
mv.ENTERPRISE

Online User Reference

Manual, Appendix B



Release 4.0
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Appendix BQ: Glossary

Glossary

The following is a glossary of mv.ENTERPRISE terms.

A-ITEM

A data definition item used by the ACCESS processor to define the structure of data in the data section of a file.

ABORT

The termination of a computer function in the event of a hardware or software malfunction

ABS

Absolute Binary Segment. An area of disk-drive frames containing the system object code that the machine executes.

ACCESS

The information retrieval language of the Multi-Value system.

ACCESS TIME

The time taken to reference a piece of information.

ACCOUNT

A user-oriented collection of files and commands, including dictionaries and data files.

ADDRESS

A way of referencing a memory location or a part of a disk.

Glossary Cont'd.

ADMINISTRATION UTILITY

The utility used to administer tasks such as installation, configuration, and setting environment variables.

ADMINISTRATOR

Maintains the system for the benefit of users. Administration may take place at the operating system level, the applications level, or both.

ALGORITHM

A set of rules for solving a task.

ALPHANUMERIC

A string of characters which can contain any combination of letters, numbers and symbols.

AM

Abbreviation for ATTRIBUTE MARK.

AMC

Attribute Mark Count. A value found in an attribute defining item that contains the count (# of delimiters) of attribute-marks to locate a data item.

ANSI

An acronym for American National Standards Institute.

APPLICATIONS

Software programs that perform specific tasks such as accounting, stock control, etc.

ARGUMENT

The particular occurrence of a parameter.

ARRAY

The set of data identified by a single name.

ASCII

American Standard Code for Information Interchange. The standard code that designates characters.

ASYNCHRONOUS

A means of communication between terminals and the computer, sometimes referred to as 'async.'

ATTRIBUTE

A property of an item, analogous to the conventional term called field. City, State and Zip are three attributes that could be included in a Name and Address file.

ATTRIBUTE MARK

A system delimiter (ASCII 254) that designates the end of an attribute.

BACKGROUND

See Foreground.

BACKUP

The means of copying the database to be able to recover its contents in the event of a hardware or software malfunction.

Glossary Cont'd.

BASE

The physical disk address (FID) of the start of a file. This is automatically selected by the system.

BASE FID

The first of a block of frames making up a file.

BASIC

An abbreviation of 'Beginners All-Purpose Symbolic Instruction Code,' a popular and easy-to-learn programming language.

BATCH

A method of processing data in which work is grouped together in batches for processing, rather than each item being worked on individually in an interactive way.

BAUD

The capacity of a communications line, often synonymous with bits per second. Terminals and printers typically operate at a speed of 9600 baud.

BINARY

A method of representing numbers to the base of two using the numbers '0' and '1'.

BIT

Contraction of the words 'binary digit.' This is the lowest level of data storage in the computer, each bit being represented as either a '0' or a '1'.

BOOLEAN

A system of mathematical logic dealing with classes, propositions, on-off circuits, etc.

BOOT

The process of loading the operating system into main memory to make the computer ready to use.

BOOTSTRAP

The process of starting a computer from powerup.

BUFFER

A place where information can be stored temporarily.

BUG

An error of programming logic.

BYTE

A character of data made up of eight bits.

CHANNEL

Another name for 'port,' the connection on the computer that links to peripheral devices.

CHECKSUM

A method of data verification involving calculations of the data, which are then compared to stored values for the same data.

Glossary Cont'd.

CLIENT

A remote computer or terminal that requests data or communication from a central computer.

COLDSTART

See Boot.

COMMAND

The verb of a statement.

COMPILE

The process of turning user-written source code (e.g., a mv. ENTERPRISE BASIC program) into code the machine can execute.

CONCATENATE

To link two strings end to end.

CONNECTION

Consists of a data channel and a command channel between the client application and the designated line on a specific server.

CONNECT TIME

The length of time that a user is connected to the system.

CONTIGUOUS

Next to or near in time or sequence.

CONTROL CHARACTERS

Normal keyboard letters, numbers, or symbols, which are entered while the CONTROL key is held down. These characters do not usually print.

CONVERSIONS

Instructions stored in attribute 7 of attribute definition items. These instructions convert output data to formats (such as time, date, decimals, etc.) different from internal storage. Applied after selection-criteria.

CORRELATIVES

Instructions stored in attribute 8 of attribute definition items. Similar to conversions, they are applied before selection-criteria.

CPS

An abbreviation of 'characters per second.'

CPU

Central Processing Unit. The electronic circuitry in the computer that contains main memory, the arithmetic unit, and special registers. The part of the computer that executes instructions.

CRT

Cathode-Ray Terminal. A user terminal with a video screen and keyboard. Also called a Video Display Terminal.

Glossary Cont'd.

CURSOR

The means of indicating the position on a terminal at which the next input/output is expected.

D-POINTER

A dictionary item (D-item) that defines the location and structure of a lower level file.

DATA

Information of any type.

DATABASE

A collection of related data files organized for efficiency.

DATA/BASIC

A programming language, based on BASIC, which is feature-rich and has integrated database functionality.

DATA DICTIONARY

A necessary requirement of any database system, which enables the structure and form of the database to be defined.

DATA PROCESSING

The input, output and processing of information.

DEADLY EMBRACE

Also known as Deadlock. A situation where two or more processes control information needed by the other in such a way that no process can proceed.

DEBUG

The process of removing errors of logic from a pro-

gram.

DEBUGGER

A software tool to enable the corrections to program logic to be made. It allows programs to be executed step by step and information, such as the contents of variables, to be displayed.

DEFAULT

The action taken or value used by the system unless otherwise specified. A default value is one that the computer uses (pre-programmed) in cases where user-defined parameters are prompted for, but not supplied.

DEGRADATION

A slowing down in the response from a computer as it is given more work to perform.

DELIMITER

Special characters used to separate data. System delimiters separate sub-values, values, and attributes.

DEVICE DRIVER

Enables the operating system to support hardware devices such as disk drives, tape drives, and I/O controllers.

DIAGNOSTICS

A series of routines designed to locate hardware or software errors.

DICT

Abbreviation for DICTIONARY.

Glossary Cont'd.

DICTIONARY

Directory to location and format of a data-file.

DISKS

Magnetic media shaped like circular discs which are used for storing information.

DUMP

To write the contents of internal (disk) storage to backup storage (tape).

EBCDIC

A character code commonly used in mainframe computers.

EDITOR

The processor that permits on-line interactive modifications to any item in the data base. It is the normal input processor for writing **PROCS**, programs, etc.

EMULATION

Enables a dumb terminal to act as if it is the system to which it is connected.

END USER

The person who ends up using the computer.

ENQUEUE

The process of placing something into a sequence or linked list called a queue.

EXTENDED FILE SPACE

Frames linked to primary file space containing items that are larger than about 85 percent of the

frame size.

FID

A contraction of the words 'frame ID' denoting the logical address of the frame on the disk.

FILE

A logical structure that associates a set of items. On the mv. ENTERPRISE Operating System, files are organized into a hierarchical structure of four distinct levels: The system dictionary, a user's master dictionary, file-level dictionaries, and the data files. A mv. ENTERPRISE system can contain any number of files, which can contain any number of items, limited only by the size of the disk drive.

FILE DICTIONARY

A file structure that points to a data file on the next level and defines its contents. If a file dictionary is not associated with a data file, then it points to itself.

FIRMWARE

A series of operating instructions (software) fixed in ROM (Read Only Memory). ROM is a hardware 'chip' on a PCB (Printed Circuit Board).

FLOPPY DISK

A flexible single disk used for storing information.

FOREGROUND

The task that has the highest priority in a situation where several tasks are run concurrently at a terminal. The other tasks are known as background tasks.

Glossary Cont'd.

FORM QUEUE

A logical print queue that permits the association of a particular form with one or more printers.

FRAME

The smallest division of disk storage space that can be addressed. Each frame is numbered (called a frame-ID or FID), thus giving the system direct access to that particular frame.

FRAME ID (FID)

See Frame.

FUNCTION

A process that returns a single value.

FUNCTION KEY

A key that performs a special function.

GFE

An abbreviation of 'Group Format Error,' an error condition within a group of data frames.

GLOBAL VARIABLE

A variable that is available to all users of a program.

GROUP

One or more linked frames. The number of groups in a file is the modulo for that file. As items are added to the file, additional overflow frames are linked as needed onto the primary frames. The size of each group then depends on how many overflow frames are linked to the group's primary frame.

HANDSHAKING

A term which indicates that two processes involved in some kind of communication have a means of controlling and confirming the receipt of data sent by each other.

HARD COPY

Printed output from a computer.

HARDWARE

The physical computer equipment.

HASHING

The processing of an item-ID by an algorithm to locate the position of data in a file.

HEXADECIMAL (HEX)

The base-16 numbering system, used to represent binary numbers. One hex digit represents four binary digits.

HOLDFILE

A temporary file used to store a print file.

Glossary Cont'd.

INFO/ACCESS

A database language processor that accepts English-like query statements and produces formatted reports on the terminal display or the printer.

INITIALIZE

To reset the system or process to its starting point.

INTERFACE

A link between systems or processes. Can be either software or hardware.

INTERPRETER

A software program that translates a program (in source- or part-compiled form) into machine code instructions which are then executed.

INTERRUPT

A temporary suspension of computer activities caused for a variety of reasons.

I/O

An abbreviation of the term 'input/output,' which relates to the way in which data can be input to or output from the computer.

ITEM

A data structure comprised of an item-ID and attributes. Items make up a file and are variable in length.

ITEM-ID

The unique name given to each item in a file, by which the item is stored and retrieved.

ITEM-LIST

A set of items grouped for processing by a specified verb. Explicit item-lists are part of the **ACCESS** input sentence. Implicit item-lists are created by the **SELECT**, **SSELECT**, and **GLIST** verbs.

JUSTIFICATION

A method to format output data by aligning it on the left or right.

K

Symbol for 'kilo'-a thousand. Using binary notation, this works out to 1024.

KBYTE

A kilobyte of memory-1024 bytes.

KERNEL

The part of the operating system that manages hardware and low level functions. Same as **MONITOR**.

KEY

The code by which a record is retrieved from the database.

KEY IN

To use the keyboard to enter into the computer system.

Glossary Cont'd.

LABEL

An identifier made up of alphanumeric characters.

LANGUAGE

The command set for user interaction with a processor.

LINE

Comprises a serial port (hardware) and the control structure on the system (software) which manages the transmitting and receiving of data according to various protocols. Lines are numbered sequentially, starting with line 0.

LINKAGE

The first 12 bytes of a frame used to define forward and backward links to other frames.

LOAD

To read in code or data (to disk) from backup storage (tape).

LOCAL VARIABLE

A variable that is only available to the specific user running the program.

LOGICAL TAPE UNIT

A number that identifies a tape drive or floppy diskette drive.

LOGOFF

The process of ending a working session on the computer.

LOGON

The process of gaining access to the computer.

LOOP

A series of program instructions which may be executed more than once before the program continues.

MACHINE CODE

A programming language using 0s and 1s only and, therefore the lowest level programming language available.

MAIN MEMORY

See Memory.

MASTER DICTIONARY

The file that contains the user vocabulary and file pointers of an account.

MATRIX

See Array.

MAXFID

The highest frame address on disk.

MBYTE

One million bytes. Typically used to define the size of disk storage.

MD or M/DICT

Abbreviations for MASTER DICTIONARY.

Glossary Cont'd.

MEGA

A term meaning 'million.'

MEMORY (RAM)

RAM (Random Access Memory) is the physical hardware

MICROCOMPUTER

A small computer, capable of handling more than one user.

MILLISECOND

A thousandth of a second.

MINICOMPUTER

The next stage up from microcomputers, both in size and the number of users it can handle-often up to 12 or even 64 terminals.

MODIFIER

An optional part of an ACCESS sentence that controls the output.

MODULO

The number of groups of disk frames reserved for a file. Modulo is specified at the time a file is created and is based upon an estimate of the number of characters that will be contained in the file.

MONITOR

The part of the underlying system software that controls the interaction of the operating system with peripheral devices (disk requests, terminal I/O, etc.). Same as KERNEL.

MULTIVALUE

The extended post-relational database environment formerly known as Pick.

NULL

A lack of information as opposed to a zero or blank (space bar).

NUMERIC

Comprising numbers only.

OBJECT CODE

Machine executable instructions.

OEM

An abbreviation for 'Original Equipment Manufacturer' and relates to someone who incorporates major components or subsystems from other manufacturers into their own system.

ONLINE

The position of being connected to a system.

OPTION

A single ACCESS character code that may be used instead of a modifier.

Glossary Cont'd.

O/S

Operating System. The software that controls hardware and performs utility functions.

OVERFLOW

A pool of available frames from which to draw when the primary frames in a group are full.

OVERFLOW TABLE

A table that keeps track of available frames that can be used to expand the storage of a group.

PACKAGE

A piece of software written to handle a specific task and made generally available with the purpose of many people being able to use the software with little or no modification.

PC

A computer system that handles only one user.

PCB

Primary Control Block. A system table that tracks the user's status; one user per port.

PERIPHERAL

A device and its associated system interface that makes and/or receives data transfers. The term includes storage devices such as the magnetic tape units and output devices such as printers. The Spooler is the printer interface.

PHANTOM PROCESS

A process that does not have a line linked to it.

PHYSICAL

Physically installed on the system.

PIB

Abbreviation for 'Primary Input Buffer,' the buffer in PROCs through which all data from the keyboard passes.

POB

Abbreviation for 'Primary Output Buffer,' used in PROCs.

POINTER

A dictionary item that forms a link to an absolute disk address or to a file by using its name.

PORT

A connection on the computer, typically for a printer or terminal.

PRIMARY CONTROL BLOCK

See PCB.

PRIMARY SPACE

The contiguous frames allocated to a file when it is created.

PRIVILEGE LEVEL

The degree of security that limits the activities on an account.

PROC

A stored procedure of one or more steps. Also, the processor that executes stored procedures (PROCS).

Glossary Cont'd.

PROCESS

A set of workspace and other control structures which contain the current state of a series of ongoing tasks (verbs, programs, etc.), in most part invisible to the user although there are many commands that allow the user to control and manipulate them. Each process is independent of all other processes on the system.

PROCESSOR

A collection of codes or programs.

PROGRAM

A sequence of instructions, written in the programming language, to perform a given task.

PROGRAMMER

Designs, codes, tests, debugs, and implements computer programs.

PROM

Abbreviation of 'Programmable Read-only Memory,' typically used to store program instructions on an integrated circuit board.

PROTOCOL

A series of rules for defining the exchange of data.

Q-POINTER

file synonym dictionary item (Q-item) that renames a file or points to a file in another account.

RAM

Random Access Memory—the physical memory of the computer system.

RECORD

A conventional data processing term indicating a logical entity in a file. Analogous to item.

RESET

The same process as initialization.

ROUTINE

A small number of program instructions.

RUNOFF

A text-formatting utility.

SCROLL

The process of displaying the next or previous screen of information.

SECONDARY SPACE

Frames linked to primary file space to contain overflow item storage.

SEGMENT MARK

The system delimiter (ASCII 255) designating the end of an item.

SELECT-LIST

A set of item-IDs or attribute values generated from one file by the **SELECT** or **SSELECT** verbs.

SEPARATION

The number of frames in a group in a file.

SIB

Abbreviation for 'Secondary Input Buffer,' used in

Glossary Cont'd.

PROCs.

SOB

Abbreviation of 'Secondary Output Buffer,' used in PROCs.

SOFTWARE

Computer programs.

SORT

The means of placing information in a specified sequence according to the contents of particular parts of a record.

SOURCE CODE

Instructions written by the programmer that are translated into object code.

SPOOLER

A system process that handles all printer operations.

SPOOLING

A technique for temporarily storing output on disk.

STACK

A small area of memory allocated for holding data where information added to the stack pushes down the information already held.

STATEMENT

A complete syntax element used to invoke a processor.

STRING

A succession of characters.

SUBROUTINE

A group of instructions that perform a specific task, internal or external to a program or Proc.

SUBVALUE

A structural subdivision of a value. Values can comprise one or more subvalues.

SUB-VALUE MARK

The system delimiter (ASCII 252) that designates the end of a sub-value.

SVM

Abbreviation for SUB-VALUE MARK.

SYNTAX

The rules for the formulation of program and ACCESS statements.

SYSPROG

The account used for system management.

SYSTEM

A term often used as synonymous with the computer, or the computer and its peripherals.

SYSTEM DELIMITERS

ASCII characters that separate sub-values, values, attributes, and items.

SYSTEM DICTIONARY

Glossary Cont'd.

The master file of the system at the top of the file hierarchy. It holds Account Definition items that define all accounts on the system.

SYSTEM PRIVILEGES

Restrictions of an account or a user's ability to access certain parts of the system.

TCL

Terminal Control Language. TCL is the primary processor that is the interface between end-users and the computer.

TERMINAL

See VDU.

TIMESLICE

The number of milliseconds of processing given to each task during its processing cycle.

TRANSFER RATE

The rate at which information is transferred between peripheral devices, including disks and tapes, and main memory.

TTY

Abbreviation for teletype.

USER (OR END-USER)

The person for whom the product was developed.

USER-ID

A unique name given to a user to enable him/her to access the computer system.

USER PROCESS

A part of the Mentor system that handles all user activity. Each terminal is connected to the computer by a serial port which, in turn, is linked to a user process.

VALIDATION

The process of checking data to ensure its accuracy.

VALUE (MULTI/SUB)

The contents of an attribute. If an attribute contains more than one value, each of these values is called a Multi-Value. A Multi-Value, in turn, may contain more than one value called Sub-Value.

VALUE MARK

The system delimiter (ASCII 253) that designates the end of a value.

VARIABLE

A data element that can be assigned a number of values.

VDT

Glossary Cont'd.

Video Display Terminal. Same as a CRT.

VERB

An entry in the master dictionary that transfers control to a processor or to system code.

VIEWPOINT

A terminal emulation that allows the user to operate the terminal in use as if it were a CRT supplied by ADDS.

VIRTUAL

A term used to indicate the parts of the system that the user or the user's program perceives as physical hardware that are actually operating system analogs.

VIRTUAL MEMORY

A means of making available more memory for processing than the physical RAM available. It is achieved by using the spare space on disk and treating it as an extension of RAM.

VM

Abbreviation for VALUE MARK.

WILDCARD

A character that indicates any character is acceptable in its position in a string comparison.

WINCHESTER DISK

A form of disk technology, where the disk is contained in a sealed and non-removable unit.

WORKSPACE

Glossary Cont'd.

An area of disk or memory set aside for work associated with a specific task or user.

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