



**Reality**

V14.2

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**Basic Control Maintenance**

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## Introduction

The runtime behaviour of a DataBasic program or subroutine is determined by a combination of two factors:

- The compiler version embedded in the compiled code. This normally depends on the compiler used, but can be changed with the \$OPTIONS statement.
- The compatibility mode set with the MultiValue \$OPTIONS setting (if any) at the beginning of the source code.

The Compatibility Switch Matrix specifies which of a number of runtime settings are selected for particular combinations of compiler version and compatibility mode.

There are several reasons why you might need to customise the Compatibility Switch Matrix. These include:

- You are an existing Reality customer who wishes to use the latest DataBasic compiler while maintaining a previous runtime compatibility level. For example, you might wish to enhance part of an existing application to make use of a new syntax or feature, but need to ensure that the earlier code continues to function as before.
- A problem discovered in an existing MultiValue customer application that has been migrated to Reality is found to be due to an incompatibility between Reality and the original MultiValue system. Although this incompatibility was not handled on the Reality release on which the application was compiled and tested, a new compatibility flag and functionality has since been added to later releases.
- A new Reality MultiValue customer is migrating their application and finds that the supplied Master settings for the source MultiValue system are incorrect.

## Related Documents

Refer to the following sections in the Reality On-line Documentation

- *How to use the On-line Documentation* (follow the link on the home page).
- Compatibility Switch Matrix.
- \$OPTIONS statement.
- \$OPTIONS statement (MultiValue compatibility).

These can be found by using the index or the search tool.

## Conventions

The following conventions are used in this documentation:

**Text**                      Bold text shown in this typeface is used to indicate input which must be typed at the terminal.

Text	Text shown in this typeface is used to show text output on the screen.
<i>Document Title</i>	Italic text in this font indicates topic titles and other referenced documents. References shown in <i>blue</i> or <i>purple</i> are hyperlinks - if clicked, they will take you to the referenced document or section (purple links are those that you have already visited).
SMALL CAPITALS	Small capitals are used for the names of keys such as RETURN.
Enter	<p>To enter means to type text then press RETURN. For instance, 'Enter the WHO command' means type <b>WHO</b>, then press RETURN.</p> <p>In general, the RETURN key (shown as ENTER or ↵ on some keyboards) must be used to complete all terminal input unless otherwise specified.</p>
Press	Press single key or key combination, but do not press RETURN afterwards.

## BCM Command

The Basic Control Maintenance (BCM) command allows the system administrator to view and customise the Compatibility Switch Matrix. It can only be run from the SYSMAN account.

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### *Caution*

The BCM utility changes the DataBasic runtime options. This may cause existing applications to fail; affected programs should be re-tested after changes.

BCM should be used only under the guidance of Northgate Information Solutions Limited.

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The Compatibility Switch Matrix contains Master items specifying the default settings for each combination of runtime version and compatibility mode. The BCM command allows the system administrator to view and compare these master items, and to create Custom items to be used instead of the corresponding Master items. The settings in a Custom item can then be modified to change the behaviour of Reality programs that use that combination of runtime version and compatibility mode.

**Note:** The options available in BCM depend on your version of Reality. The screens shown in this manual are typical and may differ in detail from those on your Reality installation.

## Using BCM

To run the BCM command, enter **BCM** at the TCL prompt. An introductory warning screen is displayed; press ENTER to display the Vendor Selection Screen.

Note: Enter **EX** at any prompt to return to TCL.

```

Vendor Selection Screen                                     13:51:22  12 Dec 2008

--#--Vendor-----#--Vendor-----
 1 Reality / Default                                     13 9.1US
 2 Extended                                             14 9.1U@
 3 Pick / R83                                           15 9.1U
 4 AP                                                    16 9.1@S
 5 D3                                                    17 9.1S
 6 CA                                                    18 9.1@
 7 PWR95
 8 Information
 9 IN2
10 mvBase
11 mvEnterprise
12 9.1U@S

-----

Select Vendor from 1 to 18
or "EX" to exit:

```

**Note:** The vendors that begin "9.1" are provided for historical reasons and should not be changed.

Enter the number of the required Vendor. The Release Selection Screen is displayed:

```

Release Selection Screen                                   13:54:43  12 Dec 2008

(D3)

--#--Release-----#--Release-----

 1 v9.0 / BASIC*08
 2 v9.1 / BASIC*09
 3 v10.0 / BASIC*10
 4 v11.0 / BASIC*11
 5 v12.0 / BASIC*11
 6 v14.0 / BASIC*14
 7 v14.1 / BASIC*14.1

-----

Select Release from 1 to 7
or "EX" to exit:

```

Enter the number of the required Vendor. The Select Action Screen is displayed:

```
Select Action Screen                                     13:55:17 12 Dec 2008
Master          (D3) (v14.1)
There is no custom entry for selected master control item.

--#--Action-----
1 View Master item.
2 Compare Master item with alternate Master item.
3 Create Custom item from Master item.
4 Create Custom item from alternate Master item.

-----

Select Action from 1 to 4
or "EX" to exit or {cr} to re-select control item.:
```

**Note:** If you have already created a custom item for the selected Vendor and Release, options 3 and 4 allow you to Edit the custom item and compare it with a Master item.

Do one of the following:

- Enter the number of the required action:
  - 1 [View Master Item](#).
  - 2 [Compare Master Item with Alternate Master Item](#).
  - 3 [Create Custom Item from Master Item](#).
  - 4 [Create Custom Item from Alternate Master Item](#).
- Enter **EX** to exit to TCL.
- Press ENTER to return to the [Vendor Selection Screen](#).

### View Master Item

This option allows you to view the settings for the selected Vendor and Release. For example:

```

Edit Item Screen                                     13:56:05 12 Dec 2008
Master (D3) (v14.1)

--#--Master-----Description-----
1  D3 v14.      User Comment Line
2   No         Map SYSTEM through Reality map.
3   Yes        Enable vendor mapping of @(-n).
4   No         Allow USER exits.
5   Yes        Convert SELECT to a SELECTE if list pending.
6   Yes        PERFORM to work with a GLOBAL active list.
7   Yes        Special handling of ACCESS.
8   Yes        Special handling of descale value in Form
9   Yes        Special handling of ONGOTO & ONGOSUB.
10  No         mvBase or mvEnterprise OPENSEQ mode.
11  Yes        Adjust DataBasic INPUT timeouts.
12  No         Return one instead of zero at end of str

----- Page 1 of 2.
Input a "N" or {cr} for next page.
Or input an "EX" to exit
:

```

Do one of the following:

- Enter **N** or press ENTER to display the next page (if any).
- Enter **P** to display the previous page (if any).
- Enter **EX** to return to TCL.

### Compare Master Item with Alternate Master Item

This option allows you to compare the settings for the selected Vendor and Release with those of another Vendor and/or Release.

When you select the Compare Master Item with Alternate Master Item option, the [Vendor Selection Screen](#) is displayed. Enter the number of the required Alternate Master Vendor and, from the Release Selection Screen, the number of the required release. The Edit Item Screen is displayed; for example:

```

Edit Item Screen                                     14:00:15  12 Dec 2008

      Master      (Reality) (v14.1)
      Master      (D3)      (v14.1)

--#--Master--Master--Description-----
1 Reality#D3 v14. User Comment Line
2   Yes #   No   Map SYSTEM through Reality map.
3   No  #   Yes  Enable vendor mapping of @(-n).
4   Yes #   No   Allow USER exits.
5   No  #   Yes  Convert SELECT to a SELECTE if list pending.
6   No  #   Yes  PERFORM to work with a GLOBAL active list.
7   No  #   Yes  Special handling of ACCESS.
8   No  #   Yes  Special handling of descale value in Form
9   No  #   Yes  Special handling of ONGOTO & ONGOSUB.
10  No   #   No   mvBase or mvEnterprise OPENSEQ mode.
11  No  #   Yes  Adjust DataBasic INPUT timeouts.
12  No   #   No   Return one instead of zero at end of str

----- Page 1 of 2.
Input a "N" or {cr} for next page.
Or input an "EX" to exit
:

```

The third and fourth lines show the Vendors and Releases that are being compared. Differences are marked with hashes.

Do one of the following:

- Enter **N** or press ENTER to display the next page (if any).
- Enter **P** to display the previous page (if any).
- Enter **EX** to return to TCL.

### Create Custom Item from Master Item

This option allows you to create a custom item based on the master item for the selected Vendor and Release. This custom item will be used instead of the master item in all DataBasic programs that use that Vendor and Release.

When you select option 3 from the Select Action Screen, the Edit Item Screen is displayed; for example:

```

Edit Item Screen                                     14:42:20 12 Dec 2008

      Master      (D3) (v14.1)
      Custom      (D3) (v14.1)

--#--Master--Custom--Description-----
 1  D3 v14.  D3 v14.  User Comment Line
 2      No      No    Map SYSTEM through Reality map.
 3      Yes     Yes   Enable vendor mapping of @(-n).
 4      No      No    Allow USER exits.
 5      Yes     Yes   Convert SELECT to a SELECTE if list pending.
 6      Yes     Yes   PERFORM to work with a GLOBAL active list.
 7      Yes     Yes   Special handling of ACCESS.
 8      Yes     Yes   Special handling of descale value in Form
 9      Yes     Yes   Special handling of ONGOTO & ONGOSUB.
10     No      No    mvBase or mvEnterprise OPENSEQ mode.
11     Yes     Yes   Adjust DataBasic INPUT timeouts.
12     No      No    Return one instead of zero at end of str

----- Page 1 of 2.
Input a "N" or {cr} for next page.
Select from 1 to 12
or "EX" to exit or "FI" to save.:

```

Do one of the following:

- Enter the number of the item you wish to change. You are prompted to change the item; for example:

```

Allow USER exits.
Current Value = 'No'
Input a "Y" to alter or a "N" or {cr} to accept as is:

```

Enter **Y** or **N** as appropriate or press ENTER to leave the item unchanged.

- Enter **N** or press ENTER to display the next page (if any).
- Enter **P** to display the previous page (if any).
- Enter **FI** to save the custom item.
- If the custom item already exists, enter **FD** to delete it.
- Enter **EX** to return to TCL without saving.

For the last three commands, you are asked to confirm that you want to carry out the selected action.

### Create Custom Item from Alternate Master Item

This option allows you to create a custom item for the currently selected master item based on a different master item. This custom item will be used instead of the master item in all DataBasic programs that use that Vendor and Release.

**Note:** If the custom item already exists, this option allows you to compare it with a different master item to that used when it was created.

When you select option 4 from the Select Action Screen, you are for prompted to select a Vendor and Release on which to base or compare the custom item (see the [Vendor Selection](#) and [Release Selection](#) screens). The Edit Item Screen is then displayed; see [Create Custom Item from Master Item](#) for details.