CONTROL THE BUNDLE MANAGER

The Bundle Manager is a task that receives spool entries from Monitors and places them into Bundles. It also prints and deletes Bundles at their calculated times. The Bundle Manager uses Bundle Descriptions to process spool entries. For more information, refer to Chapter 13, "Define Bundle Specifications". The Bundle Manager is started using the **STRBDLMGR** command. It is ended using the **ENDBDLMGR** command.

Starting the Bundle Manager

Issue the **STRBDLMGR** command to start the Bundle Manager. Only one Bundle Manager task can be active. The **STRBDLMGR** parameters are as follows:

Startup Type (STRTYPE) Parameter
Specifies the type of start up to perform:

*NORMAL: Specifies a normal start up. If the Bundle Manager did not end normally, recovery will be attempted. For most situations, ***NORMAL** should be specified.

*RESET: Specifies that the Bundle Manager should skip any spool entry requests (sent by Monitors) that are not complete, and start with the next request. Please note that the Bundle Manager receives spool entry requests from Monitors via a data queue, and some requests span multiple data segments. In most circumstances the Bundle Manager can recover with the ***NORMAL** option even if it ended abnormally in the middle of processing a request block. However, if the Bundle Manager has a problem starting normally, the ***RESET** option may allow the Bundle Manager to start. Please note that user spool entries may be lost if ***RESET** is specified.

*COLD: Specifies that the Bundle Manager should clear its input data queue. All spool entry requests sent by Monitors will be ignored. Spool entries that were to be placed into Bundles may be lost. All Monitors which send spool entries to the Bundle Manager should be stopped before starting the Bundle Manager with **STRTYPE(*COLD)**

Ending the Bundle Manager

Specify the **ENDBDLMGR** command to end the Bundle Manager. The Bundle manager will end after it finishes processing the current spool entry request from a Monitor.

Wait Until Ended to Continue (WAITEND) Parameter
Specifies if control is returned to the calling program immediately or after the Bundle Manager ends.

*NO: Control is returned to the calling program immediately.

*YES: Control is returned to the calling program only after the Bundle Manager has ended. This option may be useful if tasks that need the Bundle Manager to be down, such as a backup of library

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BDSDATA, is performed in a **CL** program after the **ENDBDLMGR** command.

Applying Bundle Descriptions to Production

SpoolOrganizer maintains **2** copies of the Bundle Descriptions, an **Administrative Copy** and the **Production Copy.** The Bundle Manager and Monitors that process Bundle Descriptions must be ended before the **APYBDLCHG** command is executed. The **APYBDLCHG** command has no parameters.

Display Production Specifications

Bundle Descriptions are used by the Bundle Manager, and by Monitors to process spool entries. Two sets of Bundle Descriptions exist in SpoolOrganizer; an **Administrative Copy** and a **Production Copy**. This allows the administrator to make changes while the Monitors/Bundle Manager are active. The **APYBDLCHG** command copies the administrative copy into the production copy. Menu options allow the administrator to display/change the administrative copy and allow users to display the production copy.

Setting Active Classes

Bundles and Bundle Entries have Active Classes as part of their descriptions. These Active Classes are used to tell the Bundle Manager when they are eligible for spool entries. Use the **SETACTCLS (**set Active Classes) command to set the active classes. Bundles and Bundle Entries with at least one matching Class on their corresponding Description will be considered Active.

Note: Bundles and Bundle Entries defined with Active Class **ALL** are always active and are not affected by the **SETACTCLS** command.

The Bundle Manager, and Monitors which process spool entries for Bundles, must be inactive when updating Active Classes. Enter the **SETACTCLS** command and press F4 to prompt. The following screen will appear:

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```
                      Set Active Classes (SETACTCLS)
   Type choices, press Enter.


   Option . . . . . . . . . . . . .    *UPDATE        *UPDATE, *DISPLAY
   Active Classes . . . . . . . . .    *SELECT        Character value, *SELECT
                + for more values      _____

More. . .
F3=Exit  F4=Prompt  F5=Refresh  F12=Cancel  F13=How to use this display
F24=More keys
```

Option (OPTION) Parameter

Specify one of the following:

*UPDATE: Specifies an update is planned. The Bundle Manager and Monitors processing spool entries for Bundles cannot be active.

*DISPLAY: Specifies that no update is planned. The user will not be able to change values.

Active Classes (ACTCLS) Parameter

Specifies the Classes to set as active. Specify up to 10 Classes. Each must be 1 to 3 characters, and must be OS/400 type CNAME. Or specify *SELECT:

*SELECT: A screen will appear showing the currently set Active Classes. The user can set new Classes (if *UPDATE). Please note *SELECT cannot be specified in batch.

Example: The following command will set ME as the Active Class:

SETACTCLS OPTION(*UPDATE) ACTCLS(ME)