

**NEC**



# Reality V15.2

Online Documentation (Revision 3)

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## Section 1: Introduction

This Documentation Note summarises the changed topics in the Revision 3 release of the Reality v15.2 Online Documentation, made in response to enhancements, bug fixes and Documentation Comments from our customers. Minor typographical corrections and indexing changes are omitted.

For more detailed information, refer to the Online Documentation itself.

### 1.1 Security System Maintenance (SSM) Option 2 - Define User Profiles

Added a note to Option 17 - Remote System to explain that if a network password is prefixed with a plus + character it is automatically encrypted (minus the + character) when stored.

### 1.2 realusers (Host administration)

Updated to explain that before running realusers a user ID realusers should be created on the system. This user must be given a home directory, typically /home/realusers and this path must be set in the users file.

### 1.3 Printing to Reality Printers from the Host

Updated to say that once the operation to add a printer has completed successfully a printer interface script of the same name as the UNIX printer will have been created in /etc/lp/interfaces. The lp command can be used with the -o switch to pass an optional parameter in argument 5 (\$5), this can be passed on to the Reality spooler as SPASSIGN options by appending -o\$5 to the REALPRINT command line.

### 1.4 DESPOOLER.CONTROL File Maintenance

Updated to note that when using Option 2 - Device Name of DESPOOLER.CONTROL File Maintenance to identify the name of a private printer on a UNIX host, any optional parameters that you specify will be passed to the interface script as arguments \$5 and up.

### 1.5 SQL reserved words

Added a reminder that SQL reserved keywords, as well as not being available for use as table or column names, cannot be used as user IDs when granting permissions to Reality SQL tables.

### 1.6 FIND statement (DataBasic)

Updated the description of FIND syntax elements to explain when valVar and subvalVar may be automatically set to 0.

```
FIND value IN dynArray{,occurrence} SETTING attrVar{,valVar{,subvalVar}} [THEN  
statement
```

```
(s) | ELSE statement(s)]
```

value	An expression that evaluates to the string or value being searched for.
dynArray	The name of the dynamic array in which to search.
occurrence	The number of the occurrence of the element being searched for in dynArray. If occurrence is not specified, it defaults to 1.
attrVar	A variable that is set to the attribute position where the element is found.
valVar	A variable that is set to the value position where the element is found; if the element is found in an attribute that has no values, valVar and subvalVar will both be set to 0.
subvalVar	A variable that is set to the subvalue position where the element is found; if the element is found in an attribute or value that has no subvalues, subvalVar will be set to 0.
statement(s)	Either a THEN or ELSE clause (or both). A statement must be included. The THEN clause is executed if the FIND is successful; otherwise the ELSE clause is executed.

Also added two more examples.

## 1.7 STOP statement (DataBasic)

Corrected the table in Example 2.

## 1.8 P and D commands (DataBasic debugger)

Updated the description of the P debugger command to explain that the initial On/Off status is that set by the P TCL command; this status is restored on exiting the DataBasic program.

An updated Version 2 of the D command now reports the following additional information:

Whether the trace is suppressed (T command).

Whether child and parent contexts are active (DCC and DPC commands).

Whether output is going to the printer (LP command).

Whether terminal output is suppressed (P command).

Also, the information has been reordered and made easier to comprehend.

## 1.9 Bitwise logical functions (DataBasic)

Added descriptions of the following DataBasic bitwise logical functions:

BITNOT(expression)

BITAND(expression1,expression2)

BITNAND(expression1,expression2)

BITOR(expression1,expression2)

BITNOR(expression1,expression2)

BITXOR(expression1,expression2)

BITXNOR(expression1,expression2)

Here each expression is a valid DataBasic expression or any string, substring or value; may be expressed as a variable name, a value, or a string enclosed in quote marks that evaluates to a decimal number (of which only the integer part is used).

The operation of these functions is summarised below.

Expression	Bit string
Expression A	0011
Expression B	0101
Function	Result
BITNOT(A)	1100
BITNOT(B)	1010
BITAND(A,B)	0001
BITNAND(A,B)	1110
BITOR(A,B)	0111
BITNOR(A,B)	1000
BITXOR(A,B)	0110
BITXNOR(A,B)	1001

## 1.10 MAKE-SPECIAL command

Updated the MAKE-SPECIAL command with two new keywords:

**GFB** A special view of a table of allocated global file blocks (GFBs) each of which identifies the associated file and the number of ports that have that file open (may currently be zero). No additional parameters required.

**LFB** A special view of a table of allocated local file blocks (LFBs). No additional parameters required.

## 1.11 tmenu command

Added two new alternate forms of the tmenu command which together allow you to record commands against one database and play them back against another:

```
tmenu record script-file {database1}
```

tmenu runs as normal against database1, but in addition all user input is recorded in the script-file.

```
tmenu {database2} script-file
```

The sequence of commands recorded in the script-file is repeated for database2.

Any tmenu command can be recorded except the dbsave backup method. Script files are also used by the tmulti command.

### 1.12 tmulti command

Described the new tmulti command which allows tmenu to be successively run on multiple databases.


tmulti requires a list of database names to use. By default, it looks for a

`$REALROOT/files/tmulti_dbases` file, containing one database per line, where REALROOT is the base root for the system.; alternatively, you can specify another list file that contains the same information. The databases can be in different instances and tmulti will handle the switch from one instance to another automatically.

### 1.13 Dynamic arrays

Corrected the description of rule 9 for dynamic array references to say that if the dynamic array is null, the first negative value is replaced by plus one, and Rule 10 is applied.



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NECSWS.com

1st Floor, Bizspace, iMex Centre,  
575-599 Maxted Rd,  
Hemel Hempstead HP2 7DX  
+44 (0)1442 768445