



User Environment  
Reference Manual  
ND-60.194.3 EN





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Reference Manual*

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# Preface

**THE PRODUCT** The User Environment handbook describes the product  
User Environment ND-210518, version C

User Environment is run under the operating system  
SINTRAN III.

**THE READER** The first part of the handbook is written for new  
users of User Environment. Chapters 4 through 9  
are written for the System Supervisor.

**PREREQUISITE  
KNOWLEDGE** No prerequisite knowledge is necessary for new  
users.

System Supervisors should have a course in the  
operation of User Environment and be familiar with  
the operating system SINTRAN III.

**THE MANUAL** Chapters 1 and 2 contain a simple introduction to  
User Environment. Chapter 3 covers facilities for  
the advanced user.

The remaining chapters are intended for the System  
Supervisor.

The manual contains 3 appendices. In chapter 1 you  
will find a list of technical terms with  
explanations.

**WHAT IS NEW  
IN THIS  
VERSION** The C version is an improved version of USER  
ENVIRONMENT. The most extensive changes have been  
made in the menu editor, which has several new  
functions. You can, among other things, edit the  
structure of a menu system. A menu picture may now  
have more than 9 tasks. Thus, chapters 7 and 8 of  
this manual are totally restructured.

The previous chapter 10, Library routines in User  
Environment, will now become a manual of its own.

**RELATED  
MANUALS**

NOTIS-WP Introduction	ND-63.001
NOTIS-WP Reference Manual	ND-63.002
SINTRAN III Introduction	ND-60.125
SINTRAN III Timesharing/Batch Guide	ND-60.132
SINTRAN III System Supervisor	ND-30.003
SINTRAN III Reference Manual	ND-60.128
User Environment library routines	ND-60.261

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## Standard notation

In illustrations you see:	In the text you see:	What it means or what it is used for:
	<u>@COPY-FILE</u>	<ul style="list-style-type: none"> <li>Text typed in by the user is <u>underlined</u>. All commands are presented in UPPERCASE and are unabbreviated. HOME and operating system commands must be terminated by ↵, but this is not always indicated in the text.</li> </ul>
	< >	<ul style="list-style-type: none"> <li>Brackets indicate required parameters.</li> </ul>
	[< >]	<ul style="list-style-type: none"> <li>Brackets enclosed by square brackets indicate optional parameters.</li> </ul>
@	@	<ul style="list-style-type: none"> <li>This is the SINTRAN III sign. When you are giving direct commands to SINTRAN from UE, you must start the command with @. The System Supervisor may replace the @ with other characters.</li> </ul>
↵	↵	<ul style="list-style-type: none"> <li>This represents the carriage return key. On the terminal it may be marked ↵, CR, RETURN or ENTER.</li> </ul>
␣	␣	<ul style="list-style-type: none"> <li>This represents the delete character key. On some terminals it may be marked DEL or DELETE.</li> </ul>
ESC	ESC	<ul style="list-style-type: none"> <li>This represents the ESCAPE key.</li> </ul>
CTRL + W	CTRL+W	<ul style="list-style-type: none"> <li>This is an example of a control command. It means you press the CTRL key <u>and hold it down</u> while you press W.</li> </ul>
FUNC R	FUNC R	<ul style="list-style-type: none"> <li>This is an example of a FUNC combination. It means you press the FUNC key, release it, and then press R.</li> </ul>
↶	HOME	<ul style="list-style-type: none"> <li>This is the HOME key. It moves the cursor between the work area and the home position, which is in the upper part of the screen.</li> </ul>
EXIT	EXIT	<ul style="list-style-type: none"> <li>When you press the EXIT key, you move to the previous screen picture. If you are in the main menu, you leave User Environment.</li> </ul>

# 1 AN INTRODUCTION TO USER ENVIRONMENT

- An introduction to User Environment
- An explanation of some technical terms



# 1 AN INTRODUCTION TO USER ENVIRONMENT

User Environment is designed to make your work at the computer easier. The screen-oriented part consists of a menu system, which contains different tasks. In addition there is an extensive HELP information.

## Menu/menu system

A menu is a list of tasks which is displayed on the screen. A menu system consists of a main menu and one or more submenus.

In User Environment the submenu is placed "on top of" the main menu, and partially covers it on the screen. You will, therefore, find it easy to "leaf" through the menu system, and you will always know where you are in the menu system.

Data security has become increasingly important, and User Environment takes this into account. The System Supervisor can design special menus for individuals and/or groups, and in this way limit these users' access to the other menu systems.

## 1.1 An explanation of some technical terms

- access rights - an indication of what you are allowed to do with files/documents.
- attribute - a value which the user or System Supervisor can change and/or introduce in the profiles. Files have attributes to ensure that only authorized persons get access to them. (See also access rights.)
- authorization - a feature in the user profile that only the System Supervisor can change.
- console - communicates directly with the computer, even if SINTRAN III is not running. Error messages are often printed on the console.
- current user area - the user area you have direct access and own rights to, at the moment.
- cursor - the rectangular mark that shows where you are working on the screen. You can move the cursor with the arrow keys (and with some of the other keys).
- document - a term used for letters, reports, etc. produced by the user.
- error message unit - a terminal that prints error messages. These are usually printed out (most often on the console), but can also be displayed on a screen.
- file - the storage unit for documents that belong together and are regarded as one unit.
- format - to "transform" documents that contain special formatting directives, before the document is printed.
- inverse video - screen text in dark letters on a light background.
- log in/out - start/stop working with the computer.
- login picture - the screen picture you see when you type your user name and password.

- main menu - the first menu you enter.
- main user area - the user area you enter when you start working with the computer.
- menu system - task selections are grouped in menus (lists of tasks), which in turn are assembled in one system: a menu system.
- operating system - a program that organizes/distributes the computer's time and resources. Norsk Data's operating system is called SINTRAN III.
- own rights - decide what the user can do with his/her own files: read (R), write, store (W), expand, append (A), edit (C) and change the access rights (D).
- parameter - additional information needed for certain tasks and commands.
- profile attributes - information on the user or terminal, specified in the respective profiles.
- screen picture - the picture shown on the screen.
- SINTRAN III - the name of the ND operating system.
- SINTRAN user - the name SINTRAN uses to recognize a user. It is the name of the storage area for the user's documents. When the System Supervisor creates a SINTRAN user, s/he sets the size of the storage area.
- standard task - in the user profile: a task you enter directly when you start working at the terminal.
- start-up - restart, for example User Environment, after the computer has been down.
- terminal - the keyboard and the screen.
- terminal profile - contains information about the terminal.
- user area - the area in a computer where documents are stored (all users must have at least one user area). A user area is the same as a SINTRAN user.
- user name - to enter User Environment you must be registered in the computer with a user name.
- user profile - contains information about the user, which decides what s/he is allowed to do.



## 2 AN INTRODUCTION FOR NEW USERS

- Before you start
- Starting and finishing
- Selecting tasks
- Tasks that require additional information
  - Correcting a task name

If you encounter a technical term in this manual that you do not understand, see pages 4 and 5.



## 2 AN INTRODUCTION FOR NEW USERS

This chapter is written for users who are just beginning to use a Norsk Data computer system under the control of User Environment.

This chapter has a sequential structure. Therefore, the first time you read it, you should read it in the order in which it is written.

User Environment is self-explanatory, with HELP information that tells you what you may do or select.

HELP

In other words: Press the HELP key when you need information.

### 2.1 Before you start

Before you can use the computer, you must make contact with it.

To get in touch with the computer, you must have a user name, a password and, in some cases, a project password.

USER NAME

Your user name makes it possible for the computer to recognize you. It could be your own name, or any other name you choose to use. Your System Supervisor will give you a user name, which s/he registers in the computer.

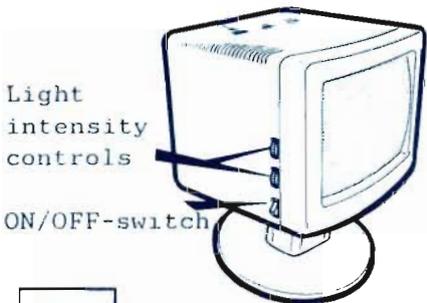
PASSWORD

Passwords are used for security reasons, to ensure that unauthorized persons do not use the computer under your user name. Your System Supervisor will give you a password (which you may change later on).

PROJECT PASSWORD

Your System Supervisor will give you a project password. Only the System Supervisor can change a project password.

## 2.2 Starting and finishing



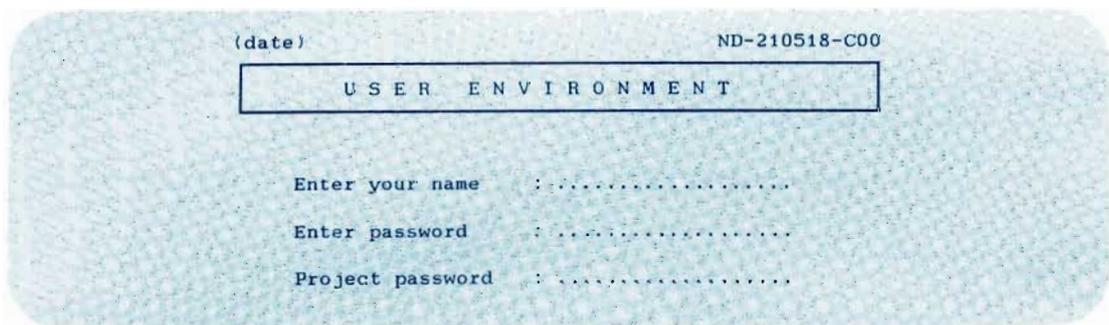
ESC

1. Make sure that the terminal power is on. The switch is on the lefthand side of the terminal.

- When the terminal power is on, the LINE and ON lamps in the upper part of the keyboard are lit.

2. Press the ESC key in the upper lefthand corner of the keyboard.

- This is like knocking on the computer's door. You get a screen picture where you must type your name and password.



3. Fill in each field and press the ↵ key (carriage return). If you do not have a project password, just press ↵.

- Note that you cannot see your password when you type it.

- You can use the UP and DOWN ARROW keys to move between the lines.



When you have established contact with the computer, a list of tasks appears on the screen. This list is called the main menu.

EXIT

When you have finished your work, you press the EXIT key.

Change password

On some computers the password is changed often. You will get a message telling you when you must change your password, after you have entered your name. [See page 29.]

## IF YOU ARE NOT ABLE TO MAKE CONTACT WITH THE COMPUTER

ERROR	WHAT TO CHECK/DO
The ON lamp is not lit.	<p>Is the power switch turned on?</p> <p>Is the screen plugged into the wall outlet?</p> <p>Is the keyboard connected to the screen?</p>
The LINE lamp is not lit.	<p>Is the screen connected to the data socket?</p> <p>Press the brown LOCAL key in the upper row.</p>
The first screen picture does not appear on the screen.	<p>Are the ON and LINE lamps lit? If not, read the information above.</p>
The ERROR lamp is lit	<p>Usually there is nothing wrong: Press the little "button" under the terminal on the left side (you will not lose text or data). Press the FUNC key and then @ to refresh the screen picture.</p> <p>If you are unable to make contact with the computer, contact your System Supervisor.</p>

## 2.3 Selecting tasks

### MENU

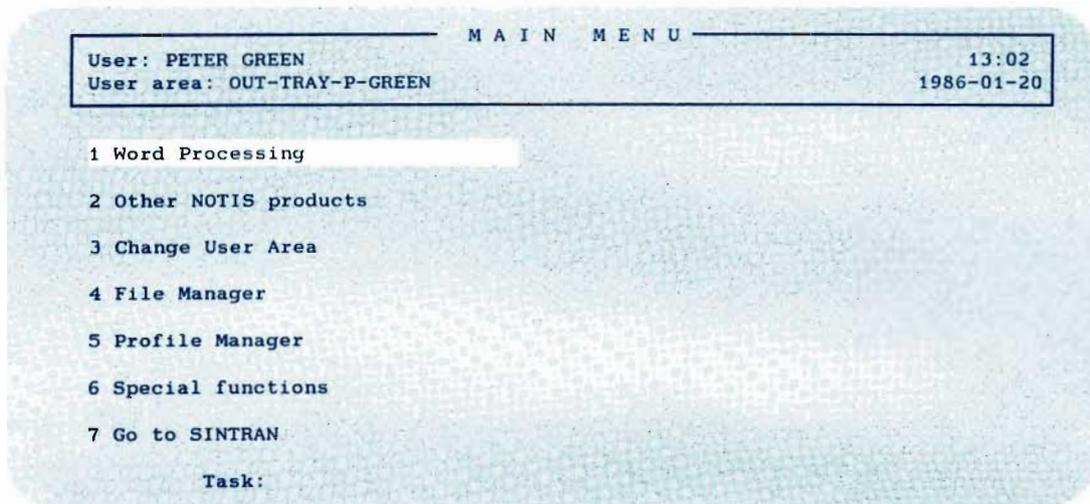
We have previously defined a menu as a list of tasks you can select from. Some tasks lead you into a new menu with new tasks. You can select one of these new tasks, or go back to the previous menu. User Environment, which you are now learning to use, is a menu system of this type.

### MENU SYSTEM

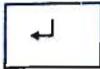
### THE MAIN MENU

The first menu you enter is the MAIN MENU.

Your System Supervisor may have changed the layout and the text in the menus on your computer. This has no effect upon the way you use the menus.

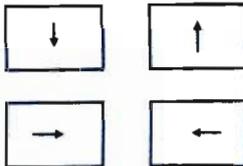


There are three ways of selecting a task:



Either: Press  $\leftarrow \downarrow$  while the cursor is on the task you want.

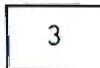
- In the menu above, you select Word Processing.



You use the ARROW keys to move the cursor up or down.

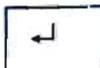
Or: Type the task number (the number in front of the task). This only works for one-digit task numbers.

- If you type the number 3, you select the task "Change User Area".



Or: Type the name of the task you want. If the task name consists of more than one word, you must use hyphens.

- When you start typing, the big cursor disappears and the ordinary cursor appears after "Task:".



When you have finished typing, press  $\leftarrow \downarrow$ .

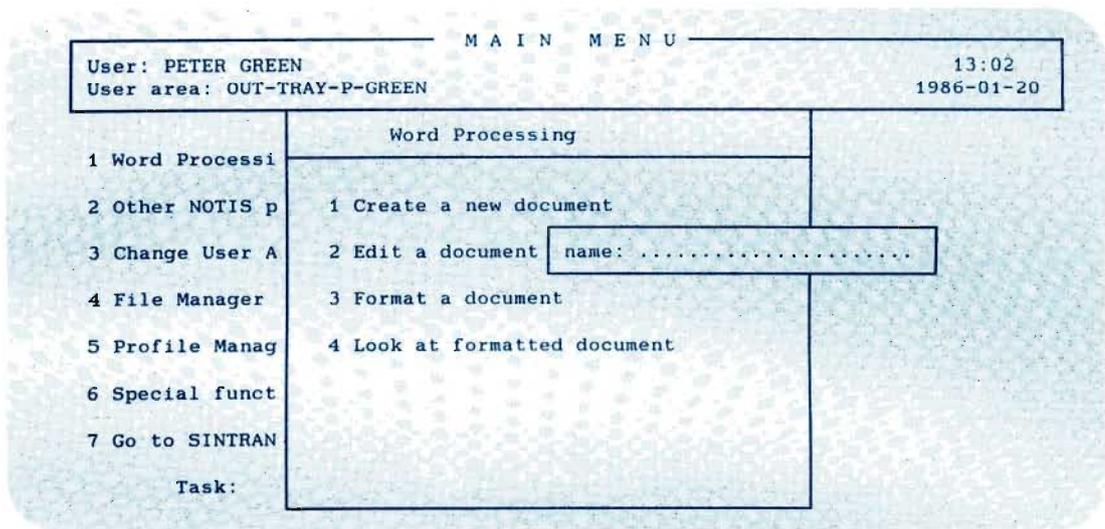
## 2.4 Tasks that require additional information

Some tasks require additional information before they can be executed.

If you select the task "Word Processing" in the main menu, the Word Processing menu will appear on the screen.

### Edit a document

If you select the task "Edit a document" from this menu, User Environment must know which document you want to edit. The Word Processing menu then looks like this:



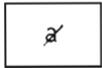
Type the name of the document you want to edit. If you press ↵, you enter the word processing program without a document.

## Correcting a task name

When you type a task name or additional information, you sometimes make a typing error.

Use the ARROW keys to move the cursor back and forth on the line to correct your typing errors.

You can delete characters or insert new ones by using the delete character key and the EXP(and) key.



The DELETE CHARACTER key first deletes the character the cursor is placed on, and then the character to the right of the cursor.



EXPAND mode makes it possible to insert new characters in the text (the existing text is moved to the right). The little lamp marked EXP on the keyboard is lit when expand mode is on. Press the EXP key once more to turn expand mode off.

### Appendix A

There are many other editing functions in addition to those we have mentioned above. You will find a list of these in Appendix A.

### 3 FUNCTIONS FOR THE ADVANCED USER

- The easiest way to select tasks
- User profile
  - Attributes that you can change
- Terminal profile
- Changing user area



## 3 FUNCTIONS FOR THE ADVANCED USER

### 3.1 The easiest way to select tasks

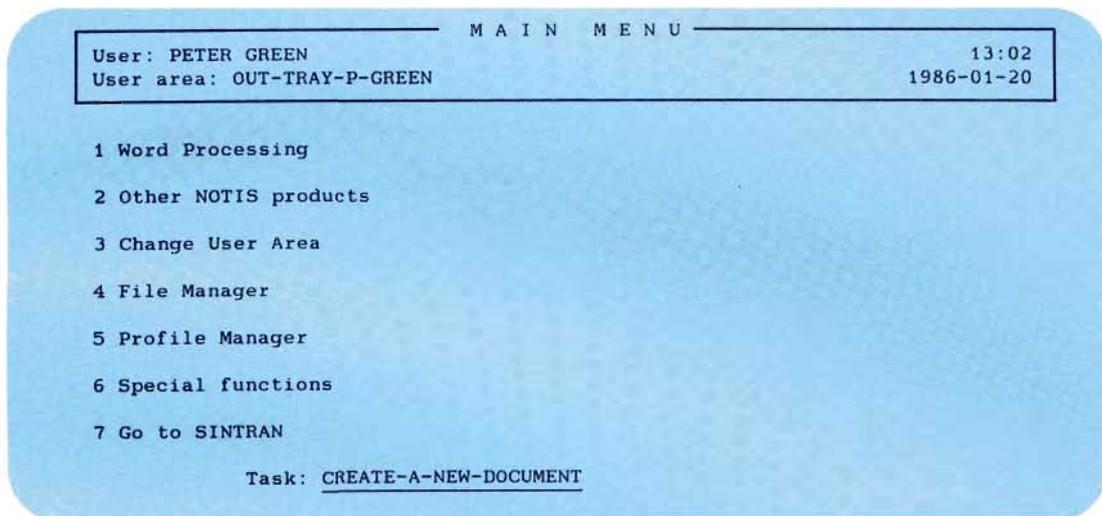
Type the task name...

As you go along, you will become familiar with the task names. You can type any task name when you are in the main menu. You do not have to go via the submenus.

... independent  
of the cursor position

You can start typing independently of where the cursor is placed in the menu. What you type will ALWAYS come out after "Task:".

If, for instance, you want to "create a new document", you type CREATE-A-NEW-DOCUMENT when you are in the main menu. See the example below.



Abbreviate the task name

NOTE!

You may abbreviate the words in a task name. The abbreviation must be unambiguous. If there is more than one word, you must use hyphens between the words.

## 3.2 User profile

User Environment's  
description  
of a user...

...which you  
can change

User Environment has "profiles" for the  
users and terminals connected to the  
system.

The user profile provides the data system  
with information about you as a user:  
your password, user level and so on. You  
can change some of this information, and  
some of it can be changed only by the  
System Supervisor.

Select "Profile Manager" in the main  
menu, and you get the following screen  
picture:

```

                                     ND-210518-C
                                U S E R   P R O F I L E
User: PETER GREEN                                     1986-01-20
-----
---> Password      :
---> Standard task :
---> Language      : English
---> User level    : Advanced
-----
User groups       : 1
Authorization    : Public          SINTRAN: Yes   Letters: 3
Main user area   : OUT-TRAY-P-GREEN
Alternative areas:
Menu system      :

The hours the user has access to the system:
      From: 08:30 (hour:minute)      To : 17:45 (hour:minute)
      Mon Tue Wed Thu Fri Sat Sun
        X  X          X

Date of last login: 1986-01-18      Login count:11
-----
EXIT - go out of profile manager    FUNC R - go to the terminal profile

```

--->

You can change the information that is  
indicated by arrows in the upper lefthand  
part of the screen. The information  
under the line can only be changed by the  
System Supervisor.

Letters

The number to the right shows the number  
of unread letters in the in-tray; see the  
NOTIS-ID Introduction, ND-63.011.1 EN.

EXIT

You go out of the Profile Manager by  
pressing the EXIT key.

## Attributes that you can change

---

### PASSWORD

In addition to a user name, you also need a password to enter User Environment.

A password can contain all types of characters with the exception of control characters (characters used together with the CTRL key).

The password is coded and encrypted before it is stored in User Environment. It is not shown on the screen when you type it.

---

### STANDARD TASK

If you fill in "Standard Task" in the user profile, you will get this task automatically when you enter User Environment.

*Examples:*

*From the menu:*     Create-a-new-document  
                          Other-NOTIIS-Products

*If you are authorized to give SINTRAN commands:*

*SINTRAN  
@TRANSFER-FILE  
@YOUR-OWN-PROGRAM*

Read more about SINTRAN on page 33.

**NOTE!**

The value you select in the terminal profile, has priority over the value you select in the user profile.

---

**LANGUAGE**

If the System Supervisor has given you a specific menu system, i.e. entered the name of a menu system after "Menu System:", the attribute "Language" must be the same as the language of the menu system.

If User Environment is not installed in "your" language, you get the UE programs in the language that is installed.

Some programs require that this is correctly filled in.

---

**USER LEVEL**

After "User level" you fill in either Beginner or Advanced. This information is intended for ND systems that offer different functions and facilities for beginners and advanced users.

## 3.3 Terminal profile

User Environment has profiles for all terminals connected to the system.

User Environment's description of a terminal

A terminal profile is the system's description of a terminal. It has attributes just as a user profile does, but you are allowed to change only one of the attributes. (See the arrow to the left in the screen picture on the next page.) Only the System Supervisor can change the remaining information.

You enter the terminal profile in the following way:

Profile Manager

FUNC

R

1. Select the task "Profile Manager" in the main menu.
  - You will now enter the user profile.
2. Press the FUNC key, and then R.
  - You will now enter the terminal profile.

**BACK TO THE USER PROFILE**

You go back to the user profile by pressing the FUNC and R keys once more.

```

                                     ND-210518C
          T E R M I N A L   P R O F I L E
Terminal:  33                                     1986-01-21
-----
- ->  Standard task:  : .....

-----
Authorized users  :
Direct login user:
Project password :

The hours the terminal is available:
      From: 08:30 (hour:minute)           To: 17:45 (hour:minute)
      Mon Tue Wed Thu Fri Sat Sun
      X   X   X   X                       ("X" = access)

Date of last login: 1985-01-17             Login count:11

Number of successive unsuccessful attempts to log in:
-----

EXIT - go out of profile manager   FUNC R - go to the user profile
    
```

**EXIT**

You go back to the main menu by pressing the EXIT key.

**STANDARD TASK**

If you fill in "Standard task" in the terminal profile, you enter the task directly on this terminal, without going via the menu system.

If you are authorized to give direct SINTRAN commands, you can type SINTRAN or a SINTRAN command as a standard task. You can read more about this on page 33.

**NOTE!**

The terminal profile has a higher priority than the user profile.

"Standard task" is the only attribute you, as a user, can change in the terminal profile.

## 3.4 Changing user area

---

### USER AREAS

When you are registered as a user with a user name, password and so on, you are given one or more physical areas in the computer system, where you can store your work. These are called user areas.

---

### MAIN USER AREA

When you enter User Environment, you will always enter the user area your System Supervisor has defined as your main user area.

---

### ALTERNATIVE USER AREAS

As you go along, you will need to use more than one user area (where you have all rights). These new user areas are called "alternative user areas".

Read about how to protect your files in the manual File Manager Introduction ND-60.215.

---

### CHANGE USER AREA

In the menu there is a task called "Change User Area". You select this task when you want to work in one of your alternative user areas; that is, in a user area other than your current user area.

You normally have "owner" rights to the files in your current user area only.

If you fetch files from outside your current user area you must, in addition to the file name, also specify which user area the file belongs to.

**NOTE!**

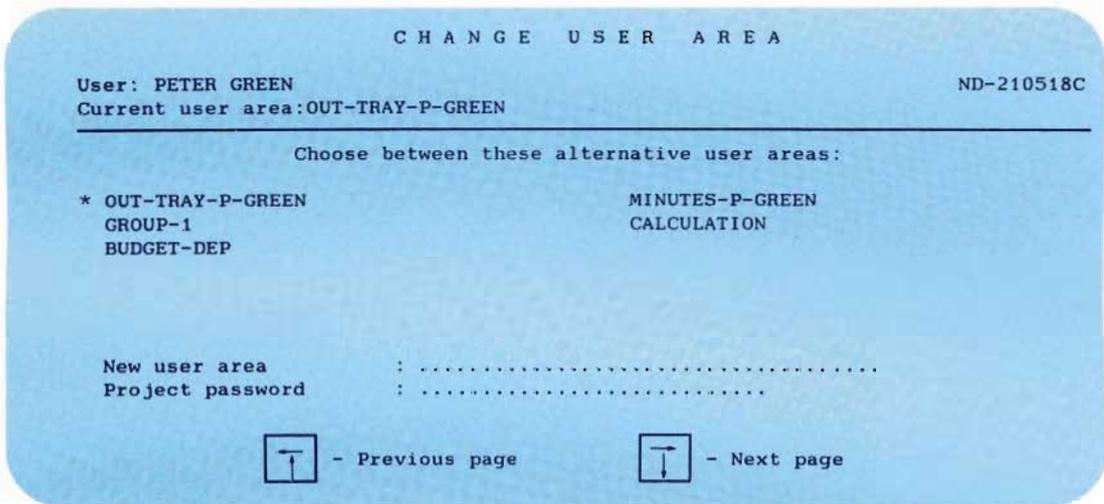
You can have only one current user area at a time.

This is how you change user area:

1. Select the task Change-User-Area.
  - You are asked for User area.

Type the name of the user area you want to change to, and press ↵.

2. If you do not know or do not remember the name of the user area, press ↵.
  - You get a new screen picture:



All your alternative user areas are listed. If you have more than 17, the list consists of several "pages". Use the scrolling arrows to move from page to page.  
Your main user area is marked with an \*.

Select a new user area

3. Use the ARROW keys to move the cursor. Press the ↵ key when the cursor is on the user area you want. You may also type the name of the user area.



4. Enter the password and press the ↵ key. If you do not have a password, press only the ↵ key.

You keep this as your current user area until you select a new one, or until you leave User Environment.

## Abort the task

If you change your mind and do not want to change user area, press the EXIT key.

You can also change user area by giving a direct SINTRAN command, provided you are authorized to do this:

@ue-func change-user-area name-of-new-user-area

## 4 TASKS FOR THE SYSTEM SUPERVISOR – SECURITY

- The System Supervisor's responsibilities.
- System security
  - Limitation of access to User Environment
  - Restricting available functions
  - Protecting data
- Standard profiles
  - Edit the standard profiles.
- Users in User Environment
  - Create a user
  - Delete a user
  - Change user name
  - How to get a list of existing users



## 4 TASKS FOR THE SYSTEM SUPERVISOR – SECURITY

### 4.1 The system supervisor's responsibilities

As a System Supervisor you are responsible for each user's access to User Environment.

You should:

- Maintain a controlled and continuous operation of User Environment.
- Create and keep an overview of user names and their corresponding user areas.
- See to it that each user and terminal in User Environment has a profile, with attributes that, at any time, fit the user, his/her user level and tasks.

For responsibilities concerning the operation of User Environment, see next chapter.

## 4.2 System security

You have several ways of maintaining a secure operation of User Environment:

- Limit the access to User Environment for users and terminals.
- Limit the functions available to each user.
- Protect data.

### NOTE!

Not all the terminals in the computer system have to use User Environment.

## Limitation of access to User Environment

Use the various profile attributes to limit the access to User Environment.

---

### USER NAME

This user name must be registered in User Environment by the System Supervisor, for the user to be able to enter User Environment. See page 39 for how to create a user.

---

### PASSWORD

The password is linked to the user name. It can be changed both by the user and by the System Supervisor.

---

### REGULAR CHANGE OF PASSWORD

During installation of User Environment, you may answer yes if you want all users to change passwords at regular intervals.

You must specify:

- the number of weeks between each time the password should be changed.
- the number of days in advance the users should be reminded of the change.

Users are reminded that it is time to change their password when they get the following message in the login picture.

NB! Now you have N day(s) left before you must change your password.  
 For security reasons the password must be changed at regular intervals. If you do not change your password, you will not be able to log on to the computer. You change the password in your user profile.

Only the System Supervisor has access to User Environment without changing his/her password.

**AUTHORIZED (PERMITTED) USERS ON A TERMINAL**

The access to User Environment may also be restricted in the terminal profile. The System Supervisor uses the lower part of the terminal profile to do this.

```

Terminal:                                T E R M I N A L   P R O F I L E                                ND-210518C
                                          (date)
-----
Standard task      : .....
-----
Authorized users  : ...
Direct login user : .....
Project password  : .....

The hours the terminal is available
  From : ..... (hour:minute) To: ..... (hour:minute)
  Mon Tue Wed Thu Fri Sat Sun
    X   X   X                                     ("X" means access)

Date of last login: .....      Login count: ....

Number of successive unsuccessful attempts to log in: ....
-----
EXIT - go out of profile manager  FUNC R - go to the user profile
    
```

You can restrict the access to a terminal by making a list of the users who are permitted to use this terminal.

This is how you do it:

1.  
Enter the terminal profile by pressing FUNC R while in the user profile.
2.  
Place the cursor in the field "Authorized users".
3.  
Press the key for left justification.
  - You get a new field on the screen which you may fill in or add user names to.

> >
< <

You go out of the field by pressing the EXIT key.

**NOTE!**

When you have created a list, only the persons on the list will be able to enter User Environment from this terminal.

---

## DIRECT LOGIN USER

If you fill in the field "Direct login user" in the terminal profile, the user will enter User Environment automatically (without a password) when the ESC key is pressed on this terminal.

Be careful when you use this facility. This function is meant to be used for reserving a single terminal for a specified task, for instance stock control in a warehouse.

---

## STANDARD TASK

If you have filled in "Standard task" in the terminal profile, you enter this task directly when you have typed your name and password.

If you fill in both "Standard task" and "Direct login user", you enter the specified task directly when you press the ESC key.

**ACCESS TIME**

You can limit the period of time in which each user or terminal is to have access to User Environment.

**NUMBER OF SUCCESSIVE UNSUCCESSFUL ATTEMPTS TO LOG IN**

When the number of unsuccessful login attempts in a row reaches a given number (specified at installation of User Environment), the terminal is blocked.

To cancel the blocking, you type the number 0 here.

The screen picture of the terminal profile is on page 29, and the picture of the user profile is below.

```

                                USER  PROFILE                                ND-210518C
User:                                                                    (date)
-----
(User name)      :
Password        :
Standard task    :
Language        :
User level      :
-----
User groups     :
Authorization   :                SINTRAN:                Letters:
Main user area  :
Alternative areas :
Menu system     :

The hours the user has access to the system:
From : ..... (hour:minute) To : ..... (hour:minute)
Mon Tue Wed Thu Fri Sat Sun
. . . . . ("X" means access)

Date of last login : ..... Login count : ...
-----
EXIT - go out of profile manager  FUNC R - go to the terminal profile
    
```

In both the user and the terminal profile you set the time by filling in "From" and "To".

If you want the user to have access to User Environment 24 hours a day, you type From: 00:00 and To: 24:00.

**NOTE!**

The terminal attribute has priority over the user attribute.

## Restricting available functions

By defining attributes in the two profiles, you may limit the user's access to specific tasks.

Sometimes it is useful to limit each user's access. For example:

- you may want to make sure that certain persons or terminals cannot execute specific functions or tasks.
- sometimes it is wise to restrict inexperienced users' access to functions, to prevent them from doing something wrong or distract them with too many, or unknown functions.

---

## AUTHORIZATION

This attribute is important for the security of the system. It may have one of the two values: Public or Supervisor.

### Public

A user with authorization public may only change the attributes above the line in the user profile. Read more about this on page 18.

In the terminal profile, s/he can only change the attribute "Standard task". Read more about the terminal profile on page 20.

### Supervisor

Only the System Supervisor can change the remaining attributes.

Only a very limited number of persons should be authorized Supervisor(s).

---

**SINTRAN**

This attribute may have one of the two values: Yes or No.

Yes

Yes means that the user, in addition to the menu tasks, may also use the SINTRAN commands. The user just types the SINTRAN sign, @, followed by the desired SINTRAN command.

On page 66 you will find which program name to use, if you want to instal the SINTRAN command mode as a menu task.

No

No means that the user can only execute the tasks that are in the menu system.

If a user is allowed to use direct SINTRAN commands, it is practically impossible to limit the commands s/he can use in her/his work area.

---

**SINTRAN AS STANDARD TASK****SINTRAN**

All users allowed to give direct SINTRAN commands can type SINTRAN as "Standard task" in both the user and the terminal profile.

If a user who is not allowed to type direct SINTRAN commands, still enters SINTRAN as "Standard task", it will be ignored by User Environment.

Read about standard task in:

- The user profile on page 19.
- The terminal profile on page 21.

---

## MENU SYSTEM

You can tailor a menu system for each individual user. This may limit the tasks which are directly available to the user.

Security and user-friendliness are the two most important things to consider when designing menu systems for the individual users.

The menu system should be stored in such a way that unauthorized users cannot change it.

If you want a user to have a specific menu system, you must type the name of the menu file and the user area it is in. For example:

(Name-area)Name-system

**NOTE!**

In User Environment this attribute is used together with the language attribute. This means that if you have three different languages, you can make three different language versions of the menu system.

The name of the menu system can contain up to 12 characters.

If you do not fill in this field, you will automatically get the menu system that came with User Environment as the standard system.

In chapter 8 we have described how to make and edit a menu system.

In User Environment, you may also include programs written by the users. Read more about this in chapter 8 on page 102.

## Protecting data

---

### USER NAME AND PASSWORD

Each user has one user name and one personal password in User Environment.

---

### MAIN USER AREA

Each user has a main user area which s/he automatically gets as her/his current when s/he logs in (see page 22).

Therefore, the main user area should be the area most frequently used as the current user area.

In the user profile you fill in the field "main user area" for each user.

**NOTE!**

The user area must be created as a SINTRAN user before you can fill in the field for main user area.

---

### ALTERNATIVE USER AREAS

All users may have alternative user areas, which may also be used as the current user area (the menu task "Change user area").

In the user profile, there is a special field for alternative user areas. Remember that these must be created as SINTRAN users first.

If the password for a user area contains control characters:

- Replace the control character with CTRL+O CTRL+<character> when you are typing the password.

---

## PROTECTING USER AREAS

Normally the user has all rights only in her/his current user area. In all other user areas, the user usually has public access to each individual file.

In the user profile for each individual user, you fill in the user areas the user is to have access to as his/her current user area.

---

## PROTECTING FILES

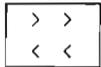
Read about protection of files in the manual FILE MANAGER Introduction ND-60.215.1 EN.

---

## LIST OF ALTERNATIVE USER AREAS

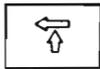
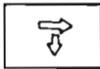
You get a list of the user's alternative user areas in this way:

1.  
Place the cursor in the field "Alternative areas:"



2.  
Press the key for left justification.

- You get a list of the alternative user areas. If there are more than 17 user areas, leaf to the next "page" with the key:



and back again with



EXIT

3.  
When you have finished the reading/editing, you press the EXIT key.

NOTE:

To use an alternative user area would, in SINTRAN, correspond to logging out as one user and then logging in as another user.

## 4.3 Standard profiles

User Environment has a standard user profile and a standard terminal profile.

When you fill in a new user or terminal profile, the standard attributes will be used if you do not specify something else.

If you change one attribute in the standard profile, this will apply to all the profiles in User Environment, unless you define something else for this attribute in the specific profile. See the next page how to do this.

User Environment has the following default values for the attributes.

### IN THE USER PROFILE:

Attribute	Standard value
• STANDARD TASK	_____ NONE
• LANGUAGE	_____ ENGLISH
• USER LEVEL	_____ BEGINNER
• THE HOURS THE USER HAS ACCESS TO THE SYSTEM	_____ 00:00 TO 24:00
• DAYS THE USER HAS ACCESS TO THE SYSTEM	_____ ALL DAYS

### IN THE TERMINAL PROFILE:

Attribute	Standard value
• STANDARD TASK	_____ NONE
• DIRECT USER	_____ NONE
• THE HOURS THE TERMINAL IS AVAILABLE	_____ 00:00 TO 24:00
• DAYS THE TERMINAL IS AVAILABLE	_____ ALL DAYS

## Editing standard profiles

User name: #0

When you want to change a standard attribute in the user profile, you type the characters #0 in the field for user name. You then change the attributes by typing the value you want the attribute to have.

Terminal number: 0

You change the standard terminal profile by typing the number 0 in the field for terminal number before you make any changes.

*Example:*

*You want the standard task for nearly all users to be "Word Processing" and consequently you define this as a standard task in the user profile.*

*You want one user, however, to enter the main menu in the menu system. For this user you must enter Main menu as a standard task in his/her user profile.*

*The same applies to the terminal profile.*

## 4.4 Users in User Environment

### Create a user

You create a new user in the following way:

F2

1. Enter the user profile and press F2.
  - Instead of "User:" in the user profile, it now says "Create new user:"
2. Fill in the fields for user name, password and main user area, and press ↵.

### Delete a user

You delete a user in the following way:

↵

1. Enter the user profile and type the user name you want deleted, then press ↵.

DELETE

2. Press the DELETE key.

### Change user name

Enter the user profile and type the user name you want to change, then press ↵.

F8

2. Press the F8 key. User name is changed to New user name, and you may type the new user name.

## How to get a list of existing users

PRINT

Enter the user profile and press the PRINT key.

- You get a new field in the screen picture.

```

User:                                USER PROFILE                                ND-210518C
                                      (date)
-----
User name      :
Password      :
Standard task
Language
User level
-----
User groups
Authorization
Main user area
Alternative areas
Menu system
-----
The hours the use
      From
      Mon
      .
Date if last login
-----
List users
Print all names beginning with (↵ gives all names)
. . . . .
The list should be written to (may be abbreviated):
- file (remember the file type)
- printer
- terminal (press ↵)
. . . . .
Select list
List 1                                List 2
-----
EXIT - go out of profile manager    FUNC R - go to terminal profile

```

The list containing all users or a selection of users may be printed to:

- a file
- a printer or
- your terminal

On the next page you will see an example of how the two printouts may look.

Example of list 1:

L I S T O F U S E R S		
User name: . . . . .	Main user area: . . . . .	Date of last login:
RAY ADAMS	CORR-CUSTOMERS	1986-11-16
TILLY WYATT	STORE-NO	1986-11-15

Example of list 2:

L I S T O F U S E R S			
User name: . . . . .	Date of last login:	Login count: . . .	Main user area: . . . . . Menu system: . . . . .
RAY ADAMS	1985-11-16	28	CORR-CUSTOMERS (CORR-CUSTOMERS)UE-HIER
TILLY WYATT	1985-11-15	15	STORE-NO



## 5 TASKS FOR THE SYSTEM SUPERVISOR – OPERATION OF THE SYSTEM

- Starting User Environment
- Activating User Environment on terminals
- Administering the activity log  
- The activity log and NOTIS-RG
- Maintaining SINTRAN users
- Installing new menu systems
- New standard menu system
- Editing the login picture
- Copying the database files
- Forgotten passwords



## 5 TASKS FOR THE SYSTEM SUPERVISOR – OPERATION OF THE SYSTEM

### 5.1 Starting User Environment

Consult the PD-sheet (PD=Program Description) on the installation of User Environment.

Whenever the computer has been down, you must start User Environment again from SINTRAN III. The LOAD-MODE and HENT-MODE files must, therefore, contain the required command lines.

#### IN LOAD-MODE

On one of the lines after

```
@MODE (UTILITY)XMSG-START:MODE
@MODE (UTILITY)COS-START-SERV:MODE
```

you type:

```
@UE-FUNC,START-PROFILE-MANAGER
```

in the **LOAD-MODE** file before you run it.

#### NOTE!

XMSG must be started before you give the command that starts UE.

#### IN HENT-MODE

Give the following commands to dump the multi-user systems {reentrant sub-systems}, load the profile manager {profile server} and turn on {activate} UE on terminals.

```
@MODE (USER-ENVIRONMENT)UE-LOAD:MODE,,
```

```
@MODE (USER-ENVIRONMENT)UE-ENABLE:MODE,,
```

Read more about starting and stopping the profile manager in the chapter on User Environment programs, page 70.

See page 47 for how to turn UE on/off on terminals after the system has been started.

---

## FILE SYSTEM INVESTIGATOR

If you run the SINTRAN test program "File System Investigator", you get an error message telling you that the database files for UE are open for write. This error message is "correct" and you may therefore disregard it. You will find File System Investigator in SINTRAN III Utility Programs, product number ND-210628.

---

## START USER ENVIRONMENT BEFORE COSMOS

When User Environment has been activated on one or more terminals (read about this in the next section), the terminals will still be activated after a warm start of the machine. More than one TAD may therefore be activated for UE.

Disable UE  
on TAD no. 768.

COSMOS File Server will, after a warm start, try to start on the "first" TAD (no. 768). If User Environment is activated on it, you must turn off (disable) UE on this TAD before you start COSMOS File Server. When you have done this, the TAD can be activated again.

Execute the commands in this sequence:  
 @UE-AUTO-LOGIN N 0 768  
 @FS-ADMINISTRATOR  
 SELECT-FSA,,,,  
 START-SERVER 1,,,,  
 EXIT  
 @UE-AUTO-LOGIN N 1 768

---

## ERROR MESSAGE

Error messages from the start-up, if any, are printed out on the error message unit (SINTRAN III "error device").

Location of  
error message

If you do not know where the error message will be printed, give the command:

@GET-ERROR-DEVICE

The system responds:

- Error device: 1

"Error device" is often 1, but could also be another number; even so, it usually is the console.

## 5.2 Activating User Environment on terminals

When installing User Environment, you are asked which terminals will be using User Environment. The information you enter will be stored in the file

```
@MODE(USER-ENVIRONMENT)UE-ENABLE:MODE
```

By entering this :MODE file in HENT-MODE (see the beginning of this chapter) the system is automatically activated on the terminals when User Environment is started.

### UE-AUTO-LOGIN

You may also turn on (enable) or turn off (disable) User Environment on terminals after the system has been started, by using the command: UE-AUTO-LOGIN.

#### Example 1.

You want to activate User Environment on all terminals:

```
@UE-AUTO-LOGIN
```

Activate on  
all terminals

- ALL TERMINALS: Y
- ENABLE=1/DISABLE=0: 1

#### Example 2.

You want to activate User Environment on all terminals except terminal number 37. First you turn all the terminals on.

Active on  
all terminals

```
@UE-AUTO-LOGIN
```

- ALL TERMINALS: Yes
- ENABLE=1/DISABLE=0: 1

You then turn off the terminal in question, in this case no. 37:

Turn off  
terminal 37

```
@UE-AUTO-LOGIN
```

- ALL TERMINALS: No
- ENABLE=1/DISABLE=0: 0
- TERMINAL NUMBER: 37

If you want to turn User Environment off on more terminals, you repeat this.

The command syntax is:

**@UE-AUTO-LOGIN <all terminals>,<turn on/off>[,<terminal-no>]**

Parameter description:

All terminals	<u>Y</u>	{for YES} means that User Environment is turned on or off on <u>all</u> terminals. You get no question about terminal number.
	<u>N</u>	{for NO} means <u>not</u> on or off for <u>all</u> terminals: you must give the terminal number.
Turn on/off	1	turn on {enable}.
	0	turn off {disable}.
Terminal-no.	no.	Give the number of the terminal where you want User Environment to be turned on or off. You must have answered <u>N</u> to the first parameter.
	0	or no value, means that User Environment must be turned on or off on the terminal where the command is given.

## EDIT UE-ENABLE:MODE

If you use the command UE-AUTO-LOGIN, you will lose information on which terminals are to use User Environment after a warm start.

For this reason you add the changes you want to be permanent to the UE-ENABLE:MODE.

### Example 3.

*When you installed User Environment, you answered that all terminals should use the system. In the UE-ENABLE:MODE file it now says:*

```
@UE-AUTO-LOGIN,Y,1
```

*But as in example 2, you want to turn OFF User Environment on terminal number 37. Enter the following in the MODE file:*

```
@UE-AUTO-LOGIN,N,0,37D
```

*The D after the number is just a reminder that it is a decimal number. You do not have to type it.*



## 5.3 Administering the activity log

The activity log controls the registration of the following activities:

- All logins and logouts (code: **log**).  
When you log out the CPU time used is recorded.
- Unsuccessful attempts to log in before blocking (code: **att**).
- Attempts to log in after blocking (code: **many**). [I]
- The tasks that are executed by each user (code: **task**).
- Serious system errors (code: **err**).

The log is registered on a file called:

(USER-ENVIRONMENT)UE-LOG-FILE:DATA.

This file is created when the system is installed. You fetch the log by typing:

Fetch the log

@UE-FUNC,ACTIVITY-LOG

-----  
[I]       After a specific number of unsuccessful login attempts, it is not possible to enter the system even if you have typed the correct name and password.

You get a screen picture like this one:

SYSTEM ACTIVITY LOG ND-210518C

● Select the activities you want registered (ON/OFF):

●	all logins and logouts (log):	OFF
●	unsuccessful login attempts before blocking (att):	OFF
●	login attempts after blocking (many):	OFF
●	tasks being executed (task):	OFF

The log is

Mark the log with the following text: .....

Write the log contents to a printer/file: .....

Delete the contents and start new registration (YES/NO): ....

**How to use the activity log:**

Turn OFF/ON

Type ON for the activity you want logged. You can turn ON one or more activities that you want registered.

Keep ON after start-up

If the system stops and the computer must be started again, the log will keep the contents it had prior to the stop. That is, if it was ON before the machine stopped, it will also be ON after start-up.

NOTE!

If the log is ON, the following will always be registered:

- Login attempts after blocking
- Serious system errors

Start new  
registration

You may remove all the information the log has registered, in order to start a new registration.

Printout of  
the log

You can print out the log contents.  
You will get the question:

- Do you want a default heading on the printout?

The default heading looks like this:

USER ENVIRONMENT - activity log ND-210518C					
Date/time:			Computer:		
Date	Time	Cat. Term.	Info:		Info.
			User name		

If you do not use the default heading, each line in the log corresponds to a fixed record length. This may be used in the report generator, NOTIS-RG. At the end of this section, there is some information on how to use NOTIS-RG.

Registers CPU time

The activities are registered continuously with date, time, terminal number and user name. The information column gives information on the type of task and computer time (CPU time) used, the latter only at logouts.

Under Category (Cat.) you can see the code (max. four letters) for the activity that is registered, (see the list in the beginning of this chapter).

Mark the log

You can mark the log with your own text in order to register activities before and after a given point in time, for instance a holiday, a reorganization of the company, etc.

Log ON

The log must be ON when you type a message to it.

**NOTE!**

All registrations use some CPU time. The registration of tasks (menu tasks and direct SINTRAN commands) uses a great deal of CPU time and disk resource, and should therefore only be used when necessary.

## The activity log and NOTIS-RG

You may print the log in report form by using NOTIS-RP.

Write the log to the file:

**UE-LOG-FILE:TEXT**

Printout without a heading

You must answer NO to the question of whether you want a default heading on the printout.

You can now get the report by running NOTIS-RP.

**Example 1.**

**UE-REPORT**

Start the program NOTIS-RP and type parameters as described below:

**@NOTIS-RP;**

- LIBRARY: (USER-ENVIRONMENT)UE-ACTIV-EN
- REPORT-DEFINITION:UE-REPORT
- OUTPUT-FILE:UE-REPORT:TEXT

UE-REPORT lists all the activities registered in the activity log.

The moment the report is finished and stored on the text file, it is automatically transferred to NOTIS-WP-EN and the text file appears on the screen.

**Example 2.**

Fetch the program NOTIS-RP and type parameters as above, but now you exchange UE-REPORT for UE-ACCOUNTS:

**UE-ACCOUNTS**

**@NOTIS-RP;**

- LIBRARY:(USER-ENVIRONMENT)UE-ACTIV-EN
- REPORT-DEFINITION:UE-ACCOUNTS
- OUTPUT-FILE:UE-ACCOUNTS:TEXT

UE-ACCOUNTS lists the lengths of the login periods.

When the report is ready and stored on the text file, it is read into NOTIS-WP-EN and displayed on the screen.

**NOTIS-RG**

If you want to make your own reports, you may, by using NOTIS-RG, see how UE-REPORT and UE-ACCOUNTS are made.

Fetch NOTIS-RG and give the following command to look at UE-REPORT:

**FETCH**

**@NOTIS-RG**FETCH

- LIBRARY:UE-ACTIV-EN
- REPORT-DEFINITION:UE-REPORT
- OUTPUT-FILE:UE-REPORT:TEXT

You can now get a printout of the report definition:

**SHOW**

SHOW

Here you must give two more pieces of information:

- You must select the report unit you want to look at.
- You must define the name of the file you want to write to. If you want a printout, type for instance (SYSTEM)PHILIPS.

You may, in the same way, see how UE-ACCOUNTS is made.

In Appendix C you will find examples of what a report might look like.

## 5.4 Maintaining SINTRAN users

The commands used most often for maintenance of SINTRAN users are:

@CREATE-USER

@DELETE-USER

@GIVE-USER-SPACE

@TAKE-USER-SPACE

@LIST-USERS

A SINTRAN user is identical with a user area in User Environment. See chapter 3, page 22, for information about user areas in UE.

You may also refer to the SINTRAN III Reference Manual ND-60.128 and SINTRAN III System Supervisor ND-30.003, to get more information about SINTRAN users.

## 5.5 Installing new menu systems

You have a new menu system which, for instance, is called:

NEW-MENU-EN: **MENU**

on a floppy disk  
(note that file type = MENU).

To instal the menu system, you do the following:

Copy

1.  
Copy the file [to any user area, for instance "USER ENVIRONMENT").

Prepare

2.  
Prepare the menu system for use:

FETCH  
WRITE  
YES

Enter the menu editor,  
    FETCH the menu system and select  
    WRITE in the command line.  
Answer YES to the question about  
preparation.

You get two new files; one CONF file and one NDPF file:

NEW-MENU-EN: **CONF**  
NEW-MENU-EN: **NDPF**

See page 34 in the chapter on "Tasks for the System Supervisor - security" on how to give individual users specific menu systems.

## 5.6 New standard menu system

You want a menu system other than the standard menu system installed with User Environment on your computer.

Do the following:

1.  
Prepare the menu system for use by using the menu editor (see page 90). Now two new files are made. If the menu file is called NEW-MENU-EN:MENU, these two files are called NEW-MENU-EN:CONF and NEW-MENU-EN:NDPF.

2.  
Type the following:

```
@(USER-ENVIRONMENT)UE-RUN ;(MY-USER-AREA)NEW-MENU-EN↵
```

When you are asked which :PROG file you want to put the menu system on, just press the ↵ key.

3.  
Change to user area SYSTEM and type:

```
@DELETE-REENTRANT UE-RUN-C
```

```
@DUMP-PROGRAM-REENTRANT UE-RUN-C (USER-ENVIRONMENT)UE-RUN-C
```

## 5.7 Editing the login picture

See chapter 6 on page 69 for an explanation of how to edit the login picture.

## 5.8 Copying the database files

The database files for user profiles and terminal profiles are called:

**(USER-ENVIRONMENT)UE-USER-PROFILE:DATA**  
**(USER-ENVIRONMENT)UE-TERM-PROFILE:DATA**

Each time you start the profile server, the database files are automatically copied to two files.

These will be backup copies of the database files, and are named:

**(USER-ENVIRONMENT)BE-USER-PROFILE:DATA**  
**(USER-ENVIRONMENT)BE-TERM-PROFILE:DATA**

### NOTE!

Notice the difference in the names of these two pairs of files:

The database files : UE-  
 The copies : BE-

Error in the  
 database files

If an error has occurred in the database files, the profile server will not copy the database files, but will display an error message on the error message unit. (SINTRAN III "error device", read more about it on page 46).

If an error occurs, use the SINTRAN command @COPY-FILE and copy from the previous backup copy to the database file:

### @COPY-FILE

Destination file: {US-ENV}UE-USER-PROFILE:DATA  
 Source file : {US-ENV}BE-USER-PROFILE:DATA

Destination file = the file you copy to.  
 Source file = the file you copy from.

If there is an error in the database file for the terminal profile and you want to copy this file, use the @COPY-FILE command again, like this:

@COPY-FILE

Destination file: (US-ENV)UE-TERMINAL-PROFILE:DATA  
 Source file : (US-ENV)BE-TERMINAL-PROFILE:DATA

NOTE!

When copying from the backup copy, you will lose any changes you have made in the profiles since the backup copy was made.

When you have corrected the errors you got on the error device, you must start the profile server again:

@UE-FUNC , START-PROFILE-SERVER

## 5.9 Forgotten passwords

### FORGOTTEN PASSWORDS IN USER ENVIRONMENT

You should have one terminal that does not have automatic login through User Environment, for instance the console. Enter as SINTRAN user SYSTEM, and turn User Environment off.

@UE-FUNC STOP-PROFILE-SERVER

Delete the data file:

@DELETE-FILE UE-USER-PROFILE:DATA

You must create the file again:

@CREATE-FILE UE-USER-PROFILE:DATA,,

Then start User Environment, using this command:

@UE-FUNC START-PROFILE-SERVER

Enter User Environment as user SYSTEM and select the password you want (do not forget it this time!). When you have done this, you must create the users (with a password) and fill in their user profiles.

FORGOTTEN PASSWORDS  
FOR BOTH SYSTEM AND  
USER ENVIRONMENT

If all terminals are automatically logged onto User Environment, and you have forgotten the UE Supervisor's password, and you are not able to enter as SINTRAN user SYSTEM, you can do the following:

Do a warm start on the computer.

@ENTER system password

@DELETE-FILE UE-USER-PROFILE:DATA,,

@CREATE-FILE UE-USER-PROFILE:DATA

Because all data on users and terminals is deleted, you must create users and fill in the user profiles again. Make two people System Supervisors, to make sure this does not happen again.



## 6 USER ENVIRONMENT PROGRAMS

- User Environment programs in general
- Description of the programs
  - Profile Manager
  - Returning to the User Environment menu
  - Specifying the various functions in UE-FUNC
  - Menu editor



## 6 USER ENVIRONMENT PROGRAMS

### 6.1 User Environment programs in general

What follows is an overview and a description of the special programs in User Environment.

Some of the programs are for the System Supervisor, and other programs may be used by all UE users. The System Supervisor decides which programs should be available to the various users.

Several language versions

#### NOTE!

The programs described here exist in several language versions. The last two letters in the program name show which language the program is in.

Available languages and their codes:

English	-	EN
French	-	FR
German	-	GE
Dutch	-	DU

Norwegian-	NO
Swedish -	SW
Finnish -	FI
Danish -	DA

Here is an overview of the User Environment programs (the English versions):

1	Profile Manager	UE-PMAN,<parameter>
2	Return to the UE menu	UE-MENU
3	Various functions	UE-FUNC,<parameter>
4	Menu Editor	UE-ME

## 6.2 Description of the programs

### Profile-manager

The program Profile-Manager is used for maintenance of user and terminal profiles (see chapter 3 on how to use it). It has the following parameters:

**UE-PMAN,1 :** 1 means personal user profile overview (default value).

**UE-PMAN,2 :** 2 means terminal profile overview.

### Return to the UE menu

If you have gone to SINTRAN via User Environment, give the command:

@UE-MENU

to enter User Environment again.

If you run a program that is not a User Environment program, you must enter

@UE-MENU

at the end of the program if you want to return to User Environment after the program is executed.

For example, to run the programs MODE, PERFORM and XCOM, @UE-MENU must be entered at the back of the file. See more about this on page 67.

## Specifying the various functions in UE-func

The program:

UE-FUNC

contains a number of User Environment functions.

The program requires one parameter, and that is the name of one of the functions below.

UE-FUNC contains these functions:

Change-User-Area	1	XCOM	7
SINTRAN	4	* Activity-log	9
Terminal-status	8	* Edit-login-picture	15
Task-in-user-area	11	* Stop-profile-manager	2
MODE	6	* Start-profile-manager	12
PERFORM	5	* Reset-login-count	10

The functions are described in the same sequence as listed above.

The numbers are codes that can be used as parameters to UE-FUNC instead of the names. These number codes are independent of the language version.

Functions marked with an asterisk (\*), are for the System Supervisor.

---

### CHANGE-USER-AREA

Change-User-Area means: change current user area. The user can choose between the user areas:

- main user area and
- alternative user areas

Specify the function when typing the name:

**@UE-FUNC, CHANGE-USER-AREA**

If you know which user area you want to change to, you can give the name as a parameter to the command above.

Example (when the user area you want to change to is called "other-user-area"):

@UE-FUNC, CHANGE-USER-AREA, OTHER-USER-AREA

---

## SINTRAN III

This function gives the user direct contact with the operating system SINTRAN (@).

Specify the function when typing the name:

@UE-FUNC, SINTRAN

---

## TERMINAL-STATUS

The function gives the following overview of logged in users (example):

Terminal	User name	Minutes since login	Main user area:	Letters:
35	PAUL BROWN	61	CC-DATA-WEISS	0
→ 39	KATE HILL N	28	IT-ACCOUNTS-ANDERSON	2
62	MARY LUCAS	166	MISC-LUCAS	
54	SYSTEM	102	SYSTEM	5

The arrow indicates the terminal you are using.

Specify the function when typing the name:

@UE-FUNC, TERMINAL-STATUS

---

## TASK-IN-USER-AREA

You can run a program or carry out a task in a user area other than your current one, but you must be in a menu system when you do this.

Specify the function when typing the name:

UE-FUNC, TASK-IN-USER-AREA, <parameter1> [<parameter1.1>], <parameter2>, <parameter3>



Even if MODE/PERFORM/XCOM are entered as menu tasks in a menu, the user must be allowed to give direct SINTRAN commands to be able to use them.

Parameters for each of the tasks MODE, PERFORM and XCOM are given as before.

Specify the program by typing the name:

**UE-FUNC,MODE**  
**UE-FUNC,PERFORM**  
**UE-FUNC,XCOM**

Example:

@UE-FUNC,MODE,input-file,,

@UE-FUNC,PERFORM,perf-lib,macro,parameter

---

## ACTIVITY-LOG

The activity log registers the following activities:

- all logins and logouts (code: **log**).  
At logout, CPU time used, is recorded.
- unsuccessful attempts to log in before blocking (code: **att**).
- attempts to log in after blocking (code: **many**).
- the tasks being executed by the individual user. (code: **task**).
- serious system errors (code: **err**).

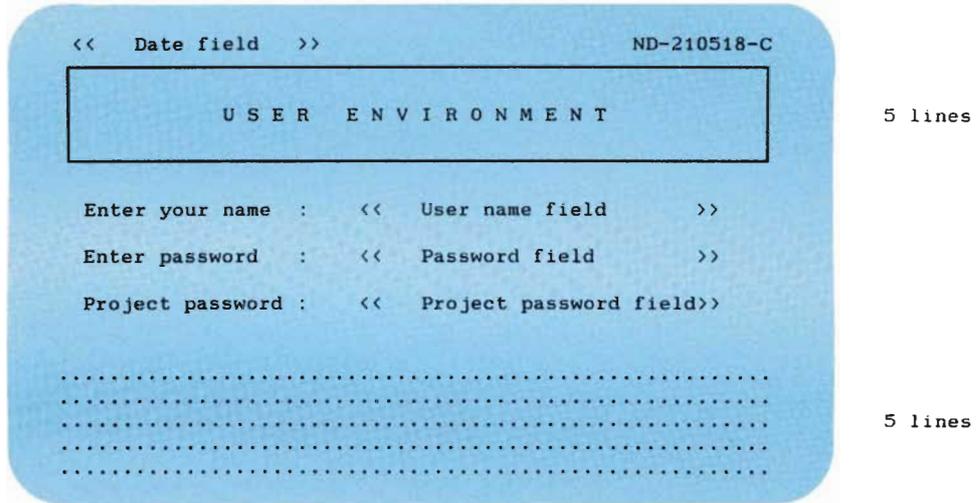
Read more about the activity log on page 49.

Specify the program when typing the name:

@UE-FUNC,ACTIVITY-LOG

**EDIT-THE-LOGIN-PICTURE**

You get the login picture on the screen when you press the ESC key.



You can:

not edit	<ul style="list-style-type: none"> <li>the first line in the login picture</li> </ul>
edit	<ul style="list-style-type: none"> <li>the next 5 lines (the "heading"), graphics, layout and text</li> <li>the texts in front of the three fields</li> </ul>
remove	<ul style="list-style-type: none"> <li>the project password field</li> </ul>
add	<ul style="list-style-type: none"> <li>text/information for the users on the 5 bottom lines</li> </ul>

**NOTE!**

You cannot remove:  
 The user name field  
 The password field  
 The date field

**Automatic storing**

When you have finished editing, press the EXIT key, and the changes are stored automatically.

---

## STOP-PROFILE-MANAGER

**NOTE!**

This program can only be used by the System Supervisor, under SINTRAN user SYSTEM.

Before you use this program, make sure all users are logged out of User Environment. (See page 66 on terminal status.) If a user is logged in when you stop the profile manager, s/he receives a system error message, and is automatically logged out.

It is not possible to log in when the profile manager is passive.

Specify the program when typing the name:

**@UE-FUNC, STOP-PROFILE-MANAGER**

---

## START-PROFILE-MANAGER

**NOTE!**

This program can only be used by the System Supervisor, under SINTRAN user SYSTEM.

START-PROFILE-MANAGER automatically connects the error device to the terminal (or console) you are sitting at.

The program then starts the Profile Manager.

After having waited a little while for possible error messages, the program resets the error device to the original terminal/console.

Specify the program when typing the name:

**@UE-FUNC, START-PROFILE-MANAGER**

---

## RESET-LOGIN-COUNT

For terminals blocked due to too many unsuccessful logins, see page 31.

The login count in UE-FUNC totals all unsuccessful login attempts, also from processes that are not dependent on a terminal.

You reset the login count by specifying the name of the RT process in question. You find this name in UE-FUNC terminal-stat, terminal number 0.

The process could, for instance, be a background program, a TAD or an RT program.

## Menu editor

Enter the menu editor by typing the name:

@UE-ME-C

Read more about the menu editor in the chapter "Making and changing a menu system", page 85.



## 7 MAKING MENU SYSTEMS

- The structure of a menu system
- The structure of the standard menu system
- Adapting the menu system according to requirements
- Planning the structure of a menu system
  - Special requirements to menu systems



# 7 MAKING MENU SYSTEMS

## 7.1 The structure of a menu system

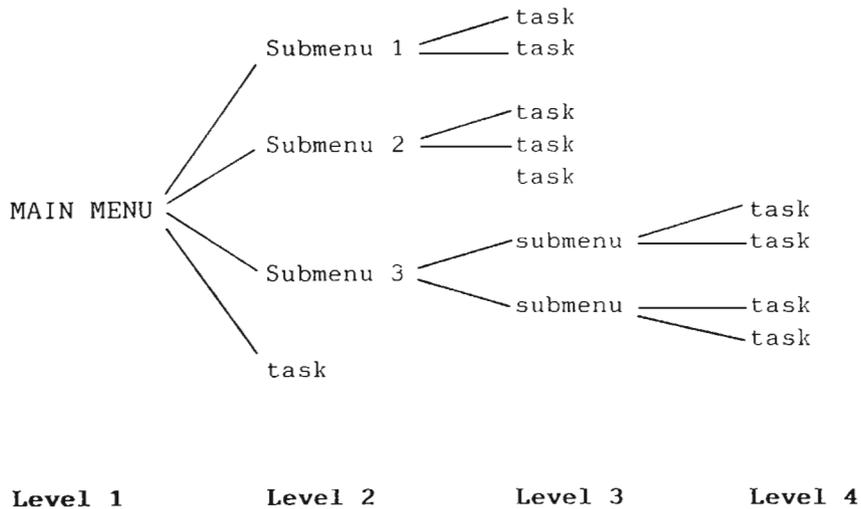
### HIERARCHICAL STRUCTURE

In a menu system you start in the main menu. Each of the tasks in the main menu takes you to one of these three levels:

- A submenu
- Another menu system
- Directly to a specific task

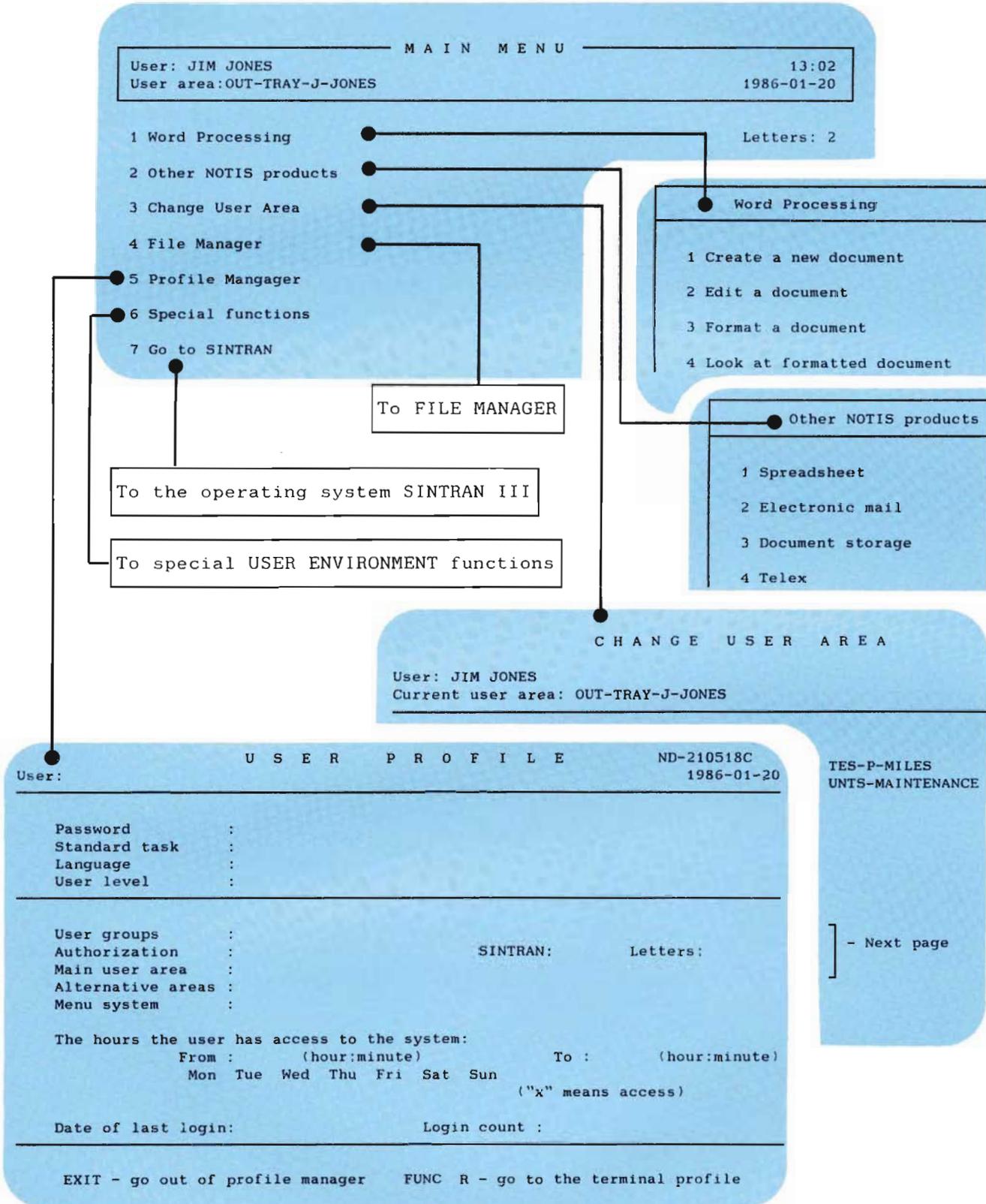
On all levels in the standard menu system in User Environment, you can get HELP information by pressing the HELP key.

A menu system could for instance have a structure like this:



## 7.2 The structure of the standard menu system

(ie. the menu system that is delivered with User Environment)



## 7.3 Adapting the menu system according to requirements

In the previous chapter we described how to restrict the access to data by using passwords, and other possibilities the System Supervisor has to limit the user's field of activity.

Data security

A way to further secure the access to data, is to use different menu systems for different users or user groups.

Increased efficiency

If you tailor menus for specific users/user groups you will get increased efficiency, because the screen picture becomes simpler (it does not contain tasks that are never used).

Simplification

User groups

To find out the needs of your user groups, you can make a form like the one below. The office staff in the example is divided into three user groups, and their needs for individual tasks are crossed off in the column "required tasks".

When you know the needs of the different user groups, you can make one menu system for each of the groups.

Example.  
User groups - required tasks.

USER GROUPS			REQUIRED TASKS
Clerks/ secretaries	Personnel department	Managem./ accounts	
X	X	X	Word processing
X			Telex
X	X	X	Accounting program
X	X	X	Archives

## 7.4 Planning the structure of a menu system

There are many practical and aesthetic things to consider when making a menu system. Here are some hints to help you in your planning.

### Decide the structure of the menu system

- Which tasks are to be executed?
- How often is a task executed?
- Which tasks are executed together?
- In what order are the tasks executed?
- Which tasks are most important?

**How do you want the screen picture, roughly, to look?** Should the menus cover each other completely or partially?

### Remember to make HELP information.

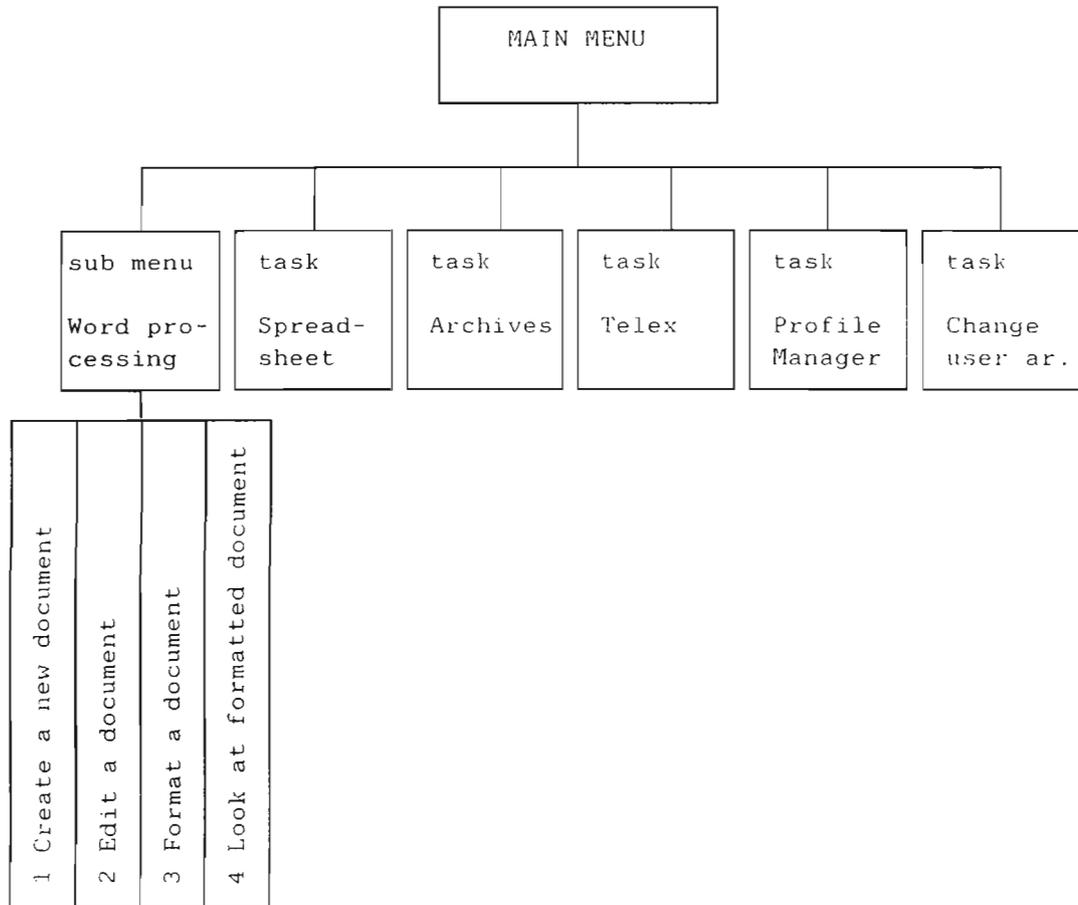
Each task in a menu should have HELP information. If in doubt, the user can then quickly get the help s/he needs by pressing the HELP key.

### Deciding the structure

The following is a list of tasks the menu system of the office group in the previous example must contain, and the corresponding ND program. (The most frequently used task is mentioned first.)

word processing	NOTIS-WP and NOTIS-TF
calculation system	NOTIS-CALC
archives	NOTIS-DS document storage
telex	TELEX
profile editing	special UE functions
change user area	

The structure of this menu system can be illustrated like this:



**How should the screen picture look?**

Let the main menu cover the whole screen picture. (This does not mean that the text in the menu is to cover the whole screen picture!) Place submenus and HELP pictures so that they only partially cover the main menu.

**Overlapping**

By letting the menus overlap each other in this way, you will at any time know where you are in the menu system when you select menus and/or press the HELP key.

Here are some simple examples of how the main menu, submenus and HELP information can partially overlap.

```

      _____ MAIN MENU _____
User: JIM JONES                               13:02
User area:OUT-TRAY-J-JONES                    1986-01-20

1 Word Processing                               Letters: 2
2 Other NOTIS products
3 Change User Area
4 File Manager
5 Profile Mangager
6 Special functions
7 Go to SINTRAN
    
```

Example 1.

The main menu with HELP information for the field Word Processing.

```

Word Processing

NOTIS-WP and NOTIS-TF provide all the
facilities you need for word processing.
You can:
• create, edit and store documents
• format and print documents
• draw charts and perform simple
  mathematical operations

How to select a task:
• Move the cursor with the arrow keys
• Select a menu task by pressing
  the ↵ key

      _____ EXIT - go out of HELP _____
    
```

The main menu is visible "under" the HELP information. If you do not want to select Word Processing, you can see which other tasks you may select.

```

      _____ MAIN MENU _____
User:                                           13:02
User area:                                     1986-01-20

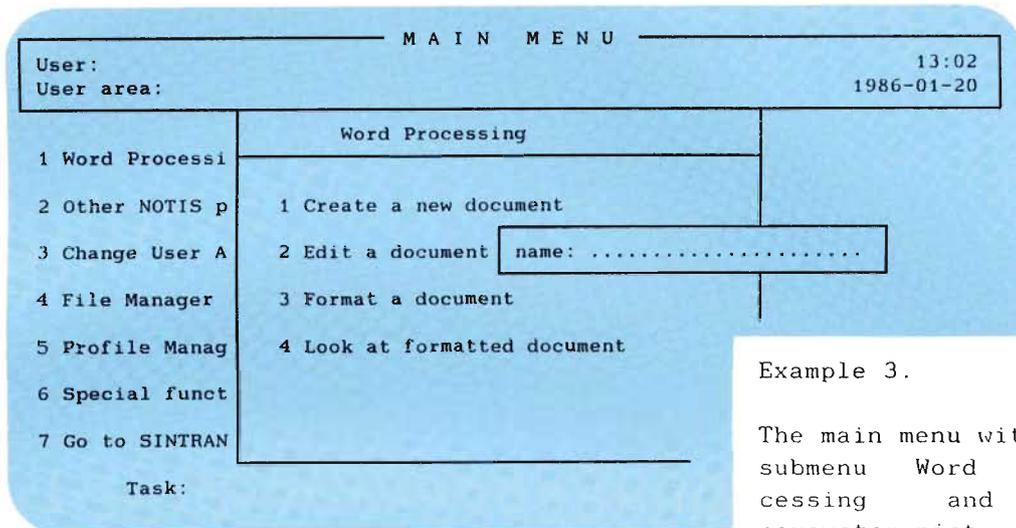
1 Word Processl                               Word Processing
2 Other WOTIS p                               1 Create a new document
3 Change User A                               2 Edit a document
4 File Manager                                3 Format a document
5 Profile Manag                               4 Look at formatted document
6 Special funct
7 Go to SINTRAN

Task:
    
```

Example 2.

The main menu with the submenu for the menu task Word Processing.

The main menu is visible "under" the new field. It is easy to see where you are in the menu system.



Example 3.

The main menu with the submenu Word Processing and the parameter picture for Edit a document. NOTE! The parameter picture contains only one parameter: name. One picture can have a password field and several parameters.

## Special requirements to menu systems

What the system must contain:

It must contain tasks that give the user access to all the programs and functions s/he needs in her/his work.

What the system may contain:

The menu system may contain information like: date and time, the name of the user and user area and mail from NOTIS-ID. The name of the department, computer or group using the menu system may also be entered.

What the system should contain:

In addition to what is mentioned above, the menu system should also have HELP texts that cover the needs of the user. The users' knowledge and background should decide the contents in the HELP texts.



## 8 MAKING AND CHANGING A MENU SYSTEM

- Description of the different fields
- The menu editor
  - Fetching the menu editor
  - Storing a menu system
  - Preparing a menu system
  - Printout from the menu editor
  - Useful suggestions
  - Restrictions in the menu editor
  - Files used by the menu editor
- Main menu
  - Information output field
  - Option field
  - Task input field
- HELP text
- Submenu
- Task
- Entering task names in the menu editor
- Changing the structure in a menu system
  - Entering task names in the menu editor
  - Changing the structure in a menu system



## 8 MAKING AND CHANGING A MENU SYSTEM

### 8.1 Description of the different fields

Before you start making a new, or changing an "old" menu system, it is useful to know something about fields.

A menu consists of fields and text. There are different types of fields with different functions.

The different fields are shown in the illustration on the next page. You will find a description of the fields on page 87.

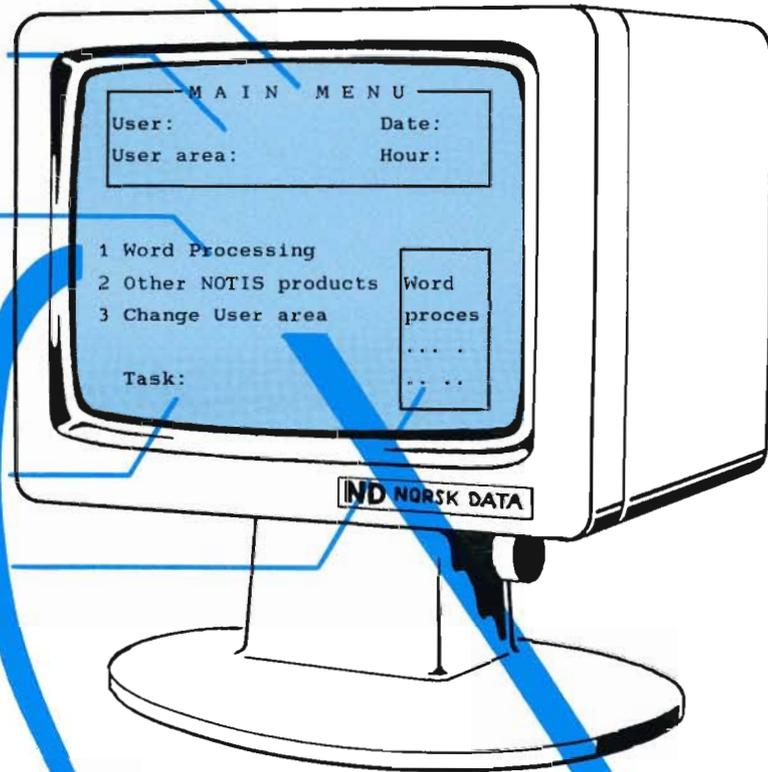
The main menu with frame and heading: **page 95**

Output fields (user name, user area, date, hour) **page 95**

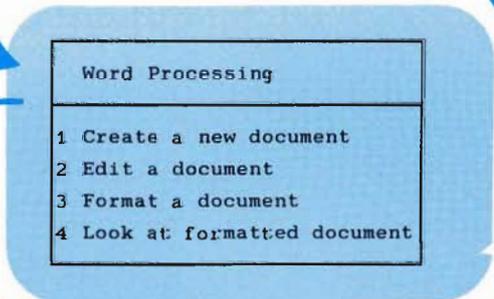
Option field: **page 97**

Input field for task name: **page 99**

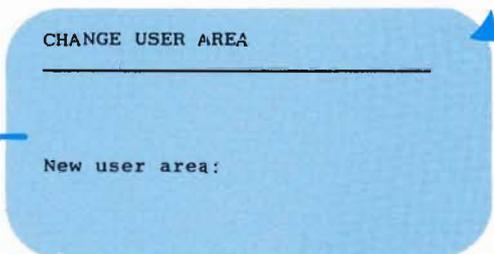
Help information: **page 100**



How to make a submenu: **page 101**



Parameter picture (command program name): **pages 102 and 103**



---

**INFORMATION  
OUTPUT FIELD**

Some fields give the user specific information, e.g the current date. A field like this is called an OUTPUT FIELD. The following information may be given in an output field:

- the user name of the person currently working at the terminal
- the hour when the user entered User Environment
- current date
- current user area
- the number of unread letters in the intray

---

**OPTION FIELD**

Each option {task} in a menu represents an OPTION FIELD. It is via these option fields you enter new menus, tasks or programs.

---

**TASK INPUT FIELD**

Each menu has a field where you may type the name of the task you want. This is called the TASK INPUT FIELD. The cursor moves to this field immediately when the user starts typing the name of a task in the menu system or a SINTRAN command.

---

**PARAMETER INPUT**

In some cases, the user must give additional information to the system, e.g the name of a file or a document. The field where this information is given, is called a PARAMETER INPUT.

---

**DEFAULT PARAMETER**

In this field you enter the most commonly used value for the parameter. When the user comes to this field, the value is printed on the screen, and then s/he may only press the ↵ key.

---

**TASK PASSWORD**

To control the access to a task, one may put a password field into the parameter picture, either on its own or with one or more parameter fields. The password field should be put before a parameter field.

## 8.2 The menu editor

The menu editor is a screen oriented editor. When making and changing menu systems in the menu editor, you use editing functions you are familiar with in NOTIS-WP, plus some new ones. You may change the standard menus in User Environment, or you can make new menu systems.

### Fetching the menu editor

Fetch the menu editor, while in User Environment, by typing:

@UE-ME-C

You get a screen picture like this:

```
UE: Edit Next Level up Go to Top Read Write Other
Edit current screen picture
(.....T.....T.....T.....T.....T.....T.....T.....T.....T.....
```

You may use the menu editor even if User Environment is not available. But if you want to prepare the menu system, User Environment must be available.

---

#### WHAT THE SCREEN PICTURE CONSISTS OF

**HOME POSITION** Home position contains two lines. The first line is a command line, and the second line contains explanations of the commands in the first line.

In Chapter 9, Commands in the menu editor, you will find a list of the command menus.

**TABULATOR LINE** The tabulator line separates the work area from the home position.

**WORK AREA** The work area is the area where you can make your changes. It may be the whole, or part of the screen picture, and you may use up to 21 lines.

## STATUS LINE

The status line is the bottom line, and it contains information and gives error messages.

## Storing a menu system

When you have finished editing the menu system, you store it by selecting Write in the command menu.

- The system responds:

Write to menu system:.....

Type the name of the menu system. If the menu system is new, you must enclose the name in double quotes ("new-menu"). If you fetched an existing menu system into the menu editor, you may press the ↵ key, and the name is printed automatically.

- The system asks for:

Language:.....

Type for instance English. You may abbreviate the name of the language, as long as the abbreviation is unambiguous. (See page 63 for more information about language codes.)

You may, if you wish, store a menu system in another language. In this case, you must be sure that you have the file UE-RSTAT in this language.

*Example:*

*You want to store a menu system in English. You must then have the file UE-RSTAT-EN-C:TEXT.*

If you are storing a new menu system, you get an extra question.

- The system asks:

Do you want to make this the default menu system (Yes/No)?:...

## STANDARD MENU SYSTEM

If you answer yes, you can store changes you make later on the same file without having to type the name and language code.

You answer no if you intend to store what you have done so far on one file, and the next changes on another file. The name of your default menu system is printed on the status line.

The next question you get, is whether you want to prepare the menu system for use. Preparation is explained below. The menu system is stored to a file with type :MENU.

*Example:*

MY-MENU-EN:MENU

NOTE!

The public access is automatically set to none for the :MENU file.

## Preparing a menu system

When you have stored the menu system, you are asked if you want to prepare it for use.

- The system asks:

Do you want to prepare this menu system for use [yes/no]?

If you answer yes, the menu system is prepared for use, i.e the :MENU file is compiled and two new files are made. The files have file types :NDPF, which contains NDP forms, and :CONF, which contains NDP tables.

*Examples:*

MY-MENU-EN:NDPF

MY-MENU-EN:CONF

These two files are used when you use menus.

Menu files should be stored in a user area that is not accessible to all users, for instance {USER-ENVIRONMENT}.

NOTE!

Public access is automatically set to Read for the :CONF and NDPF files.

**PREPARE ONLY**

You may prepare (compile) a menu system without fetching it in the menu editor.

Select Other in the command menu. You get this on the screen:

• Command menu:  
Form size Print Compile Restructure

Select Compile - and type the name of the menu system you want to prepare.

*Example:*

*Prepare the menu system: MY-MENU  
Language: ENGLISH*

**ENTER NAME OF MENU SYSTEM  
IN USER PROFILES**

When you have prepared a new menu system, you type the name of this system in the user profiles of the users who are going to use it.

**Printout from the menu editor**

In the C version of User Environment you can get a printout from the menu editor of the whole, or part of the menu system you have made.

**OTHER**

Select Other in the command menu.  
• New command menu:  
Form size Print Compile Restructure

Select Print, and you get this menu:

Screen picture	The whole menu system
Field information	No field information
Help picture	No help pictures
File name:	

Use the arrow keys to move between the selections and for selecting. You have eight different choices. If you do not want to print to a file after all, press the home key or EXIT. You get the printout on the file you specify (use double quotes to create a new file). If you do not specify file type, it automatically becomes a :TEXT file.

PRINT
-------

You may press the PRINT key at any time and get the same printout menu as above.

## NOTE!

If you press the PRINT key while you are editing, your work will be stored immediately. Then you cannot use the CANCEL key to cancel changes you have done.

## Useful suggestions

If you need more help than the short text on line two, press the HELP key.

## FIELDS

You should read more about the different fields in a menu system (see page 87) before you start making menu systems in the menu editor.

SHIFT + F1

Use graphic mode (SHIFT + the F1 key) to "draw" the boxes and lines you need.

You may draw the frames before you start writing, or at the very end.

## CANCEL FACILITY

SHIFT + CANCEL

## NOTE!

You may always get back the original menu picture you have stored by pressing SHIFT+CANCEL, before you move to a new picture.

This is because a picture is stored when you leave one picture and enter another.

CANCEL

The CANCEL key cancels the changes you have made in a line. If you move the cursor to another line, you may not use the CANCEL key.

## MENU SYSTEMS AND CPU TIME

If you make large menu pictures with many graphic, greek and mathematical characters, User Environment uses a lot of CPU time to move between the pictures when the menu system is run. It also takes a long time to get the login picture. To make sure the screen pictures in User Environment are printed out as soon as possible, you should:

- Always mark the form size all the way to the right border (including column 80), even if you are making a small picture.
- Make pictures with few fields.
- Use as few graphic, Greek and mathematical characters as possible.
- Put form text and fields to the far left in the picture.
- Not use frames on the right side of the picture.

## Restrictions in the menu editor

A menu picture may have:

- maximum 99 task selections
- maximum 110 fields
- maximum 31 fields per line

A parameter form may have:

- maximum 110 fields
- maximum 31 fields per line

A menu hierarchy may have:

- maximum 12 levels

## Files used by the menu editor

Below is an overview of the files used by the menu editor:

User area:	File name:	Description:
USER-ENVIRONMENT	UE-RSTAT-XX-C:TEXT	This file is used in all menu files. It is copied to the beginning of the :MENU file.
SYSTEM	UE-ERMSG-XX-C:ERR	This is the error message file in User Environment.
Your user area	MY-MENU-XX:MENU	The text file you make in the menu editor.
Your user area	MY-MENU-XX:NDPF MY-MENU-XX:CONF	These files are generated when you prepare (compile) a menu system.

When you edit in the menu editor, the menu system is stored temporarily on your SCRATCH file, in an internal format.

## 8.3 Main menu

### MAKE A NEW MAIN MENU

Select Edit in the command menu.

- The system responds:  
Define the form size. Place the cursor in opposite corners and press MARK.

#### NOTE!

You should let the main menu cover the whole work area, to secure space for partly overlapping menus, HELP information and so on.

Make a heading for the main menu.

### CHANGE THE MAIN MENU

Select Read in the command menu:

- The system responds:  
Retrieve menu system:

If you want to change the default menu system in User Environment, type ue-hier. Specify the language:  
en - for English  
when you are asked for it.

You may change the layout and text by deleting and/or typing on top of the old text.

## Information output field

A menu may have up to five different output fields. None of them is obligatory in a menu.

### MAKE AN OUTPUT FIELD

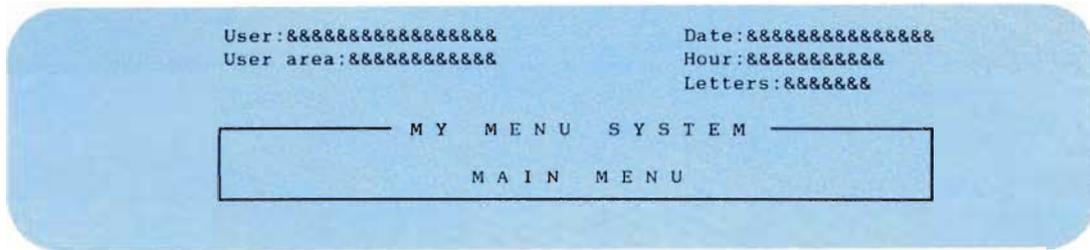
Place the cursor where you want the field, and press the FIELD key.

- Command menu:

```
User name  Hour  Date  User area  No. of unread letters
```

Select type of field and decide how you want it justified. The menu editor asks you the relevant questions as they come up. The menu editor fills in the output fields with & characters.

Example:



Text such as User area, Date and so on, is typed either before you make the field, or after.

---

## CHANGE OUTPUT FIELDS

### EXPAND FIELD

Expanding a field to the right.

- Expand mode off.  
Place the cursor in the field and press SHIFT+FIELD.  
The field is expanded with one character: no other changes occur in the line.
- Expand mode on.  
Place the cursor in the field and press SHIFT+FIELD.  
All the text to the right of the cursor is pushed one position to the right.

Expanding the field to the left.

- This is independent of expand mode.  
Place the cursor just to the left of the field and press SHIFT+FIELD.  
The field is expanded with an & character at the cursor position.

### CONTRACT FIELD

- Delete the first or last & character with the space bar.
- Use the delete character key on one of the characters: all the characters to the right in the line are moved one position to the left.

### REDEFINE FIELD

Place the cursor in the field and press the FIELD key. You will get the command line with all the output fields and may select a new field type. The cursor is placed on the field type you have.

---

**DELETE OUTPUT FIELDS**

You can delete output fields in different ways.

- Delete the whole line: The F1 key
- Delete one character: The space bar
- Delete one character: The delete character key.
- Delete the character the cursor is placed on and all text to the right of it.

Read about the use of control characters in the menu editor in Appendix A.

## Option field

A menu may have from 1 to 99 option fields.

---

**MAKE AN OPTION FIELD**

Place the cursor where you want the field to start, and press the FIELD key.

- Command menu:

Option field    Information output field    Task input field

Select Option field.

- The system responds:  
Place the cursor where you want the field to end, then press FIELD (or FUNC F).

The two & characters will be placed exactly at the cursor position. The option fields are automatically numbered in the order they are made. If you want other numbers, just type over the number.

The text for the option must be unique within the menu system.

*Example:*

```
&1 Word Processing      &
&2 Spreadsheet         &
&3 Electronic mail     &
```

---

## CHANGE OPTION FIELDS

EXPAND OPTION FIELD	Turn expand mode on and use the space bar.
CONTRACT OPTION FIELD	Use the delete character key between the & characters.
CHANGE OPTION NUMBER	If you want another number for the option, just type over the old number.
CHANGE THE TEXT	You change the text as you want, by typing over, deleting and so on.

*Example:*

*You have the option: &2 Spreadsheet & and want to rename it to NOTIS ID. Type NOTIS ID over Spreadsheet.*

*Remember that you must also change the task name. This is described on page 105.*

---

## DELETE AN OPTION FIELD

Delete an option with the F1 key, the delete character key or the space bar.

You are asked if you want to delete the field.

**NOTE!**

Everything belonging to this option (the substructure) is also deleted.

If you want subsequent numbers after you have deleted an option field, you must type the correct numbers.

## Task input field

All menus must have a Task input field in addition to at least one option field.

---

### MAKE TASK INPUT FIELD

Place the cursor where you want the field to begin, and press the FIELD key.

• Command menu:

Option field    Information output field    Task input field

Select Task input field and the justification you want.

The menu editor fills the task input field with & characters. Type the text you want in front of the field, for instance "Task:".

---

### CHANGE TASK INPUT FIELD

You can move, expand and contract task input field in the same way as with output fields, see page 96.

---

### DELETE TASK INPUT FIELD

You may delete a task input field with the F1 key, the delete character key, the space bar, or the DELETE key (see details on deleting on page 97). You must, however, make a new task input field before you leave the menu picture you are in.

## 8.4 Help text

You can and should make HELP pictures for all fields in a menu system apart from the output fields.

---

### MAKE HELP TEXT

SHIFT +

HELP

Place the cursor in the field, and press SHIFT+HELP.

- The system responds:  
Define the form size. Place the cursor in opposite corners and press MARK.

Mark only a part of the work area so that the HELP text does not cover the whole screen.

- The area outside the area you marked changes: dark letters on light background [inverse video].

Type the HELP text and draw the boxes you want.

EXIT

Finish with the EXIT key.

You make other HELP texts in the same way.

---

### CHANGE HELP TEXT

Enter the HELP text by pressing SHIFT+HELP while the cursor is placed in the field.

### CHANGE FORM SIZE

...)  
(...

Press the key for column width. The menu editor asks you to mark off a new size for the HELP picture.

### CHANGE TEXT

You may of course change the text as you like.

---

### DELETE HELP TEXT

You cannot delete the HELP picture itself unless you delete the level above, that is the field the HELP picture belongs to.

Delete text in the same way as you do in word processing.

## 8.5 Submenu

### MAKE SUBMENUS

Select Next in the command menu, with the main menu on the screen.

#### NEXT

- The system asks you to:  
Select the option number for the menu task you want.

Alternatively, you may type the number, press the `←↓` key and move directly to the menu task.

#### SELECT MENU PICTURE

- New command menu:  
Menu picture Exit for task Other menu system

Select Menu picture in the command menu.

#### SET FORM SIZE

- The system responds:  
Define the form size. Place the cursor in opposite corners and press MARK.

Make a heading for the submenu and make the option fields you want (see page 97 for how to make option fields).

#### NOTE!

Remember that here also you must have one task input field in addition to at least one option field.

Make option fields and task input fields as explained on page 97 and 99.

### DELETE A SUBMENU

The simplest way to delete a submenu is to delete the option field that leads to this submenu.

If you do this, everything under this option field disappears.

Use the F1 key, the DELETE key or CTRL+D to delete the line.

- The system asks:  
Do you want to delete fields in this line (yes/no)?

Answer Yes, and everything under the option field will also disappear.

### CHANGE A SUBMENU

You change a submenu in the same way as you change the main menu. This is described on page 95.

## 8.6 Tasks

### MAKE EXIT FOR TASK

#### NEXT

Select Next while you have a menu picture on the screen.

The menu editor responds:

- Select the option number for the menu task you want.

Alternatively, you may type the number, press the ↵ key and go directly to the menu task you want.

- New command menu:

Menu picture Exit for task Other menu system

Select Subsystem node.

- Question:

Do you want to make a parameter form for the tasks defined for this node {yes/no}?

#### NO PARAMETER PICTURE

If you do not want a parameter picture, you answer no and press the ↵ key.

You are asked to type task name. Type @ and the name of the program or the subsystem.

#### Example:

Task name: @NOTIS-WP-EN

**SINTRAN commands** are entered in the same way as programs/subsystems.

(See the section on programs and functions that can be entered in the menu system, page 63.)

You can make **your own programs** and enter them in the menu system in the same way.

#### WITH PARAMETER PICTURE

If you want a parameter picture, you answer yes and press the ↵ key.

- The system responds:

Define the form size. Place the cursor in opposite corners and press MARK.





For the first parameter, User areas, you make an ordinary parameter field. For the second parameter, Write list to, you select "Default parameter" in the command menu.

The system asks:

• Default value:.....

Type USER-AREA:TEXT here. (The file must have been created earlier.)

When you have made the field, enter the SINTRAN command as shown below:

Task name: @LIST-USERS ~A,~B

The fields are then marked with A and B.

In the menu

When the user selects this menu task, the following picture appears:

```

User areas      :
Write list to   : User-area:TEXT
    
```

When the user has filled in the first parameter, and pressed the ↵ key, the cursor will move to the position after the word TEXT. When you press the ↵ key, the information is stored to the specified file. The user may change this file name as s/he wants, by for instance typing another file name or Terminal.

**Example 3.**

One of the menu tasks could be to copy files. Since the order of the parameters is indifferent, we could make this parameter picture:

```

To file:~~~~~
From file:~~~~~
    
```

We have changed the original order of the parameters, and must therefore type the B field before the A field:

Command: @COPY-FILE ~B,~A

**CHANGE TASK NAME**

Move to the menu task you want to change the program name for (Next and option number). Select Command in the menu and you get the program name you want to change. Then you make the changes you want.

## Entering task names in the menu editor

- All task names must always start with the @-sign.
- If a parameter picture has been made, there must be a blank character position between the task name and the next character.
- If there are more than one parameter field for the task, these are marked ~A, ~B, ~C, etc.
- All parameter fields must be represented in the command line at least once.
- There is room for five different task names. If the task is to have exit to both commands and program, the program must be entered after the commands.
- The order of the parameter fields in the parameter picture may be changed by moving one or more fields. It is not necessary to change the order of the parameters in the commands.
- Fields may be deleted. You then get a question mark after the command or program name, and a message to delete it.

## Changing the structure in a menu system

A new feature in the C version of User Environment is that you can change the structure in a menu system in different ways.

The different possibilities are described below.

---

**INSERT LEVEL**

You want to insert a new level between one menu task and the task on the level below.

OTHER  
RESTRUCTURE

First you select Other in the command menu, then Restructure, and you will get:

- New command menu:  
Insert level Delete level Move option

INSERT LEVEL

Select Insert level.

- The system asks:  
Select the option number for the menu task you want.

Type the number. You must then define the size of the new menu picture. When you have done this, a new menu picture is automatically made. It has one option field and one task input field. The option field has the same text as the option field on the level above. To ensure that the name is unique in the menu system, the number one is added.

Type the correct text and change the layout as you want it.

---

**DELETE LEVEL**

This task is not completed. But you may select Next level in the command menu, and get a description of how to delete a level by means of "Move option" in the same command menu.

---

**MOVE OPTION**

You want to move one menu task from one menu to another.

The menu task and everything belonging to it in the menu hierarchy, is moved.

OTHER  
RESTRUCTURE

First you select Other in the command menu, then Restructure, and you will get:

- New command menu:  
Insert level Delete level Move option

**MOVE OPTION**

Select Move option.

The system asks you to mark an option field by placing the cursor in the field and pressing the MARK key.

● New command menu:

Execute move Go to Next Level up Top

Go to the menu where you want to move the option, by using Go to, Next, Level up or Top.

**EXECUTE MOVE**

When you have the menu you want on the screen, you select Execute move. You are asked to place the cursor where you want the menu task, and then press MOVE.

CANCEL

You may interrupt the moving of the menu task by pressing the CANCEL key before you press the MOVE key.

---

**LIMITATIONS IN  
MOVE OPTION**

- If the menu task you want to move is the only task in the menu, the whole menu picture is deleted.
- If there is not enough room for the option field in the menu you move it to, the field is abbreviated.

You cannot:

- move an option field around inside the menu it is in.
- move an option field to a submenu on the same branch in the menu system.
- exceed the maximum number of levels.

## 9 COMMANDS IN THE MENU EDITOR

- Important function keys
- Command menus
  - Commands in the home position
- Commands for screen editing



## 9 COMMANDS IN THE MENU EDITOR

### 9.1 Important function keys

In the menu editor you can use many of the same commands as in NOTIS-WP. You will find a list of these in Appendix A.

See more about how to use the menu editor on page 88.

HELP

gives you help information on the screen. Use this facility from any location on the screen.

EXIT

terminates the editing of a screen picture and moves you to the next menu picture in the direction of the main menu. If you are in the main menu, you go out of the menu editor.

SHIFT + EXIT

terminates the editing and moves you back to the main menu.

SHIFT + CANCEL

With the command SHIFT+CANCEL you may cancel the changes you have made within a picture, as long as the picture has not been stored. The picture is stored when you move to another picture.

CANCEL

cancels the changes you have made in a line, before you move the cursor to another line.

## 9.2 Command menus

The first command menu you encounter in the menu editor looks like this:

```
UE: Edit Next Level up Go to Top Read Write Other
    Edit current screen picture
    (.....T.....T.....T.....T.....T.....T.....T.....
```

The first line contains the commands or tasks you can choose between.

The second line gives a short explanation of the command word (task) the cursor is placed on.

Select a task by:

1. typing the first letter of the task in the command menu, or
2. move the cursor to the task and press ↵.

## Commands in the home position

Edit	- edit current screen picture
Next	- go to the next picture, one level down. Enter the task number.
Level up	- go one level up in the menu system. In the main menu: Go out of the menu editor.
Go to	- type the name of a task in the menu system in order to move to it.
Top	- go to the first menu picture: the main menu.
Read	- retrieve the menu file you want to edit.
Write	- store the menu file and, if necessary, prepare the menu system for use.
Other	- other commands, i.e the commands below (there was not enough room for all the commands on one line).
Form Size	- define the size of the picture (menu picture, parameter picture, etc).

- Print - gives a printout on a file of the whole, or part of the menu system. See more about this on page 91.
- Compile - prepare {compile} the menu system for use without fetching it into the menu editor. See more about preparation on page 90.
- Restructure - restructure the menu system in different ways. This is described on page 106.

If you are allowed to give SINTRAN commands, you may do this in home position by starting the command with @. You may type a number and move directly to the level under the task you enter the number for.

## 9.3 Commands for screen editing

### EDITING

NOTE!

You can abort most commands by pressing the HOME key or EXIT.

HELP

get help information on the screen. Use the HELP key in any situation.

...)  
(...

lets you change the size of the work area.

F1

delete a line.

CTRL

+
D
'
X

delete part of a line {from cursor position to character 'X'}.

F2

insert a new line.

**CANCEL**

cancel changes made in the current line, or restore the last deleted line.

SHIFT + **CANCEL**

cancel the changes you have made in the screen picture. Must be done before the changes are stored, i.e before you move to another picture.

**FUNC****@**

refresh the screen picture [eg., after a message on the screen].

**PRINT**

gives a menu where you can select which part(s) of the menu system you want printed out.

## FIELD EDITING

**FIELD**

make a new field or change a field in the menu. You get a command menu to select from. If you want to make a new field, place the cursor where the field should start before you press FIELD. [The fields are described by & characters in the menu editor.]

There are six different types of fields:

- Menu option field
- Task name input field
- Parameter input
- Task password
- Default parameter
- Information output

See the explanation of these terms on page 87.

SHIFT + **FIELD**

expand an information output field, a task input field or a parameter field already defined in the menu.

EXPANDING A FIELD  
TOWARDS THE RIGHT:

- If expand mode is off:  
Place the cursor in the field and press SHIFT + FIELD.
- If expand mode is on:  
Place the cursor in the field and press SHIFT + FIELD.  
Characters and text to the right of the cursor are moved one position to the right.

EXPANDING A FIELD  
TOWARDS THE LEFT:

Place the cursor (in the first character position) to the left of the field and press SHIFT + FIELD.

SHIFT + HELP

make a new HELP text or change an existing one. Place the cursor on one of the & characters.

SHIFT + > >  
< <

shows the contents of the field in the menu where the cursor is placed. Place the cursor on one of the & characters.

←

move the cursor to the previous, or to the next field in the picture.

⇒

MARK

mark the field you want to move. Place the cursor on one of the & characters.

**MOVE FUNCTIONS**

MOVE

move a marked field.

SHIFT + MOVE

move a marked field, and leave the old position open.

Here is a more detailed description of the MOVE functions and how they work.

Function:	Old position:	Exp.. mode	New position:
MOVE	The empty space(s) after the field disappear because the succeeding text is pushed to the left.	OFF	There must be room enough for the field where you move it to.
		ON	The field may be inserted between other fields. There must be room enough to the right on the line, so that existing fields are not pushed outside the area. See the example below for how the menu editor "thinks" when moving fields within a line.
SHIFT+MOVE	The field leaves an empty space.	OFF	There must be room enough for the field where you move it.
		ON	The field may be inserted between other fields. There must be room enough to the right on the line, so that existing fields are not pushed out of the area.

MOVING FIELDS WITHIN A LINE When expand mode is on and you move a field within a line, the following happens: The fields to the right on the line are first moved to the left, then the field is moved to where you have placed the cursor.

This is the reason you sometimes will be trying to place a field on top of another field. The menu editor will give you a message when this happens.

## MOVING A FIELD SOME POSITIONS TO THE RIGHT

*Example:*

```
&1 Word Processing &  
&2 Spreadsheet &  
|  
&1 Electronic mail &
```

*Mark the field Spreadsheet in order to move it so that it starts in the same column as Word Processing. The cursor must then be placed inside the marked area.*

**NOTE!**

You cannot use the Cancel key after having moved a field.



## APPENDIX A

### EDITING AND NAVIGATING ON THE SCREEN

- Moving the cursor
- Editing within a field



The brown and yellow keys on the NOTIS keyboard are used for special editing purposes. The functions available constitute only a small part of available NOTIS-WP functions.

When you want to move from one field to another to type information on the screen, you use some of the brown function keys to move the cursor.

On the following pages you will find an explanation of what some of the keys do.

See chapter 1, An introduction to User Environment, for an explanation of the special terms and expressions used.

For information on editing in the menu editor (for System Supervisors), see Commands in the Menu Editor, page 111.

## Moving the cursor



move the cursor one position to the right.



move the cursor one position to the left.



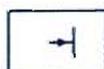
move the cursor to the beginning of the next field, if any.



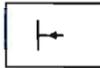
move the cursor to the beginning of the previous field, if any.



move the cursor to the beginning of the first field on the screen.



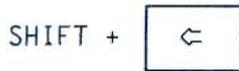
move the cursor to the beginning of the next field, if any.



move the cursor to the beginning of the previous field, if any.



move the cursor to the position after the last character in the field.

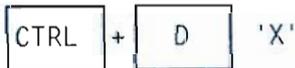


move the cursor to the first character in the field.

## Editing within a field



delete the character where the cursor is placed, or the character to the left of the cursor if there are no characters to the right of the cursor.



delete part of a line  
(from cursor position to character 'x'.)

**If 'x' is CTRL+D:**

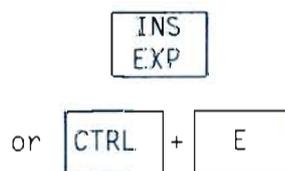
delete the whole contents of the field.

**If 'x' is ↵:**

delete the contents of the field from cursor position to the end of the field.

**If 'x' is CTRL+R:**

delete the contents of the field from the beginning of the field to - but not including - the character where the cursor is placed.



turn EXP - expand mode on/off. This means that the characters are entered where the cursor is placed. Characters to the right of the cursor are moved to the right to make room for the new text.

## APPENDIX B

### STANDARD MENU SYSTEMS IN USER ENVIRONMENT

- The main menu
- The submenu to menu task 1
- The submenu to menu task 2
- Menu task 3
- Menu task 4
- The submenu to menu task 5
- The submenu to menu task 6
- Menu task 7



## The main menu

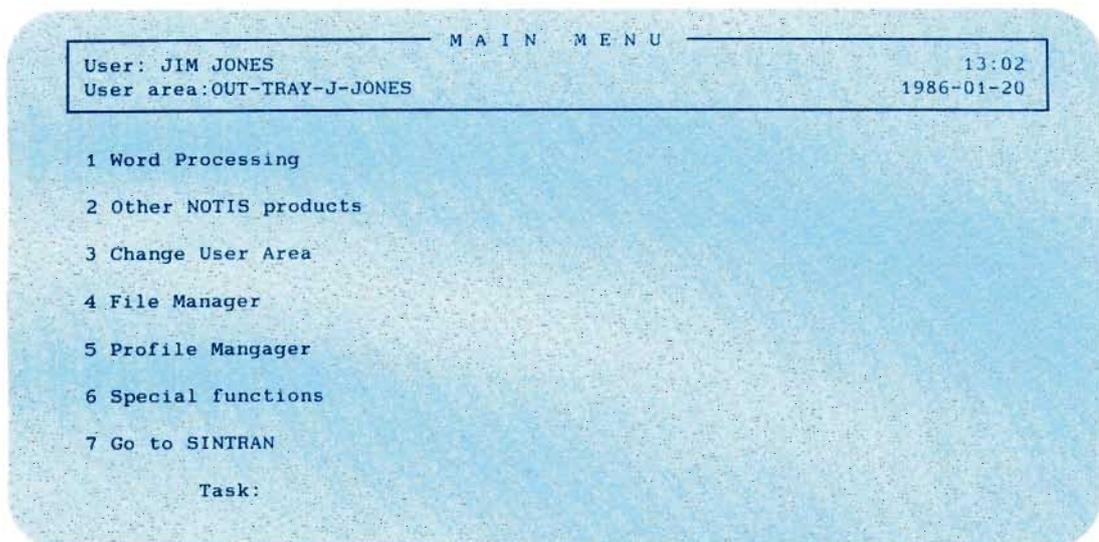
User Environment is delivered with a standard menu system.

It is a simple menu system and contains only a few of the software programs Norsk Data has to offer.

The idea is that the System Supervisor can use this as a basis and tailor menu systems for the users of her/his computer system.

The following pages give an overview of the standard menu system in User Environment.

Some of the menu pictures are filled in with user name, user area, dates, etc, to illustrate how they will appear to the user.



## The submenu to menu task 1

M A I N M E N U	
User:	13:02
User area:	1986-01-20
1 Word Processi	Word Processing
2 Other NOTIS p	1 Create a new document
3 Change User A	2 Edit a document name: .....
4 File Manager	3 Format a document
5 Profile Manag	4 Look at formatted document
6 Special funct	
7 Go to SINTRAN	
Task:	

## The submenu to menu task 2

M A I N M E N U	
User:	13:02
User area:	1986-01-20
1 Word Processi	Other NOTIS products
2 Other NOTIS p	1 Spreadsheet
3 Change User A	2 Electronic mail
4 File Manager	3 Document storage
5 Profile Manag	4 Telex
6 Special funct	
7 Go to SINTRAN	
Task:	

## Menu task 3

```
                C H A N G E   U S E R   A R E A

User:                                     ND-210518C
Current user area: OUT-TRAY-J-JONES
-----
          Choose between these alternative user areas:

* OUT-TRAY-J-JONES          MINUTES-P-MILES
  PROJECT-P-MILES          ACCOUNTS-MAINTENANCE
  MISC-P-MILES

New user area      :
Project password   :

  [←] - Previous page   [→] - Next page
```

## Menu task 4

### File Manager

This menu task brings you into FILE MANAGER, a program for listing and handling of files.

## The submenu to menu task 5

```

                                M A I N   M E N U
-----
User:                               13:02
User area:                          1986-01-20

1 Word Processi
2 Other NOTIS p
3 Change User A
4 File Manager
5 Profile Manag
6 Special funct
7 Go to SINTRAN

                                Profile Manager
-----
                                1 User profile
                                2 Terminal profile

Task:

```

```

                                U S E R   P R O F I L E
-----
User:                               ND-210518C
                                1986-01-20

Password      :
Standard task :
Language      :
User level    :

-----
User groups   :
Authorization :                SINTRAN:      Letters:
Main user area :
Alternative areas :
Menu system   :

The hours the user has access to the system:
From :      (hour:minute)      To :      (hour:minute)
Mon Tue Wed Thu Fri Sat Sun
                                ("x" means access)

Date of last login:                Login count :

-----
EXIT - go out of profile manager   FUNK R - go to the terminal profile

```

```

                                T E R M I N A L   P R O F I L E   ND-210518Cot
Terminal:                                1986-01-21
-----
Standard task      :
-----
Authorized users  :
Direct login user :
Project password  :

The hours the terminal is available:
From:      (hour:minute)      To :      (hour:minute)
Mon Tue Wed Thu Fri Sat Sun
                                ("x" means access)

Date of last login : 1985-01-17      Login count :11

Number of successive unsuccessful attempts to log in:
-----
EXIT - go out of profile manager   FUNK R - go to the user profile

```

## The submenu to menu task 6

```

                                M A I N   M E N U
User:                                13:02
User area:                            1986-01-20
-----
1 Word Processi
2 Other NOTIS p
3 Change User A
4 File Manager
5 Profile Manag
6 Special funct
7 Go to SINTRAN

Special functions
-----
1 User Environment functions
2 Copy files
3 Connect to other computer
4 List computers
5 Transfer files

Task:

```

## Menu task 7

Go to SINTRAN

This task takes you directly to the operating system SINTRAN III.

## APPENDIX C

### EXAMPLES OF USE OF NOTIS-RP

- Example of UE-REPORT
- Example of UE-ACCOUNTS



---

This appendix contains two examples of reporting from the log, using NOTIS-RP.

## Example of UE-report

1

---

Date: 1986-01-17

---

```

10:17:23 Unsuccessful attempt to log in
10:17:25 Unsuccessful attempt to log in
10:43:42 Unsuccessful attempt to log in
10:53:34 Message from the system (or the User Environment
          System Supervisor) UE P.server stopped
10:53:57 Message from the system (or the User Environment
          System Supervisor) UE P.server stopped
10:17:02 Logged out
          CPU-time used: 0 minutes and 18 seconds.
10:43:09 Logged out
          CPU-time used: 0 minutes and 13 seconds.
          User name: JIM DAY Terminal: 7.
10:43:17 Logged in
          User name: JIM DAY Terminal: 37.
10:43:18 Logged in
          User name: SUE JONES Terminal: 7.
10:43:22 Logged out
          CPU-time used: 0 minutes and 1 seconds.
          User name: SUE JONES Terminal: 7.
10:43:24 Logged out
          CPU-time used: 0 minutes and 1 seconds.
          User name: JIM DAY Terminal: 37.
....
13:14:47 Menu task:
          User name: SUE JONES Terminal: 7.
          NOTIS-WP-E
13:14:50 Menu task:
          User name: RAY ROLLINGS Terminal: 45.
          N-W-E UE-OBS
13:15:12 Menu task:
          User name: SUE JONES Terminal: 7.
          UE-PMAN-EN
13:15:45 Menu task:
          User name: SUE JONES Terminal: 7.
          UE-FUNC-EN CHANGE
13:16:00 Menu task:
          User name: SUE JONES Terminal: 7.
          @UE-FUNC SIN

```

## Example of UE-accounts

2

User name: SUE JONES

---

Terminal number: 7

Date: 1986-01-17

---

Logged out at: 10:43:22

Logged in at : 10:43:18

Total time logged in: 4 seconds.

.

.

7

User name: SYSTEM

---

Terminal number: 7

Date: 1986-01-17

---

Logged out at: 10:43:53

Logged in at : 10:43:48

Total time logged in: 5 seconds.

Terminal number: 42

Date: 1986-01-17

---

Logged out at: 13:00:43

Logged in at : 13:00:08

Total time logged in: 35 seconds

Terminal number: 771

Date: 1986-01-17

---

Logged out at: 13:03:01

Logged in at : 13:02:28

Total time logged in: 33 seconds.

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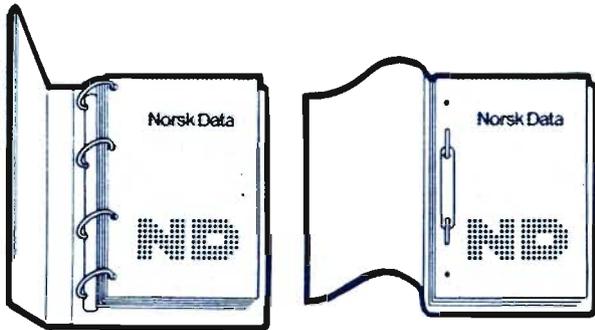
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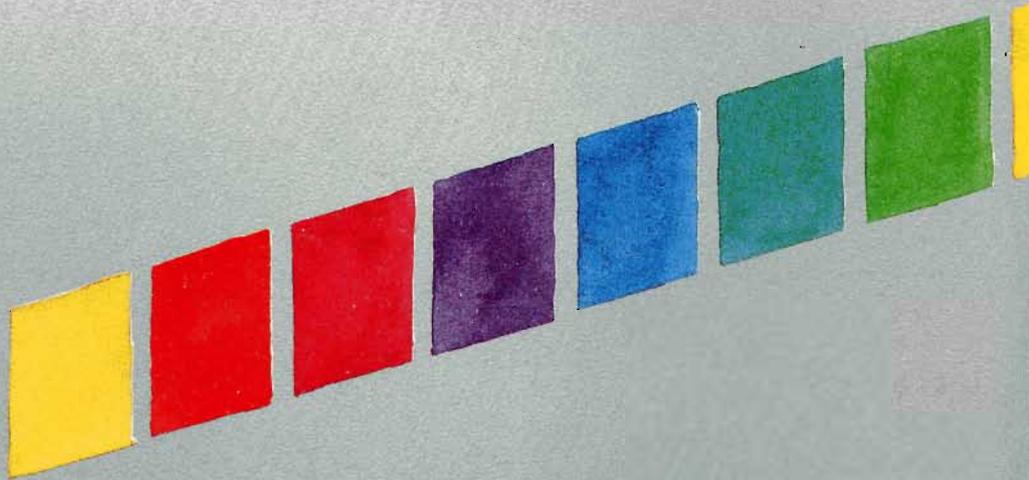
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