

IBM Overlay Generation Language/370:



Quick Reference

IBM Overlay Generation Language/370:



Quick Reference

Fourth Edition (February 1999)

This edition contains information from and makes obsolete the *IBM Overlay Generation Language/370: Quick Reference*, SX35-5032-03. Changes or editions to the text are indicated by vertical bars in the left margin.

This is the fourth edition of *IBM Overlay Generation Language/370: Quick Reference*, SX35-5032. This edition applies to the IBM Overlay Generation Language/370 (OGL/370), Release 1.0, Licensed Program (Program Number 5688-191) and to any subsequent release of the program until otherwise indicated in new editions or technical newsletters. OGL/370 Program Number 5688-191 replaces three separate programs: 5665-308 for MVS, 5664-293 for VM, and 5666-324 for VSE.

Requests for copies of this publication and for technical information about IBM products should be made to your IBM Authorized Dealer, your IBM Marketing Representative, or your IBM Printing Systems Company Marketing Representative.

The IBM Printing Systems Company welcomes your comments. For your convenience, a form for reader's comments is provided at the back of this publication. If the form has been removed, you may send your comments to the following address:

INFORMATION DEVELOPMENT
THE IBM PRINTING SYSTEMS COMPANY
DEPARTMENT 588 BUILDING 003G
PO BOX 1900
BOULDER CO 80301-9191

If you prefer to send your comments electronically, use one of the following methods:

Internet: printpub@us.ibm.com
Fax: 1-800-524-1519 (U.S. only)
Fax: 1-303-924-6873

Internet

Visit our home page at <http://www.printers.ibm.com>

When you send information to IBM, you grant IBM a nonexclusive right to use or distribute the information in any way it believes appropriate without incurring any obligation to you.

However, the following copyright notice protects this documentation under the Copyright laws of the United States and other countries which prohibit such actions as, but not limited to, copying, distributing, modifying, and making derivative works.

© Copyright International Business Machines Corporation 1984, 1999. All rights reserved.

US Government Users Restricted Rights – Use, duplication or disclosure restricted by GSA ADP Schedule Contract with IBM Corp.

Contents

Notices	iv	DRAWGRAPHIC Command – Ellipse	12
Programming Interface	iv	DRAWGRAPHIC Command – Fillets	13
Summary of Amendments	iv	DRAWGRAPHIC Command – Markers	13
OVERVIEW	1	DRAWGRAPHIC Command – Path	14
PROGRAM INVOCATIONS	1	DRAWMASK Command	14
VSE JCS:	1	DRAWRULE Command	15
MVS JCL:	2	DRAWPATH Command	16
VM INVOCATION	2	FONT Command (MVS)	17
SYMBOLICS	2	FONT Command (VM)	18
SYNTAX	3	FONT Command (VSE)	18
RULES	3	ORIENT Command	18
DIAGRAMS	4	OVERLAY Command	18
CBDUMP Command	4	PLACE Command — Segments and Groups	19
CONTROL Command	4	PLACE Command — Objects	19
DEFINE Command — Color	5	PLACE Command — Patterns	19
DEFINE Command – Groups	5	POSITION Command	19
DEFINE Command — Object	5	SEGMENT Command (MVS)	20
DEFINE Command – Patterns	5	SEGMENT Command (VM)	20
DRAWBOX Command	6	SEGMENT Command (VSE)	20
DRAWGRAPHIC Command – Box	7	SETTEXT Command	20
DRAWCIRCLE Command	8	SETUNITS Command	21
DRAWGRAPHIC Command – Circle	10		

Notices

References in this publication to products or services of IBM do not suggest or imply that IBM makes them available in all countries where IBM does business or that only products or services of IBM may be used. Noninfringing equivalents may be substituted, but the user must verify that such substitutes, unless expressly designated by IBM, work correctly. No license, expressed or implied, to patents or copyrights of IBM is granted by furnishing this document.

Programming Interface

This book is intended to provide customers with general information about the IBM Overlay Generation Language/370 (OGL/370) licensed program (Program Number 5688-191), Release 1.0. It contains descriptions of overlay creation, program compatibility, national use considerations, and related publications and products. This book documents no programming interface for use by customers in writing programs that request the services of OGL/370. Macros are not provided which might allow customers to write programs that use OGL/370.

Summary of Amendments

| This release adds new commands for adding graphics, color, and the font character set/code page option.

OVERVIEW

This quick reference summarizes the basic information required to define and to generate an overlay using the Overlay Generation Language. Included are program invocations, symbolics, syntax rules, and diagrams for the MVS, VSE, and VM operating systems.

PROGRAM INVOCATIONS

VSE JCS:

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

//ASSGN          SYS010,X 'ccu '
//ASSGN          SYSLST,X 'ccu '
//ASSGN          SYSIPT,X 'ccu '
//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 '
```

—Overlay Generation Language Definition Entries: /* /&

MVS JCL:

```
//STEP 1          EXEC      PGM=DZIOVRLY,REGION=1M,PARM=' SEquence | NOSEquence,DEFault | ALTernate
//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        *
```

VM INVOCATION

```
OVERLAY  fn      ft      fm      (      File      NOSEquence
                                     (      Print      ALTernate      SYMbolic      (      fn      ft      fm
                                     language code                                     )
                                     )
```

SYMBOLICS

<i>Sample Symbolic Data Set: (Replacement Text)</i>	<i>Corresponding Data Input: (Search Argument)</i>	<i>Output: (Printout)</i>
alphasymb	C ' ABC123 '	&alphasymb. ABC123
hexsymb	X ' C1C2C3 '	&hexsymb. ABC
5550symb	G ' ¸?@ '	&5550symb.
*2*b*y*t*e*s*y*m*b	* ' ?* '	bytes ymb.

Where:

(¸=shift-out)

(@=shift-in)

(* =x ' 42 ')

SYNTAX

COMMANDS

For each of the following tasks, the applicable Overlay Generation Language commands are listed. If a command is required for a task, it is marked with an asterisk (*). If one of two or more possible commands is required, the choices are marked with a pound sign (#). If a command can be used only once in an overlay definition, it is marked with an exclamation point (!).

Getting Started	Drawing Lines	Drawing Boxes, Circles, or Paths	Adding Text	Adding Graphics	Adding Groups
*!OVERLAY !ORIENT !CONTROL SETUNITS DRAWMASK	* POSITION # DRAWRULE # DRAWMASK # DRAWPATH or # DRAWGRAPHIC	* POSITION # DRAWRULE # DRAWMASK # DRAWPATH or # DRAWGRAPHIC	* FONT * POSITION # DRAWBOX # SETTEXT # DRAWCIRCLE or # DRAWGRAPHIC	# DEFINE or # SEGMENT * POSITION * PLACE # DRAWGRAPHIC	* DEFINE # POSITION, SETUNITS # DRAWMASK, DRAWRULE # DRAWPATH, DRAWCIRCLE # DRAWBOX, SETTEXT # DRAWGRAPHIC * ENDDEF * POSITION * PLACE

RULES

General:

- Do not use column 1 when writing commands.
- Each command must begin on a new line, but can be written on more than one line.
- A space must appear before and after each command entry.
- Command entries should be typed in the order shown in this reference.
- Each command ends with a semicolon (;).
- Commands can be entered in uppercase letters, lowercase letters, or both.

Numbers:

- All numbers must be positive.
- Numbers can have only two places to the right of the decimal point and must be from 0 to 9999.99.

Comments:

Comments can appear anywhere in the definition, but a space must precede and follow each comment.
A single-word comment begins with a hyphen (-) and has no space between the hyphen and the word.
A block comment begins with a hyphen and an apostrophe (- '), has no space after the hyphen, and ends with an apostrophe (').
You can continue a block comment onto the next line except when it starts after a semicolon (;).
An apostrophe (') or a semicolon (;) within a comment must be represented by two apostrophes (' ') or two semicolons (;).

Text: An apostrophe (') or a semicolon (;) within overlay text must be represented by two apostrophes (' ') or two semicolons (;).

DIAGRAMS

The following panels display syntax diagrams for the commands listed above.

CBDUMP Command

```
CBDUMP      NOTRACE
            TRACE
            TRACEALL
            ;
```

CONTROL Command

```
CONTROL      NOSTORE      ALL      NOSUMMARY      SOSI
            STORE
            REPLACE      WARN      SUMMARY      NOSOSI
            ERROR
            ;
```

DEFINE Command — Color

```
DEFINE colorname COLOR OCA BLUE ;
                                RED
                                MAGENTA
                                GREEN
                                CYAN
                                YELLOW
                                BLACK
                                BROWN
                                NONE
                                DEFAULT
                                RGB RVAL rvalueGVAL gvalueBVAL bvalue
                                CMYK CVAL cvalueMVAL mvalueYVAL yvalueKVAL kvalue
                                HIGHLIGHT hvalue
                                COVERAGE cvalue BLACK bvalue
                                CIELAB LVAL lvalueC1VAL (c1valueC2VAL (c2value)
```

DEFINE Command – Groups

Note: The DEFINE and ENDDDEF commands and each command in the group must begin on a new line.

```
DEFINE name GROUP ; command ENDDDEF ;
```

DEFINE Command — Object

```
DEFINE nameOBJECT OBNAME objmemberOBTYPE IOCA ;
                                GOCA
                                BCOCA
                                PSEG
                                OTHER TYPENAME EPS
                                TIFF MODCA OEG OCD
                                PCL
                                BMP-WIN
                                BMP-OS2
                                PCX
                                GIF
                                JFIF
```

DEFINE Command – Patterns

```
DEFINE name PATTERN PELS ( coded line ) ;
                                ENCODED ( coded line )
```

DRAWBOX Command

DRAWBOX	n			MEDIUM		SOLID			ROUNDED	ALL																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																		</
---------	---	--	--	--------	--	-------	--	--	---------	-----	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	----

DRAWGRAPHIC Command – Box

DRAWGRAPHIC BOX n n MEDIUM SOLID
IN IN
MM MM
PELS PELS
ROUNDED LIGHT DOTTED colorname
BOLD SHORTDASH
n DASHDOT
DBLDDOT
LONGDASH
DSHDBLDDOT

REPEAT ACROSS
DOWN n SPACED n FILL ALL SOLID
BOX n DOT01 colorname
DOT02
DOT03
DOT04
DOT05
LOCATION n n DOT06
DOT07
DOT08
VERTLN
IN IN
MM MM
PELS PELS
HORZLN
BLTR1
BLTR2
TLBR1
TLBR2

MODERN CENTER CENTER
TOP LEFT
BOTTOM RIGHT
BALANCE
JUSTIFY

WITHTEXT BOX 1 0 LASTNO AUTO
ALL 90
BOX n 180 COLUMN CENTER CENTER SPACED n
270 TATE LEFT TOP
RIGHT BOTTOM
CENTER
JUSTIFY
LASTNO

IN
MM
PELS
LPI
POINTS

LINE name 1 SOSI2 NOUNDERLINE CHAR
name 2 SOSI1 UNDERLINE 'text' ;
HEX

DRAWCIRCLE Command

DRAWCIRCLE	n	MEDIUM		SOLID		WHOLE															
		IN MM PELS	LIGHT BOLD n		DASHED DOTTED		HALF	TOP BOTTOM LEFT RIGHT		AXIS	AXES	NONEDIAGONAL	LEFT RIGHT BOTH								
REPEAT	ACROSS DOWN	n	SPACED	n	DIAMETER	ALL	WHOLE	STANDARD	MEDIUM												
										SCREEN	XLIGHT LIGHT DARK XDARK	n									
	LOCATION	n	IN MM PELS	n	IN MM PELS	SHADE		CIRCLE	n	WHOLE	STANDARD	MEDIUM									
													SCREEN	XLIGHT LIGHT DARK XDARK	n						
						MODERN	CENTER TOP BOTTOM	CENTER LEFT RIGHT BALANCE JUSTIFY		LASTNO	AUTO										
WITHTEXT	CIRCLE	1	0									SPACED	n	IN MM PELS LPI POINTS							

LINE	name 1		SOSI2	NOUNDERLINE	CHAR	
		name 2	SOSI1	UNDERLINE	'text'	;
					HEX	

DRAWGRAPHIC Command – Circle

DRAWGRAPHIC CIRCLE n MEDIUM SOLID
IN LIGHT DOTTED colorname
MM BOLD SHORTDASH REPEAT ACROSS n DIAMETER
PELS n DASHDOT DOWN SPACED n
DBL DOT IN
LONG DASH MM
DSH DBL DOT PELS

LOCATION n n
IN
MM
PELS IN
MM
PELS

FILL ALL SOLID
CIRCLE n DOT01 colorname
DOT02
DOT03
DOT04
DOT05
DOT06
DOT07
DOT08
VERTLN
HORZLN
BLTR1
BLTR2
TLBR1
TLBR2

MODERN CENTER CENTER
TOP LEFT
BOTTOM RIGHT
BALANCE
JUSTIFY

WITHTEXT CIRCLE 1 0 LASTNO AUTO
ALL 90
CIRCLE n 180 COLUMN CENTER CENTER
270 TATE LEFT TOP
RIGHT BOTTOM
CENTER
JUSTIFY
LASTNO
IN
MM
PELS
LPI
POINTS

LINE	name 1		SOSI2	NOUNDERLINE	CHAR	
		name 2	SOSI1	UNDERLINE	'text'	;
					HEX	

12 OGL/370: Quick Reference

DRAWGRAPHIC		ELLIPSE	n	n	n	n	MEDIUM	SOLID	
			IN	IN	IN	IN	LIGHT	DOTTED	colorname
			MM	MM	MM	MM	BOLD	SHORTDASH	
			PELS	PELS	PELS	PELS	n	DASHDOT	
								DBLDDOT	
								LONGDASH	
								DSHDDLDDOT	
FILL		SOLID		;					
		DOT01	colorname						
		DOT02							
		DOT03							
		DOT04							
		DOT05							
		DOT06							
		DOT07							
		DOT08							
		VERTLN							
		HORZLN							
		BLTR1							
		BLTR2							
		TLBR1							
		TLBR2							

[illegible]

```

DRAWGRAPHIC  MARKER CROSS
                PLUS      colorname      ;
                DIAMOND
                SQUARE
                SIXSTAR
                EIGHTSTAR
                FILLSQR
                DOT
                CIRCLE

```

	MEDIUM	SOLID		ABSOLUTE TO n		ABSOLUTE n	
DRAWGRAPHIC	PATH	LIGHT DOTTED colorname		RIGHT LEFT UP DOWN	INCH MM PELS	RIGHT LEFT UP DOWN	INCHOSE MM PELS
	BOLD n	SHORTDASH DASHDOT DBL DOT LONGDASH DSHDBL DOT ;					
FILL	SOLID						
	DOT01 colorname						
	DOT02						
	DOT03						
	DOT04						
	DOT05						
	DOT06						
	DOT07						
	DOT08						
	VERTLN						
	HORZLN						
	BLTR1						
	BLTR2						
	TLBR1						
	TLBR2						

```

DRAWMASK      n          IN      n          HCOLOR  colorname  VCOLOR  colorname ;
                MM                IN
                PELS              MM
                                PELS

```

DRAWRULE Command

DRAWRULE	ACROSS		MEDIUM	SOLID					COLOR	colorname	;
	DOWN	n			ACROSS						
		IN	LIGHT	DASHED	n	SPACED	n				
		MM	BOLD	DOTTED REPEAT	DOWN			IN			
		PELS	n					MM			
								PELS			
					LOCATION	n		n			
						IN		IN			
						MM		MM			
						PELS		PELS			

DRAWPATH Command

DRAWPATH

MEDIUM

LIGHT

BOLD

n

SOLID

DASHED

DOTTED

PATHEND

TRIMMED

SQUARE

ROUNDED

TRIMMEDCONNECTION

SQUARE

ROUNDED

MITER

ROUNDED

SMALL

MEDIUM

LARGE

HALF

MAX

n

IN

MM

PELS

BW

TO

ABSOLUTE

n

LEFT

RIGHT

UP

DOWN

IN

MM

PELS

ABSOLUTE

n

LEFT

RIGHT

UP

DOWN

IN

MMCONNECTION

PELS

MITER

ROUNDED

SMALL

MEDIUM

LARGE

HALF

MAX

n

IN

MM

PELS

BW

CLOSE

CONNECTION

MITER

ROUNDED

SMALL

MEDIUM

LARGE

HALF

MAX

n

IN

MM

PELS

BW

REPEAT

ACROSS

n

SPACED

n

DOWN

LOCATION

n

IN

MM

PELS

MM

PELS

IN

MM

PELS

```

;
    ALL          STANDARD      MEDIUM
                SCREEN        XLIGHT
                                LIGHT
                                DARK
                                XDARK
                                n
SHADE
    PATH  n      STANDARD      MEDIUM
                SCREEN        XLIGHT
                                LIGHT
                                DARK
                                XDARK
                                n

```

FONT Command (MVS)

```

FONT      member ID      DDNAME  FONTDD
name      DDNAME  name      HEIGHT  vvalue  SCALE  hvalue  COLOR  colorname  UCOLOR  colorname
;

```

FONT Command Syntax with MemberID

```

FONT  nameCHARSET  csname  CODEPAGE  cpname      DDNAME  FONTDD
      DDNAME  name      HEIGHT  vvalue  SCALE  hvalue  COLOR  colorname  UCOLOR  colorname
;

```

FONT Command Syntax with Character Set/Codepage

FONT Command (VM)

```

      FILETYPE  FONT38PP
FONT  name      member ID
      FILETYPE  name      HEIGHT  vvalue  SCALE  hvalue  COLOR  colorname  UCOLOR  colorname
;
```

FONT Command Syntax with MemberID

```

      FILETYPE  FONT38PP
FONT  nameCHARSET  csname  CODEPAGE  cpname
      FILETYPE  name      HEIGHT  vvalue  SCALE  hvalue  COLOR  colorname
      UCOLOR  colorname
;
```

FONT Command Syntax with Character Set/Codepage

FONT Command (VSE)

```

      member ID
FONT  name      HEIGHT  vvalue  SCALE  hvalue  COLOR  colorname  UCOLOR  colorname
;
```

FONT Command Syntax with MemberID

```

      member ID
FONT  nameCHARSET  csname  CODEPAGE  cpname
      HEIGHT  vvalue  SCALE  hvalue  COLOR  colorname  UCOLOR  colorname
;
```

FONT Command Syntax with Character Set/Codepage

ORIENT Command

```

      0
ORIENT
      90
      180
      270
;
```

OVERLAY Command

```

OVERLAY  name  SIZE  n      n      OFFSET  n      n
              IN    IN      IN    IN
              MM    MM      MM    MM
              PELS  PELS    PELS  PELS
;
```


PLACE Command — Segments and Groups

```
PLACE      SEGID      name      ;
          GROUP
```

PLACE Command — Objects

PLACE	OBJECT	name	width	depth	x offset	y offset	0	color	colorname	
		CENTER	INCH	INCH	INCH					
		FILL	MM	MM	MM	MM	180			
		LEFT	PELS	PELS	PELS	PELS	270			
		REPEAT								
		SCALE								
		TRIM								

PLACE Command — Patterns

PLACE	PATTERN	0			NOMIRROR	NONEGATIVE	
	name	90	STANDARD	MEDIUM	MIRROR	NEGATIVE	colorname
		180	SHADE				
		270	SCREEN	XLIGHT			
				LIGHT			
				DARK			
				XDARK			

POSITION Command

POSITION	ABSOLUTE	n	ABSOLUTE	n	
LEFT	IN		LEFT	IN	;
RIGHT	MM		RIGHT	MM	
UP	PELS		UP	PELS	
DOWN			DOWN		

SEGMENT Command (MVS)

```
SEGMENT      DDNAME  SEGDD
      name      member ID
              DDNAME  name      ;
```

SEGMENT Command (VM)

```
SEGMENT      FILETYPE PSEG38PP
      name      member ID
              FILETYPE name      ;
```

SEGMENT Command (VSE)

```
SEGMENT      member ID ;
      name
```

SETTEXT Command

```

      MODERN      LEFT
      0           CENTER
      SETTEXT     RIGHT      AUTO
      90          TOP      SPACED  n
      180         COLUMN   IN
      270         TATE     CENTER MM
                        BOTTOM  PELS
                        LPI
                        POINTS

      LINE  name 1      SOSI2  NOUNDERLINE  CHAR
                        name 2  SOSI1  UNDERLINE  'text'
                        HEX      ;
```

[illegible]



File Number: S370-40

Program Number: 5688-191



Printed in the United States of America
on recycled paper containing 10%
recovered post-consumer fiber.

SX35-5032-04

