Where:

- OVERLAY names the overlay “SAMP7,” sets the size to 8.5 by 11 inches, and sets the offset from the top left corner to 0 horizontally and 0 vertically.
- POSITION sets the current absolute position on the overlay 3 inches to the right of and 1 inch down from the top-left corner.
- DRAWBOX draws a box 2.5 inches wide and 2.5 inches high with a 10-pel-wide border, a dotted-border style, and repeats it down twice with 0.5 inch between each box.

**Note:** The spacing between boxes is measured from the bottom horizontal line of the current box to the top horizontal line of the next box.

## Simple Circle

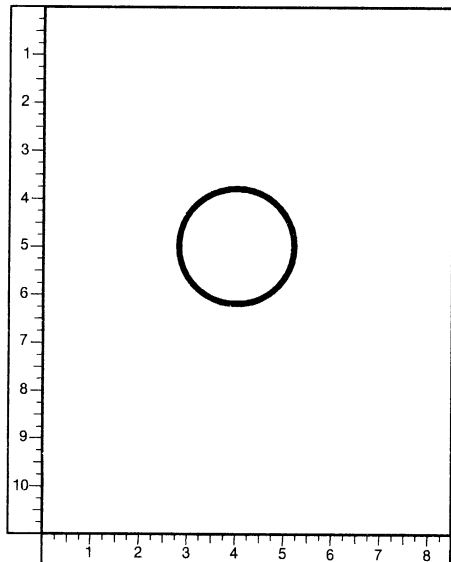


Figure 9. Simple circle

### Source-Code Listing:

```
OVERLAY SAMP8 SIZE 8.5 IN 11 IN OFFSET 0 0;  
POSITION 4 IN 5 IN;  
DRAWCIRCLE 1.25 IN 30;
```

### Where:

- OVERLAY names the overlay “SAMP8,” sets the size to 8.5 by 11 inches, and sets the offset from the top left corner to 0 horizontally and 0 vertically.
- POSITION sets the current absolute position for the center of the circle on the overlay 4 inches to the right of and 5 inches down from the top-left corner.
- DRAWCIRCLE draws a circle with a 1.25-inch radius and a 30-pel-wide border.

---

## Dashed Circle with Diagonal

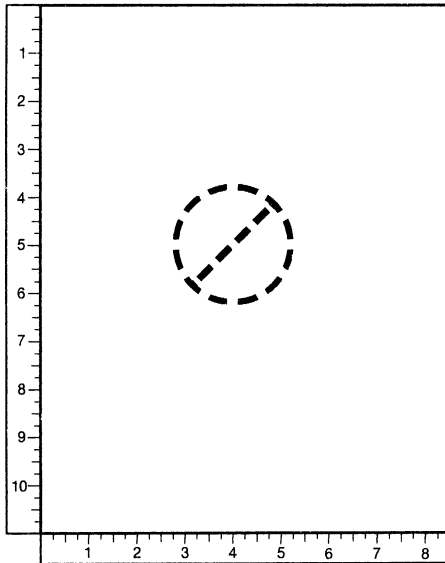


Figure 10. Dashed circle with diagonal

### Source-Code Listing:

```
OVERLAY SAMP9 SIZE 8.5 IN 11 IN OFFSET 0 0;  
POSITION 4 IN 5 IN;  
DRAWCIRCLE 1.25 IN 30 DASHED DIAGONAL RIGHT;
```

### Where:

- OVERLAY names the overlay "SAMP9," sets the size to 8.5 by 11 inches, and sets the offset from the top left corner to 0 horizontally and 0 vertically.
- POSITION sets the current absolute position for the center of the circle on the overlay 4 inches to the right of and 5 inches down from the top-left corner.
- DRAWCIRCLE draws a circle with a 1.25-inch radius, a 30-pel-wide border, a dashed-line style, and a diagonal from the upper right to the lower left.

---

## Circle with Diagonal and Shading

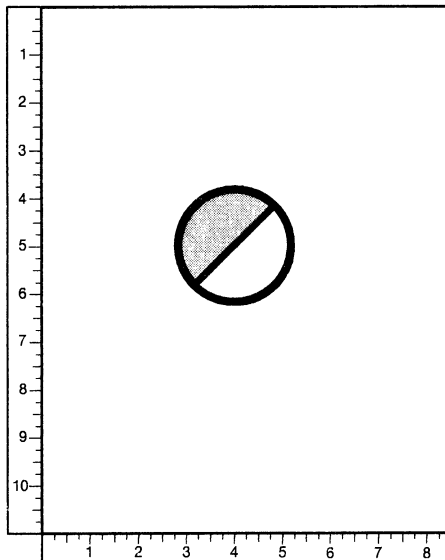


Figure 11. Circle with diagonal and shading

### Source-Code Listing:

```
OVERLAY SAMP10 SIZE 8.5 IN 11 IN OFFSET 0 0;  
POSITION 4 IN 5 IN;  
DRAWCIRCLE 1.25 IN 30 DIAGONAL RIGHT SHADE TOP;
```

### Where:

- OVERLAY names the overlay "SAMP10," sets the size to 8.5 by 11 inches, and sets the offset from the top left corner to 0 horizontally and 0 vertically.
- POSITION sets the current absolute position for the center of the circle on the overlay 4 inches to the right of and 5 inches down from the top-left corner.
- DRAWCIRCLE draws a circle with a 1.25-inch radius, a 30-pel-wide border, a diagonal from the upper right to the lower left, and shading in the upper-left area.

---

## Circle with Text

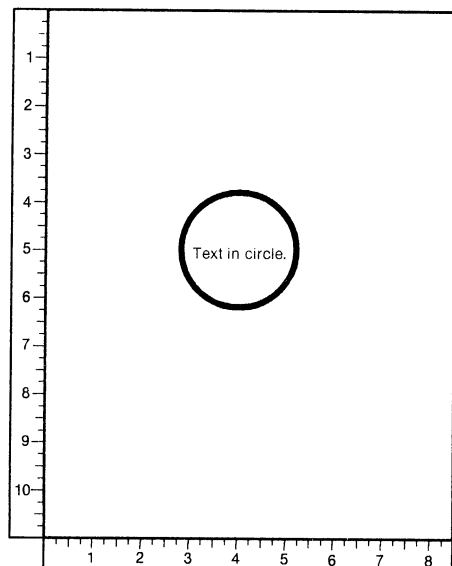


Figure 12. Circle with text

### Source-Code Listing:

```
OVERLAY SAMP11 SIZE 8.5 IN 11 IN OFFSET 0 0;  
FONT F1 T055AC FILETYPE FONT3820;  
POSITION 4 IN 5 IN;  
DRAWCIRCLE 1.25 IN 30 WITHTEXT  
LINE F1 'Text in circle.';
```

### Where:

- OVERLAY names the overlay “SAMP11,” sets the size to 8.5 by 11 inches, and sets the offset from the top left corner to 0 horizontally and 0 vertically.
- FONT assigns the font an internal name of F1 and specifies the system file name and file type for the font to be used.
- POSITION sets the current absolute position for the center of the circle on the overlay 4 inches to the right of and 5 inches down from the top-left corner.
- DRAWCIRCLE draws a circle with a 1.25-inch radius, a 30-pel-wide border, and includes a line of text.
- The LINE subcommand specifies the font to be used and the text to be printed.

---

## Dotted Circle Repeated Twice

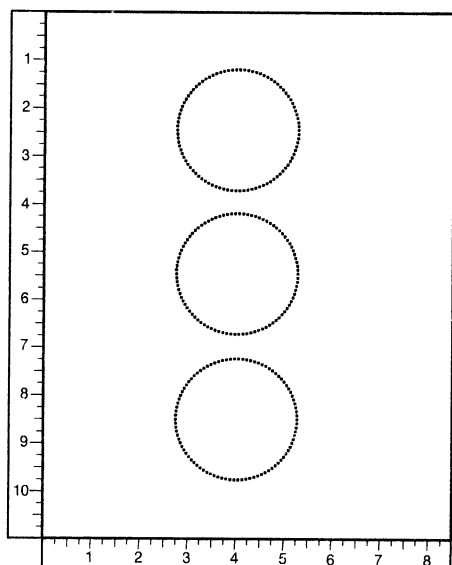


Figure 13. Dotted circle repeated twice

### Source-Code Listing:

```
OVERLAY SAMP12 SIZE 8.5 IN 11 IN OFFSET 0 0;  
POSITION 4 IN 2.5 IN;  
DRAWCIRCLE 1.25 IN 10 DOTTED REPEAT DOWN 2  
SPACED 3 IN;
```

### Where:

- OVERLAY names the overlay “SAMP12,” sets the size to 8.5 by 11 inches, and sets the offset from the top left corner to 0 horizontally and 0 vertically.
- POSITION sets the current absolute position for the center of the circle on the overlay 4 inches to the right of and 2.5 inches down from the top-left corner.
- DRAWCIRCLE draws a circle with a 1.25-inch radius, a 10-pel-wide border, a dotted-line style, and repeats it down twice.

**Note:** The spacing between circles is measured from center to center. This is different from the way REPEATED boxes are measured.

---

## Three-quarter Circle

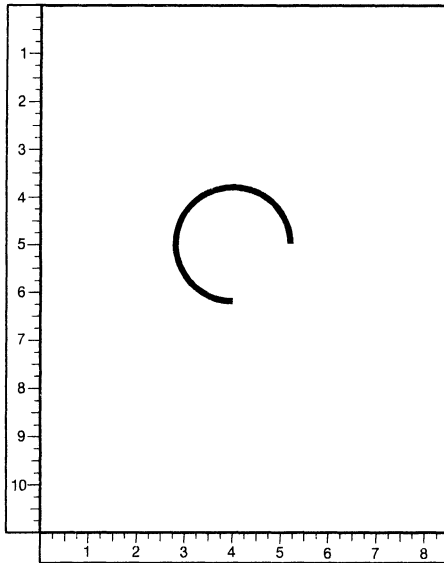


Figure 14. Three-quarter circle

### Source-Code Listing:

```
OVERLAY SAMP13 SIZE 8.5 IN 11 IN OFFSET 0 0;  
POSITION 4 IN 5 IN;  
DRAWCIRCLE 1.25 IN 30 HALF TOP QUARTER  
BOTTOMLEFT;
```

### Where:

- OVERLAY names the overlay "SAMP13," sets the size to 8.5 by 11 inches, and sets the offset from the top left corner to 0 horizontally and 0 vertically.
- POSITION sets the current absolute position for the center of the circle on the overlay 4 inches to the right of and 5 inches down from the top-left corner.
- DRAWCIRCLE draws a circle with a 1.25-inch radius, a 30-pel-wide border, drawing only the top half and bottom left quarter of the circle.

---

## Diagonal Path with Rounded and Square Ends

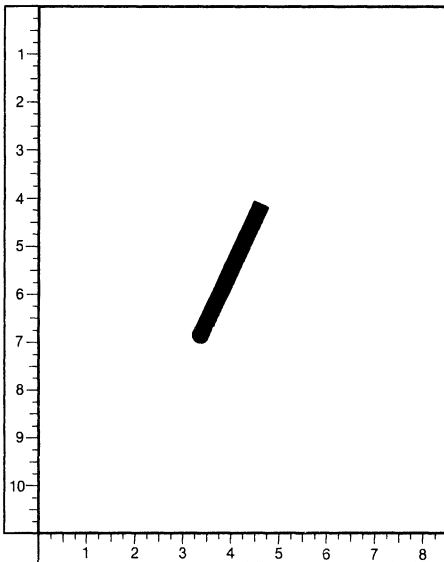


Figure 15. Diagonal path with rounded and square ends

### Source-Code Listing:

```
OVERLAY SAMP14 SIZE 8.5 IN 11 IN OFFSET 0 0;  
POSITION 3.5 IN 7 IN;  
DRAWPATH 90 PATHEND ROUNDED SQUARE TO RIGHT  
1 IN UP 2.75 IN;
```

### Where:

- OVERLAY names the overlay "SAMP14," sets the size to 8.5 by 11 inches, and sets the offset from the top left corner to 0 horizontally and 0 vertically.
- POSITION sets the current absolute position on the overlay 3.5 inches to the right of and 7 inches down from the top-left corner.
- DRAWPATH draws a diagonal line 90 pels wide, with one rounded and one square end, to the right 1 inch and up 2.75 inches.

---

## Connected Path

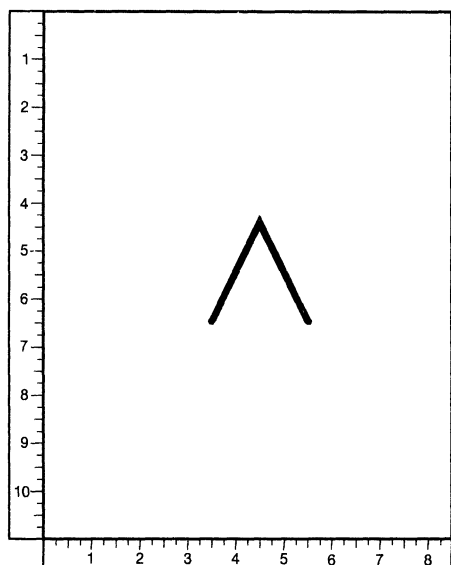


Figure 16. Connected path

### Source-Code Listing:

```
OVERLAY SAMP15 SIZE 8.5 IN 11 IN OFFSET 0 0;  
POSITION 3.5 IN 6.5 IN;  
DRAWPATH 30 PATHEND ROUNDED ROUNDED  
CONNECTION MITER  
TO RIGHT 1 IN UP 2 IN  
TO RIGHT 1 IN DOWN 2 IN;
```

### Where:

- OVERLAY names the overlay "SAMP15," sets the size to 8.5 by 11 inches, and sets the offset from the top left corner to 0 horizontally and 0 vertically.
- POSITION sets the current absolute position on the overlay 3.5 inches to the right of and 6.5 inches down from the top-left corner.
- DRAWPATH draws a diagonal line 30 pels wide, with rounded ends and mitered connection, to the right 1 inch and up 2 inches, and then to the right 1 inch and down 2 inches.

---

## Closed Path with Shading

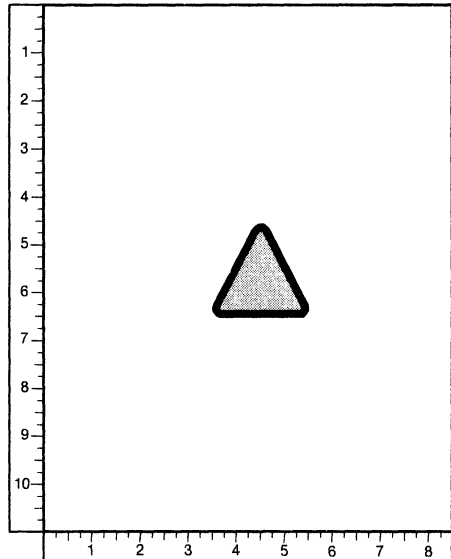


Figure 17. Closed path with shading

### Source-Code Listing:

```
OVERLAY SAMP16 SIZE 8.5 IN 11 IN OFFSET 0 0;  
POSITION 3.5 IN 6.5 IN;  
DRAWPATH 30 CONNECTION ROUNDED  
TO RIGHT 1 IN UP 2 IN  
TO RIGHT 1 IN DOWN 2 IN  
CLOSE SHADE;
```

### Where:

- OVERLAY names the overlay "SAMP16," sets the size to 8.5 by 11 inches, and sets the offset from the top left corner to 0 horizontally and 0 vertically.
- POSITION sets the current absolute position on the overlay 3.5 inches to the right of and 6.5 inches down from the top-left corner.
- DRAWPATH draws a diagonal line 30 pels wide, with rounded connections, to the right 1 inch and up 2 inches, then to the right 1 inch and down 2 inches, and then closes the path and shades it.

**Lightning Hardwood** **Source-Code Listing:**

Figure 18. Lightning Hardwood form

---

**Source-Code Listing:**

```
CONTROL STORE;  
OVERLAY SAMP17 SIZE 8.5 IN 11 IN OFFSET 0 0;  
SETUNITS 1 IN 1 IN;  
FONT F2 T075AC FILETYPE FONT3820;  
FONT F3 T0556C FILETYPE FONT3820;  
POSITION .25 .25;  
DRAWBOX 8 .5 0 WITHTEXT LINE F2  
'Lightning Hardwood Company';  
POSITION .25 .75;  
DRAWBOX 8 10 BOLD;  
DRAWBOX 1 .5 SHADE WITHTEXT LINE F3 'Qty.';  
POSITION .25 1.25;  
DRAWRULE 8 LIGHT REPEAT DOWN 36 SPACED .25;  
POSITION 1.25 .75;  
DRAWRULE DOWN 10;  
DRAWBOX 5 .5 SHADE WITHTEXT LINE F3 'Description'  
POSITION 6.25 .75;  
DRAWRULE DOWN 10;  
DRAWBOX 1 .5 SHADE WITHTEXT LINE F3 'Price';  
POSITION 7.25 .75;  
DRAWRULE DOWN 10;  
DRAWBOX 1 .5 SHADE WITHTEXT LINE F3 'Subtotal'  
POSITION 6.25 10.25 ;  
DRAWBOX 1 .5 0 WITHTEXT LINE F3 'Total';  
POSITION 7.25 10.25;  
DRAWBOX 1 .5 SHADE LIGHT;  
POSITION .25 10.25;  
DRAWRULE ACROSS 8;
```

**Where:**

- **OVERLAY** defines the name, size, and offset from the upper-left corner.
- **CONTROL STORE** tells OGL/370 to store the overlay in a resource library.

**Note:** This is the only example in this book in which OGL/370 is told to *store* the overlay.

- **SETUNITS** defines the default units of measurement to be used by all subsequent commands.
- **FONT** defines the symbolic names and names the font files.
- **POSITION** sets the current location from the offset.
- **DRAWBOX** draws the box width and height, border thickness, border type, shading options, and text properties.
- **DRAWRULE** defines the rule direction, length, thickness, type, repetitions, and spacing.

Baxter Bay Bank

STATEMENT DATE

ACCOUNT NUMBER

CREDIT LIMIT

CREDIT AVAILABLE

AMOUNT OVER LIMIT

MAKE CHECKS PAYABLE TO: BaxterBayCard

DIRECT PAYMENT OR INQUIRES TO:  
BaxterBayCard Center  
CUSTOMER SERVICES  
P.O. Box 100/Baxter Bay, CO  
80299  
Phone (303) 555-4567

PLEASE DETACH AND RETURN THIS TOP PORTION TO INSURE PROPER CREDIT

\$

AMOUNT PAID

PAST DUE

CURRENT DUE

MINIMUM PAYMENT DUE

PAY EITHER AMOUNT

NEW BALANCE

PAY NEW BALANCE BY THIS DATE TO AVOID ADDITIONAL FINANCE CHARGE

YEAR-TO-DATE FINANCE CHARGE

STATEMENT DATE

ACCOUNT NUMBER

ANNUAL PERCENTAGE RATE

PREVIOUS BALANCE

PAYMENTS

CREDITS

CURRENT PURCHASES

CASH ADVANCE(S)

FINANCE CHARGE FROM PERCENT RATE

BALANCE SUBJECT TO FINANCE CHARGE (PREVIOUS BALANCE)

NEW BALANCE

DATE

TRANSACTION DESCRIPTION

REFERENCE NUMBER

PROCESS DATE

AMOUNT

NOTICE: SEE REVERSE SIDE FOR IMPORTANT INFORMATION

("-" MEANS A CREDIT OR A CREDIT BALANCE)

Figure 19. Baxter Bay Bank. (Actual size is 8.5 by 11 inches)

The following pages show the source code that created the above overlay.



### Source-Code Listing:

```
OVERLAY BAXBAY SIZE 8.5 IN 11 IN
  OFFSET 1 MM 0 MM;
ORIENT 0;
SETUNITS 1 MM 1 MM;
```

- 'SEGMENTS'

```
SEGMENT LOGO L0BBB2 FILETYPE PSEG3820;
```

- 'FONTS'

```
FONT FONT1 GT12 FILETYPE FONT3820;
FONT FONT2 GT24 FILETYPE FONT3820;
FONT FONT3 GT15 FILETYPE FONT3820;
FONT FONT5 GT20 FILETYPE FONT3820;
FONT FONT7 GB12 FILETYPE FONT3820;
FONT FONT9 GB10 FILETYPE FONT3820;
FONT BIGG A075NI FILETYPE FONT3820;
```

- 'LOGO'

```
POSITION 80 4;
PLACE SEGID LOGO;
```

- 'BANK NAME'

```
POSITION 109 18.25;
SETTEXT
  LINE BIGG 'Baxter Bay Bank';
```

- 'HEADING'

```
POSITION 109 34;
SETTEXT LEFT SPACED 4 MM
  LINE FONT1 'MAKE CHECKS PAYABLE TO: '
  FONT3 'BaxterBayCard'
  LINE FONT1 '
  LINE FONT1 'DIRECT PAYMENT OR'
  LINE FONT1 'INQUIRIES TO:';
```

```
POSITION 159.5 52;
SETTEXT LEFT SPACED 3 MM
  LINE FONT3 'PLEASE DETACH AND'
  LINE FONT3 'RETURN THIS TOP'
  LINE FONT3 'PORTION TO INSURE'
  LINE FONT3 'PROPER CREDIT';
```

```
POSITION 109 52;
SETTEXT LEFT SPACED 3.5 MM
  LINE FONT3 'BaxterBayCard Center'
  LINE FONT3 'CUSTOMER SERVICES'
  LINE FONT3 'P.O. Box 100/Baxter Bay, CO'
  LINE FONT3 '80299'
  LINE FONT3 'Phone (303) 555-4567';
```

```
POSITION 6 93;
SETTEXT
  LINE FONT1 ' $ ';
```

```
POSITION 6 97;
SETTEXT
  LINE FONT1 ' AMOUNT PAID';
POSITION 6 93.5;
DRAWRULE ACROSS 50 LIGHT;
```

```
POSITION 50 PELS 101 MM;
DRAWRULE ACROSS 1940 PELS DASHED;
```

```
POSITION 6 143;
DRAWRULE ACROSS 25.25 LIGHT
  REPEAT ACROSS 1 SPACED 25.25;
```

- 'SUMMARY BOX'

```
POSITION 6 31;
DRAWBOX 50 56 LIGHT SHADE 0;
```

```
POSITION 6 31;
DRAWBOX 50 7 LIGHT
  REPEAT DOWN 2 SPACED 7 SHADE ALL 25;
POSITION RIGHT 4 PELS DOWN 8 PELS;
DRAWBOX 50 7 0
  REPEAT DOWN 2 SPACED 7
  WITHTEXT BOX 1 TOP LEFT
    LINE FONT1 ' STATEMENT DATE'
  WITHTEXT BOX 2 TOP LEFT
    LINE FONT1 ' ACCOUNT NUMBER'
  WITHTEXT BOX 3 TOP LEFT
    LINE FONT1 ' CREDIT LIMIT' ;
```

```
POSITION 6 73;
DRAWBOX 25 7 LIGHT
  REPEAT ACROSS 1 SPACED 0 SHADE ALL 25
  WITHTEXT BOX 1 TOP LEFT
    LINE FONT3 ' CREDIT'
    LINE FONT3 ' AVAILABLE'
  WITHTEXT BOX 2 TOP LEFT
    LINE FONT3 ' AMOUNT'
    LINE FONT3 ' OVER LIMIT';
```

```
POSITION 31 73;
DRAWRULE DOWN 14 LIGHT;
```

```
POSITION 87 113;
DRAWBOX 25.5 14 0
  WITHTEXT CENTER LEFT SPACED 4 MM
    LINE FONT9 'PAY'
    LINE FONT9 'EITHER'
    LINE FONT9 'AMOUNT';
```

- 'Middle Boxes'

```
POSITION 6 129;
DRAWBOX 25.25 7 LIGHT
  REPEAT ACROSS 1 SPACED 25.25 SHADE ALL 25
  WITHTEXT BOX 1 TOP LEFT
    LINE FONT3 ' STATEMENT'
    LINE FONT3 ' DATE'
  WITHTEXT BOX 2 TOP LEFT
```

```

        LINE FONT3 ' ACCOUNT'
        LINE FONT3 ' NUMBER';
POSITION 132.25 129;
DRAWBOX 25.25 7 LIGHT SHADE 25 ;
POSITION RIGHT 4 PELS DOWN 8 PELS;
DRAWBOX 25.25 7 0
    WITHTEXT BOX 1 TOP LEFT
        LINE FONT5 ' ANNUAL'
        LINE FONT5 ' PERCENTAGE RATE';
POSITION 132 143;
DRAWRULE ACROSS 25.25 LIGHT;
POSITION 132.25 129;
DRAWRULE DOWN 14 5
    REPEAT ACROSS 1 SPACED 25.25;
POSITION 132.25 145;
DRAWRULE DOWN 14 5
    REPEAT ACROSS 1 SPACED 25.25;
POSITION 6 136;
DRAWRULE DOWN 7 LIGHT
    REPEAT ACROSS 1 SPACED 25.25;
POSITION 56.5 136;
DRAWRULE DOWN 7 LIGHT
    REPEAT ACROSS 1 SPACED 25.25;
POSITION 6 143;
DRAWRULE ACROSS 25.25 LIGHT
    REPEAT ACROSS 1 SPACED 25.25;
POSITION 133 143;
DRAWRULE ACROSS 25.25 LIGHT;

-'PREVIOUS BALANCE LINE'

POSITION 6 145;
DRAWBOX 25.25 7 LIGHT
    REPEAT ACROSS 7 SPACED 0 SHADE ALL 25
    WITHTEXT BOX 1 TOP LEFT
        LINE FONT3 ' PREVIOUS'
        LINE FONT3 ' BALANCE'
    WITHTEXT BOX 2 TOP LEFT
        LINE FONT3 ' PAYMENTS'
    WITHTEXT BOX 3 TOP LEFT
        LINE FONT3 ' CREDITS'
    WITHTEXT BOX 4 TOP LEFT
        LINE FONT3 ' CURRENT'
        LINE FONT3 ' PURCHASES'
    WITHTEXT BOX 5 TOP LEFT
        LINE FONT3 ' CASH'
        LINE FONT3 ' ADVANCE(S)'
    WITHTEXT BOX 8 TOP LEFT
        LINE FONT3 ' NEW'
        LINE FONT3 ' BALANCE';
POSITION 132.25 145;
POSITION RIGHT 4 PELS DOWN 8 PELS;
DRAWBOX 25.25 7 0
    REPEAT ACROSS 1 SPACED 0
    WITHTEXT BOX 1 TOP LEFT SPACED 2 MM
        LINE FONT2 ' '
            UNDERLINE 'FINANCE CHARGE'
        LINE FONT2 ' FROM PERIODIC RATE'
    WITHTEXT BOX 2 TOP LEFT SPACED 2 MM
        LINE FONT2 ' BALANCE SUBJECT TO'

```

```

        LINE FONT2 ' '
            UNDERLINE 'FINANCE CHARGE'
        LINE FONT2 ' (AVERAGE DAILY BALANCE)';

POSITION 6 152;
DRAWRULE DOWN 7 LIGHT
    REPEAT ACROSS 8 SPACED 25.25;

POSITION 6 159;
DRAWRULE ACROSS 202 LIGHT;

-'PAST DUE LINE'

POSITION 6 113;
DRAWBOX 25.25 7 LIGHT
    REPEAT ACROSS 2 SPACED 0 SHADE ALL 25
    WITHTEXT BOX 1 TOP LEFT
        LINE FONT3 ' PAST'
        LINE FONT3 ' DUE'
    WITHTEXT BOX 2 TOP LEFT
        LINE FONT3 ' CURRENT'
        LINE FONT3 ' DUE'
    WITHTEXT BOX 3 TOP LEFT
        LINE FONT3 ' MINIMUM'
        LINE FONT3 ' PAYMENT DUE';

POSITION 107 113;
DRAWBOX 25.25 7 LIGHT SHADE 25
    WITHTEXT TOP LEFT
        LINE FONT3 ' NEW'
        LINE FONT3 ' BALANCE';

POSITION 132.25 113;
DRAWBOX 50.50 7 LIGHT SHADE 25;
POSITION RIGHT 4 PELS DOWN 8 PELS;
DRAWBOX 50.50 7 0
    WITHTEXT TOP LEFT
        LINE FONT5 ' PAY NEW BALANCE BY THIS DATE TO'
        LINE FONT5 ' AVOID ADDITIONAL '
            UNDERLINE 'FINANCE CHARGE';

POSITION 182.75 113;
DRAWBOX 25.25 7 LIGHT SHADE 25;
POSITION RIGHT 4 PELS DOWN 8 PELS;
DRAWBOX 25.25 7 0
    WITHTEXT TOP LEFT
        LINE FONT5 ' YEAR-TO-DATE'
        LINE FONT5 ' '
            UNDERLINE 'FINANCE CHARGE';

POSITION 6 120;
DRAWRULE DOWN 7 LIGHT
    REPEAT ACROSS 3 SPACED 25.25;

POSITION 107 120;
DRAWRULE DOWN 7 LIGHT
    REPEAT ACROSS 1 SPACED 25.25;

POSITION 132.25 120;

```

DRAWRULE DOWN 7 LIGHT REPEAT ACROSS 1 SPACED 50.5;	POSITION 184.25 164; SETTEXT LINE FONT3 'AMOUNT';
POSITION 208 120; DRAWRULE DOWN 7 LIGHT;	POSITION 6 168; DRAWBOX 202 81 LIGHT;
POSITION 6 127; DRAWRULE ACROSS 76 LIGHT;	POSITION 19 168; DRAWRULE DOWN 81 LIGHT REPEAT LOCATION 132 168;
POSITION 107 127; DRAWRULE ACROSS 101 LIGHT;	POSITION 170 168; DRAWRULE DOWN 81 LIGHT REPEAT LOCATION 182.75 168;
- 'DETAIL HEADINGS'	POSITION 21 252; SETTEXT LINE FONT3 'NOTICE: ' FONT5 'SEE REVERSE SIDE FOR ' 'IMPORTANT INFORMATION';
POSITION 6 161; DRAWBOX 13 7 LIGHT SHADE 25 WITHTEXT TOP LEFT LINE FONT3 ' DATE';	POSITION 5.88 IN 252; SETTEXT LINE FONT5 '("-" MEANS A CREDIT OR ' 'A CREDIT BALANCE)';
POSITION 19 161; DRAWBOX 113 7 LIGHT SHADE 25 WITHTEXT TOP LEFT LINE FONT3 ' TRANSACTION ' 'DESCRIPTION';	- 'PRINT LEFT POINTER'
POSITION 132 161; DRAWBOX 38 7 LIGHT SHADE 25 WITHTEXT TOP LEFT LINE FONT3 ' REFERENCE NUMBER';	POSITION 77.5 115.8; DRAWBOX 80 PELS 80 PELS 0 DIAGONAL BOTH SHADE RIGHT 50;
POSITION 170 161; DRAWBOX 12.75 7 LIGHT SHADE 25 WITHTEXT TOP LEFT LINE FONT5 ' PROCESS' LINE FONT5 ' DATE';	- 'PRINT RIGHT POINTER'
POSITION 182.75 161; DRAWBOX 25.25 7 LIGHT SHADE 25;	POSITION RIGHT 25.25 UP 0; DRAWBOX 80 PELS 80 PELS 0 DIAGONAL BOTH SHADE LEFT 50;
	- 'END OF OGL STATEMENTS'

---

## How to Start OGL/370

After you have created a file containing your OGL source code, you need to start OGL/370 to process the file. The way you start OGL/370 depends on your operating system.

- **If your operating system is VM:**

1. Before you issue the OVERLAY command for the first time during a session, you must issue the following command:

```
Global TXTLIB OGLENG OGLGER OGLJAP
```

**Note:** A convenient way of automatically doing this is to add the Global command to your PROFILE EXEC.

2. At the CMS prompt, enter:

```
OGLVM
```

or

```
OVERLAY filename filetype
```

3. If you used OGLVM, enter the values on the panel for *Source File* and *Options*, and press ENTER. (Use the "F" (file) option for output until your source statements compile error free.)
4. Review the listing file for errors; correct any errors. Rerun the job.
5. When the file compiles without errors, rerun using the "P" (print) option, to tell OGL/370 to create the overlay sample for printing. (The *filename filetype* will be O1fn SAMP38PP, where *fn* is the original file name containing the source code.)

- **If your operating system is MVS:**

1. Submit the following job control language:

```
//STEP1      EXEC    PGM=DZIOVRLY,REGION=1M,PARM='SEquence|NOSEquence,
                DEFault|ALternate|ENGLISH|GERman|JAPanese'
//OUTPUT1    OUTPUT  FORMDEF=F1OGL
//SYSPRINT   DD      SYSOUT=S
//SAMPLE     DD      SYSOUT=S,OUTPUT=*.OUTPUT1
//OVRLIB     DD      DSN=SYS1.OVERLIB,DISP=OLD
//FONTDD     DD      DSN=SYS1.FONTLIB,DISP=SHR
//SYMBOLIC   DD      DSN=SYS1.SYMBOLIC,DISP=SHR
//SEGDD      DD      DSN=SYS1.PSEGLIB,DISP=SHR
//SYSIN      DD      *
```

2. Review the listing file for errors; correct any errors. Rerun the job.

- **If your operating system is VSE:**

1. Submit the following job control statements:

```
* $$ JOB      JNM=OGLVSE,CLASS=jobclass
// JOB        OGLVSE
* $$ LST      DEST=(,pdevlab),FNO=ppm,LST=X'cuu',CLASS=class

// ASSGN      SYS010,X'cuu'
// ASSGN      SYSLST,X'cuu'
// ASSGN      SYSIPT,X'cuu'
// ASSGN      SYS009,devtype,VOL=volser,SHR
// DLBL       SYMBOL,'symbolic.file.name'
// EXTENT     SYS009,volser

// LIBDEF     PHASE,SEARCH=(fontlib,seglib,pgmlib),CATALOG=overlib
// EXEC       PGM=DZIOVRLY,SIZE=600K,PARM='SEQuence|NOSEQuence,
              DEFault|ALTErnate|ENGLish|GERman|JAPanese'
```

-Overlay Generation Language Definition Entries: /\* /&

2. Review the listing file for errors; correct any errors. Rerun the job.

---

## Common Problems

- **Missing a semicolon at the end of a command.**

Without a semicolon, OGL/370 won't know when a command ends.

- **Specifying a command option in the wrong order.**

OGL/370 knows what options each command has and expects them in a certain order. If these options are in the wrong order, the command is not processed.

- **Omitting a needed portion of a command.**

Similar to the last error, if you don't include a required command part, OGL/370 doesn't process the command.

- **Forgetting to include a unit of measure.**

OGL/370 has no default unit of measure. Without a unit of measure, OGL/370 won't know what to use. (If you use SETUNITS, you don't need to code units of measure.)

- **Printing off the overlay when using the repeat option for boxes and lines.**

Spacing is *between* boxes and lines. Also, consider that

```
DRAWRULE ACROSS REPEAT (n) ACROSS
```

puts horizontal rules *side by side*. To create horizontal rules beneath each other, code:

```
DRAWRULE ACROSS REPEAT (n) DOWN
```

- **Specifying the vertical value before the horizontal value.**

The horizontal value *always* comes first.

- **Misaligning a column of numbers on a decimal point.**

If you use a fixed-space font, alignment is not a problem. If you use proportional fonts, you can use two DRAWBOX or SETTEXT commands with the WITHTEXT parameter. The first command itemizes the numbers to the left of the decimal (and can include the decimal) using right alignment; the second command itemizes the numbers to the right of the decimal.

- **Positioning errors on page segments.**

- If the overlay has an orientation of 0, consider any white space in the page segment when determining placement.
- If the overlay is rotated, position the overlay relative to the top-left *physical* page, not to the logical page.

- **Positioning an element off the overlay space.**

This is most likely to happen when the overlay is small or when you are positioning large objects.

- **Making an element too large for the overlay.**

The largest element can be only as large as the overlay itself.

- **Having a text block that is too large to fit in an element.**

Only a certain amount of text can fit within an element. If the text can't be trimmed, use either a smaller font or a larger element.

- **Not allowing for line thickness.**

When drawing a border or element, allow for the border thickness of the element to avoid running into another element or running off the page.

- **Using the wrong relative position when the overlay has been oriented.**

Remember to define the overlay in the 0-degree direction.

- **Improperly specifying a page-segment name to OGL.**

If you use the PLACE command, you must refer to the name used in the SEGMENT command.

- **Not specifying a font before using it.**

You *must* define a font (using the FONT command) before you can use it.

- **Running out of room in the resource library.**

This is most likely to happen in MVS and VSE when you compile your OGL source using the CONTROL STORE (or REPLACE) option. It's best to use CONTROL NOSTORE until you're sure that the overlay is in its final form.

---

## Questions and Answers

**Q: What's the best way to start creating an overlay?**

**A:** Spend most of your time designing the overlay beforehand instead of designing it when you're writing OGL commands. Decide how you want the form to appear by identifying what should go where. (See "Steps in the Process" on page 3.) Use a ruler and make notes to determine the size and placement of objects.

**Q: If I'm creating a complex overlay, are there some guidelines I should be aware of?**

**A:** Use DEFINE GROUP to define the subareas of the overlay. That way you can later change positions of items within sub-groups without affecting the position of the entire overlay.

**Q: What's the easiest way to position items relative to one another instead of to the page?**

**A:** Use relative positioning (POSITION command with UP/DOWN or LEFT/RIGHT) or DEFINE GROUP. When the group moves, all items move together.

**Q: How do I align text with other lines or objects?**

**A:** Specify your own line spacing. Sometimes it's easier to specify blank lines instead of specifying sets of POSITION and SETTEXT commands.

**Q: Is there an easy way to center text?**

**A:** If you use the DRAWBOX command and specify a line weight of 0 (an "invisible" box), the text can be centered using the CENTER option of the WITHTEXT subcommand.

**Q: Is there a way to determine how many fonts are actually being used?**

**A:** Use CONTROL SUMMARY. A list of all referenced fonts appears immediately after the listing file.

**Q: I need to be able to shrink or enlarge an entire overlay after it's created. How can I do it?**

**A:** Use the SETUNITS command to set your default units of measure and use them exclusively. If you

change this value, you may need to change the fonts or segments (or both) as well.

**Q: How do I refer to a specific point that's specifiable only in pels?**

**A:** Use multiple POSITION commands with mixed units. For example,

POSITION RIGHT 1 INCH LEFT 1 PEL

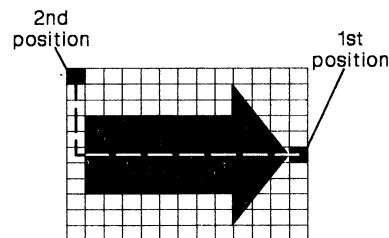
moves exactly 239 pels to the right of the previous position.

**Q: Can I use multiple fonts in one text block?**

**A:** Yes, and the easiest way is to use only one SETTEXT or WITHTEXT for the text block and change fonts within that command. Don't try to position each font yourself; let OGL/370 do the work.

**Q: What's the easiest way to position an image that needs to be precisely placed?**

**A:** Use two POSITION commands. In the first, specify an absolute position for the most usable position of the image. In the second, specify a relative position to move it to the top-left corner. This problem is most likely to happen on images such as arrowheads, which have to point to a specific pel.



**Q: If I change the orientation of the page, does anything happen to the origin?**

**A:** Yes, the origin changes, too. As you're looking at the page in its correct orientation, the origin is regarded as the top left of the page.

**Q: Now that my overlay is ready, where do I go to find out how to merge variable data?**

**A:** See "Merging Overlays and Variable Data" in the OGL/370: User's Guide and Reference.





---

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## Reader's Comments

## Overlay Generation Language/370 Getting Started

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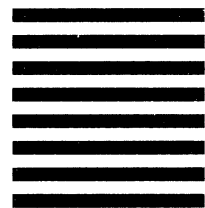
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