

Runlogs are used to take any type of repetitive task and automate it, so that it can be performed easily and consistently. The runlog is simply a file containing all of the keystrokes used to accomplish the task.

Procedure:

Any TECHBASE program can create, update, and use runlogs. There are some techniques that make runlogs easier to use and maintain, and that is what will be discussed in this Technote.

Creating a runlog

To create a new runlog, you must first enter the program with no saves on. This can be done by either:

- Typing the program name at the operating system prompt.
- Going through the master menu and tabbing to the appropriate program and pressing the **-** key, followed by hitting **ENTER**.
- Going into the master menu with the **-s** command which turns off all the saves. Then execute the program normally.

After entering the program, select the *Options* menu and then the *Runlog* choice. You will then be prompted for the runlog *Filename*. Any file name can be used, but using an extension of *.rlg*, for example *poster.rlg*, makes it easy to identify the file as a runlog. After you have hit **ENTER**, everything from that point on will be recorded in the runlog file.

Good habits make good runlogs:

Use key letter navigation rather than tabs, arrows keys, or mouse navigation to select menu choices.

- a. The runlog is much easier to read and understand with key letters rather than tabs. This makes it easier in an editor to locate specific steps and make changes.
- b. The runlog will be less sensitive to changes in program version. A new choice added to a menu may affect the number of choices, or their position on the screen, but will not normally change the key letter.


Don't assume menu position or default values.

- a. In parameter menus, always begin the entry by typing **F1** to make sure that you are positioned to the first menu field. Use **FAB** to move forward between menu fields rather than the arrow keys or mouse.
- b. Don't leave menu fields blank. Typing the explicit value rather than accepting the default will make it much easier to locate the point in the runlog where a particular value is set.
- c. For each menu field, begin the entry with **CTRL-U** to clear any previous value. Don't assume that you can simply type over a previous value.

Add comments to the runlog to identify key steps.


- a. A comment may be added at any point in the runlog by typing **ESC-C**. A menu will appear, allowing a one line comment to be entered. This will appear in the runlog file, and is displayed in the TECHBASE menu when the runlog is processed. The comment serves as an instruction or message to the user when the runlog is processed.
- b. A comment may be entered using the *Timestamp* choice in the *Options* menu. This has the further advantage that the comment, along with the current date and time will be written into the program output file each time the runlog is processed.

Technote: Creating, Using, and Modifying Runlogs


Stop points may be added to a runlog by typing  . The stop point should be placed at the points in the runlog most likely to need changes. When the runlog is processed interactively, (described below) it will stop at those points so that different parameters may be entered.











Using a runlog

To use a runlog with no interaction, you can either:

- a. Type the program name at the operating system prompt, with input redirected from the runlog with **<**. For example: **poster <poster.rlg**.
- b. Go through the master menu and tab to the appropriate program, then type the **<** key, followed by the runlog name and a .




To use a runlog interactively, you can either:

- a. Type the program name at the operating system prompt, with input redirected from the runlog with **-i**. For example: **poster -iposter.rlg**.
- b. Go through the master menu and tab to the appropriate program, then type the **-** key, followed by a **-i** and the runlog name, then a .

As the runlog is processed, each key is displayed in a menu box to the upper left of the screen. You can then type  to prevent the key from being used, a  or  to process the runlog through the next  in the runlog, or  to process through the next  in the runlog. You can also type the **<END>** key to process the remainder of the runlog or to where a stop point was placed with no further interaction, or  to allow interactive processing. The interactive use of the program will continue until you type  , which will return you to processing the runlog file. It is important to make sure that you are positioned to the same menu as when you typed the  key.

Modifying a runlog

To **modify** a runlog, enter the program with **-i**, as discussed above.

Once in the program, type  immediately to allow interactive processing. Next move to the *Options* menu and select the *Runlog* choice. Give the new runlog a different name than the one you are processing! Finally, exit from the *options* menu, and type  . Now the new runlog will contain the combination of all keys from the original runlog, along with any interactive additions.

For more information on creating and using runlogs, see [“Runlogs” on page 0-19](#) and [“Runlog” on page 0x-50](#)