

# ***Altair SLC Server Explorer user guide***

Version: 2023.5

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# Introduction

Server Explorer enables you to view and interact with libraries and library members, filename references, and macro variables.

Server Explorer is a text-based interface that can be displayed on any computer terminal that connects to a computer, particularly those running text-based operating systems such as IBM z/OS and Unix.

With Server Explorer you can:

- View library name references, libraries and library members. You can also create, edit and delete members, and copy members between libraries.
- View filename references. On z/OS, you can view and edit the data in the corresponding files.
- View and edit macro variables.
- View logs and listings.
- Generate password tokens.

Server Explorer enables you to perform these tasks without having to write programs that use SAS-language procedures and functions.

# Starting Server Explorer

Server Explorer is started using the DISPLAY procedure.

The DISPLAY procedure executes an *SCL program*, which opens and displays Server Explorer. The SCL program is stored in the SASHELP catalog.

```
PROC DISPLAY CATALOG=SASHELP.APP.SERVER_EXPLORER.SCL SOURCE;  
RUN;
```

When you run this procedure step, Server Explorer starts and the **Main Menu** is displayed on your terminal. On some operating systems, such as Windows, the procedure starts the default terminal window and displays the **Main Menu**. This menu enables you to access libraries, filenames, macro variables and utilities.

The procedure step continues to run in the background.

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**Note:**

On Windows, if you stop the program that was used to start Server Explorer the interface continues to run. If you close the interface, the Altair SLC Server also closes. If you are running the procedure on Workbench, you need to restart the Altair SLC Server to continue using Altair SLC.

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# Server Explorer interface

The Server Explorer interface is a screen-based and character-based interface, in which items are selected, and commands and information are entered using keyboard characters.

The first menu displayed by the Server Explorer interface is the **Main Menu**. Other menus and screens can be displayed by making selections in the **Main Menu**.

## Controlling the interface

Each screen of the interface is controlled in a similar way.

You can move between text entry fields, menu items and controls using the Tab key to move forwards in the screen, and Shift+Tab to move backwards. You can also use the cursor keys on the keyboard to move the cursor. Using Tab or Shift+Tab, however, automatically places the cursor at the first position in a field.

You can select a menu item in one of the following ways:


- Enter the number of the item in the field at the top left of the menu, and then press the Enter key.
- Position the cursor next to the menu item, and then press the Enter key.

When you select from a menu, one of the following is displayed:

- Another menu.
- An information screen.
- An entry screen.

For example, if you select **Libraries** from the **Main Menu** screen, the **Libraries** screen is displayed. This screen lists all current libraries, and enables you to, for example, delete a library, or view all members of a library.

A menu item that displays another menu is indicated by the symbol > (right angle bracket) beside its name. For example, the **Main Menu** screen contains the menu item **Utilities >**, which opens the **Utilities** menu when selected.

All screens have an entry field at the top labelled **Command** into which you can enter commands. This is called the *command line* in this documentation. Some of the commands you can enter are common to every screen, such as `HELP`, `TOP` and `LEFT`, while others are specific to particular screens. For information on the commands, see [Command reference](#)  (page 20).

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**Note:**

Commands can be entered into the command line in upper or lower case.

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Some commands can be executed using keyboard function keys. For example, you display help by either typing `HELP` in the command line, or by pressing the F1 key; similarly, you can exit a screen by typing the `END` command or by pressing the F3 key. You can change the commands associated with function keys, or add commands to unused function keys; for information on how to do this, see *Defining function keys* [↗](#) (page 24).

Some screens have additional controls, similar to onscreen buttons. To use these, move the cursor to the control, and then press the Enter key.

## Navigating Screens

You can select an item from a menu by entering the item number, or by placing the cursor next to the item and then pressing the Enter key.

Some screens that display information, or enable data entry, might require more than one page. If so, you can display the next page of information by entering `FORWARD` in the command line or by pressing the F8 key. You can display the previous page of information by entering `BACKWARD` in the command line or by pressing the F7 key. With both of these commands, you can enter a number that enables you to display a screen of information that is the specified number of screens backwards or forwards from the current screen. For example, if you view the first observation in a dataset and want to move forward to the 200th observation, you can enter the command `FORWARD 199` to do this.

To exit from the current screen, and return to the menu from which you entered it, press the F3 key, or enter the `END` command in the command line. To return to the **Main Menu**, press F3 on each screen until the **Main Menu** screen is displayed. This might fail if a screen at which you press F3 contains errors; in this case, use the `CANCEL` command in the command line.

You can move the cursor between entry fields using Tab to move forwards, or Shift+Tab to move backwards, or by using the cursor keys to position the cursor.

Some screens (currently, only **Utilities**) provide a breadcrumb trail in the top left-hand corner. You can position the cursor at a breadcrumb in the trail and then press Enter to display the corresponding screen.

## Ordering information

Some screens display information in a column format. For example, if you select **Macro Variables** from the **Main Menu**, a list of macro variables is displayed. The information about the macro variables is displayed in columns. The items in these columns are displayed in the order in which the macro variables were retrieved. These columns can be sorted in ascending or descending order. To do this, position the cursor at a column heading, and then press the Enter key. The column is sorted into ascending order. Press the Enter key again to sort the column into descending order.

Not all columns can be ordered. If a column can be ordered, the column heading is green.

## Filtering information

Some screens display information on screen in a column format. For example, if you select **Macro Variables** from the **Main Menu**, a list of macro variables is displayed. The information about the macro variables is displayed in columns. You can specify that only particular items from columns are displayed by filtering the information in the columns. If the information in a screen can be filtered, the screen contains a **Filter** control.

To filter the information:

1. Position the cursor at the **Filter** control, and then press the Enter key.

The **Filter** screen is displayed.

2. Position the cursor at the entry field for a column name, and enter the string you want to use to filter information.

You can use the % (percent) symbol as a wild-card.

For example, if you want to only list macro variables that begin with `SYS`, enter the string `SYS%` in the **NAME** field of the **Filter** screen.

3. Optional. For columns containing character data, you can specify whether the filter is case sensitive. Position the cursor in the **Match case** field for the column, and type `Y` (yes), and then press Enter. The default is `N` (no).
4. Press the F3 key (or type `END` in the command line).

The previous screen is displayed, with the information filtered to only show what you specified.

# Main Menu

The **Main Menu** is the first screen displayed when you start Server Explorer.

From this menu, you can view libraries and library members, file references and macro variables, and access further utilities.

The **Main Menu** contains four items:

## Libraries

Select this option to view all libraries available in the current session.

When you select this option, the **Libraries** screen is displayed. This screen lists all library name references currently specified in the session, and enables you to view information about a selected library, view the members of a selected library, and delete a selected library name reference. See *Libraries screen* [↗](#) (page 9) for more information.

## Filenames

When you select this option, the **Filenames** screen is displayed. This screen lists all filename references currently specified in the session. If the filename reference contains SAS language statements, this screen enables you to submit it for execution. On z/OS systems, this screen also enables you to view and edit a file associated with a filename reference. See *Filenames screen* [↗](#) (page 14) for more information.

## Macro Variables

When you select this option, the **Macro Variables** screen is displayed. This screen lists all macro variables created in the session, and their current values. You can view, edit, and delete macro variables. See *Macro Variables screen* [↗](#) (page 16) for more information.

## Utilities

When you select this option, the **Utilities** screen is displayed. This screen displays a menu from which you can display the log and listing for the current session, copy members between libraries, and generate password tokens. See *Utilities menu* [↗](#) (page 18) for more information.

Select one of these menu items using the corresponding number in the menu, or by placing the cursor next to it and then pressing the Enter key.

The Server Explorer interface and how to use the screens are described *Server Explorer interface* [↗](#) (page 5).



# Libraries screen

The **Libraries** screen displays a list of libraries and library name references defined in current session.

You display the **Libraries** screen by selecting the **Libraries** option from the **Main Menu** screen.

The libraries are displayed in list format, with the following columns:

## Act

Enables you to enter an action for the member.

See *Actions for library name references* [↗](#) (page 10) for information on the available actions.

## Libname

The library name reference for the file location.

## Engine

The data engine used to create the library name reference.

## Level

Shows the concatenation level of the library. If a library is not concatenated, the level is 0 (zero). For a concatenated library, there is an entry for each library location in the concatenation. The level corresponds to the order in which the concatenation occurred. For example, if you have the following libraries:

```
libname books "c:\temp\books";  
libname temp "c:\temp";  
libname test (books, temp);
```

The `test` library is listed as:

_____	TEST	WPD	1	c:\temp\books
_____	TEST	WPD	2	c:\temp

The library corresponding to the location `c:\temp\books` was specified first, so it is level 1; `c:\temp` was specified second, so is level 2.

## Path

The file path to the library location.

You can filter the library name references, and order the list of references, as described in *Server Explorer interface* [↗](#) (page 5); this also describes how to use the command line, and how to interact with Server Explorer screens in general.

You can also add a new library name reference. See *Adding a library reference* [↗](#) (page 10).

The actions available on this screen enable you to delete library name references, view information about the library, and to view members of libraries. You can view all members of a library, or selected types of member.

## Actions for library name references

The following actions are available and can be used in an action field.

The entry field for actions accepts only four characters. You only need enter enough characters to uniquely identify the action. For example, you can enter `D` for `DELETE`, or `DA` for `DATA`.

### DELETE

Deletes and removes the library name reference from the current session.

If you enter this action, you are asked if you to confirm that you want to proceed.

You cannot delete default libraries such `SASUSER` and `SASHELP`.

### INFO

Displays detailed information about the library itself, including the location, the library name reference, whether it is read-only, and so on.

### MEMBER

Lists all members of the library.

### DATA

Lists the dataset members of a library.

### CATALOG

Lists the catalog members of a library

### VIEW

Lists the data view members of a library.

### ITEM

Lists the item store members of a library.

## Adding a library reference

You can create a library reference to the current session.

When you first open the **Libraries** screen, a list of already specified library name references is displayed. You can, if required, add a library name reference to the list, which is then available for the rest of the session.

1. Position the cursor at the **Add** control, and then press the Enter key.

The **Assign Library** screen is displayed.

2. Enter the name of the library in the **Library name** field.

The name cannot be longer than eight characters; the field only allows the entry of eight characters.

3. Position the cursor in the **Location** field, and enter the location of the library.

The format of the location depends on the operating system on which Server Explorer is running.

4. Optional. You only need to do this if you want to specify options to the file engine or data engine.

If you do need to do this, position the cursor in the **Options** field and enter the required options.

Separate the options with spaces. For information on the options available to filename engines and data engines, see the *Altair SLC Reference for Language Elements*.

5. When you have finished editing the fields in this screen, position the cursor on the **Assign** control, and press Enter to create the library name reference. The Libraries screen is displayed; the library name reference you specified has been added to the list, and is now available for use in the session. To exit from the screen without saving the reference, press the F3 key to exit; the **Libraries** screen is redisplayed, and the list of available libraries remains unchanged.

## Displaying library members

You can display the members of a library by specifying actions in the **Libraries** screen.

The actions `MEMBER`, `DATA`, `CATALOG`, `VIEW` and `ITEM`, which can be entered in the **Libraries** screen, display members of a library. `MEMBER` displays all members, while the other actions display a limited selection of members, such as datasets (`DATA`) or data views (`VIEW`)

To view the members of a library:

1. Select **Libraries** from **Main Menu**.

The **Libraries** screen is displayed.

2. In the **Act** field of the library for which you want to display members, enter the appropriate action (for example, `MEMBER` to display all members, or `DATA` to view only datasets).

A screen is displayed that lists the selected members. The screen is titled according the action selected; for example, **Catalogs of Library: *libname***, or **Members of Library: *libname***, where *libname* is the name of the library reference.

The screen contains the following columns:

### Act

Enables you to enter an action for a member. See *Actions for members* [↗](#) (page 12).

### Member name

The name of a member in the library.

### Type

The type of member, such as a dataset, catalog or data view.

## Path

The path to the member location.

You can filter the members, and order the list of members, as described in *Server Explorer interface* [↗](#) (page 5); this also describes how to use the command line, and how to interact with Server Explorer screens in general.

## Actions for members

The following actions can be used in an action field on screens that display library members.

The entry field for actions accepts only four characters. You only need enter enough characters to identify the action. For example, you can enter `D` for `DELETE`, or `VI` for `VIEW`.

### **DELETE**

Deletes the member.

If you enter this action, you are asked to confirm that you want to proceed.

### **INFO**

Displays detailed information about the member. The information displayed depends on the type of member.

For example:

- For datasets, this includes information on the name of the member, the data engine used to create it, whether it is compressed, whether it is encrypted, and so on.
- For catalogs, for each catalog entry, the information includes, the name, type, date of creation and so on.

The following action can only be used with datasets.

### **EDIT**

Displays an editor screen that enables you to edit observations.

The following actions can only be used with datasets and data views.

### **BROWSE**

Enables you to view the observations in a dataset. You can view one observation at a time. Each observation is displayed with variable names and corresponding values.

### **VIEW**

Enables you view the observations in a dataset in row and column format. Each observation is displayed on one line; as many observations are displayed at one time as there are lines available on the screen.

### **COLUMNS**

Displays detailed information about the columns in a dataset.

**INDEX**

Displays information about the index variables in a dataset.

# Filenames screen

Displays a list of filenames and filename references defined in the current session.

You display the **Filenames** screen by selecting the **Filenames** option from the **Main Menu** screen.

The filenames are displayed in list format, with the following columns:

## **Act**

Enables you to apply an action to the corresponding filename reference. The actions are described in *Actions for filename references* [↗](#) (page 14).

## **Fileref**

The filename reference assigned to the corresponding filename.

## **Path**

The pathname and filename associated with the corresponding filename reference.

You can filter the filename references, and order the list of references, as described in *Server Explorer interface* [↗](#) (page 5); this also describes how to use the command line, and how to interact with Server Explorer screens in general.

You can also add a new filename reference; see *Adding a filename reference* [↗](#) (page 15).

## Actions for filename references

The following actions are available and can be used in an action field.

The entry field for actions accepts only four characters. You only need enter enough characters to uniquely identify the action. For example, you can enter **S** for **SUBMIT**, or **VI** for **VIEW**.

### **SUBMIT**

Enables you to submit the filename of a file that contains a SAS language program.

The filename is included in an `%INCLUDE` statement, and the program in the file is executed.

When the program ends, the **Log Browser** screen is displayed, enabling you to view the results of program execution. Press the F3 key to exit from this screen and return to the **Filenames** screen.

### **EDIT**

z/OS only. Enables you to edit the file in ISPF.

### **VIEW**

z/OS only. Enables you to view the file in ISPF.

# Adding a filename reference

You can add a new filename reference to the list of existing references.

When you first open the **FileNames** screen, a list of already specified filename references is displayed. You can, if required, add a filename reference to the list, which is then available for the rest of the session.

To add new filename reference:

1. Position the cursor at the **Add** control, and then press the Enter key.

The **Assign File Reference** screen is displayed.

2. Enter the name of the filename reference in the **Fileref name** field.

The name cannot be longer than eight characters; the field only allows the entry of eight characters.

3. Position the cursor in the **Location** field, and enter the location of the file.

The format of the location depends on the operating system on which Server Explorer is running.

4. This step is optional. You only need to do this if you want to specify the type of access, or options for the access method, or both. By default, the `DISK` access method is used, with default options. If you do need to specify an access method or options:

- To specify an access method, position the cursor in the **Type** field, and enter the access method appropriate to the file. You can enter the name of an access method in one of two ways:
  - Enter it directly in the field and then press the Enter key.
  - Enter ? (question mark) in the field, and then press Enter. The **Selection List** screen is displayed, which lists the available access methods. To select an access method, move the cursor to the one you require and then press Enter. The screen is closed and the **Assign File Reference** screen is redisplayed, with the **Type** field completed.

The access method can be one of `CATALOG`, `DISK`, `DUMMY`, `FTP`, `PIPE`, `SOCKET`, or `TEMP`.

By default, the access method is `DISK`.

- To enter filename options, position the cursor in the **Options** field. The options you can enter depend on the access method and operating system.

See `FILENAME` in the *Altair SLC Reference for Language Elements* for information on the access methods and options.

5. When you have finished editing the fields in this screen, position the cursor on the **Assign** control, and press the Enter key. The library name reference is created and the **FileNames** screen is displayed. The library name reference you specified is added to the list of references, and is now available for use in the session. To exit from the screen without saving the reference, press the F3 key to exit; the **FileNames** screen is redisplayed, and the list of available libraries remains unchanged.

# Macro Variables screen

The **Macro Variables** screen enables you to view current macro variables, and edit their values if required.

You display the **Macro Variables** screen by selecting the **Macro Variables** option from the **Main Menu** screen.

The macro variables are displayed in list format, with the following columns:

## Act

Enables you to apply actions to the macro variable.

The following actions are available:

### VIEW

Enables you to view the complete value of a macro. If you select this action, the **Details of macro variable** screen is displayed. This action can be useful if the value contains more than 40 bytes.

### DELETE

Deletes the current variable. This can only be used with global macro variables.

### EDIT

Enables you to edit a global macro variable. You cannot edit a local or automatic macro variable.

If you enter this action, the **Editing macro variable** screen is displayed. For more information, see *Editing a macro variable* [↗](#) (page 17).

### CLEAR

Clears the value of a global macro variable. You cannot clear the value of a local or automatic macro variable.

When you enter this action, a confirmation screen is displayed. Move the cursor to the field for the required response, and then press the Enter key.

When you return to the **Macro Variables** screen, the **Value** column for this macro variable will be blank. If you want to add a new value, use the **Edit** action.

When you have edited, deleted or cleared a macro variable, press the F3 key to return to the **Macro Variables** screen. The screen is updated with your changes.

## Read-only

Indicates whether the macro variable is read only. If it is, you can use the **View** action, but not the **Delete**, **Edit**, or **Clear** actions.



### Scope

The scope of the macro variable, which can be `Automatic`, `Global` or `Local`.

### Value

The current value of the macro variable. The column can show only the first 40 characters of the value. To view more, use the `VIEW`.

### More

Indicates whether the value shown in **Value** is longer than 40 characters. If it is, the + symbol is displayed in this column.

To view the full value, use the `VIEW` action with the corresponding variable.

You can filter the macro variables, and order the list of macro variables, as described in *Server Explorer interface* [↗](#) (page 5); this also describes how to use the command line, and how to interact with Server Explorer screens in general.

## Editing a macro variable

You can use the **Macro Variables** screen to edit the value of a variable. You can only edit the value of a global variable.

To edit the value of a macro variable, enter the `EDIT` action in the corresponding **Act** field, and press the Enter key. The **Editing macro variable** screen is displayed. The screen title also includes the name of the macro variable so you can confirm you are editing the correct one.

The **Editing macro variable** screen contains information about the macro variable, and a field that contains the value. This value can be edited by moving the cursor as required, using the cursor keys and the Tab key. You can delete characters using the Delete key, and insert characters using the Insert key. The value can contain up to 32760 bytes, and therefore might extend over several pages. You can move through these pages using the F7 and F8 keys, or appropriate commands in the command line. Navigating through screens is described in *Server Explorer interface* [↗](#) (page 5).

# Utilities menu

The Utilities Menu provides access to various utilities available in Server Explorer.

You display the **Utilities** menu by selecting the **Utilities >** option from the **Main Menu** screen.

To select an item from the menu, you can either:

- Enter the number of the menu item in the field next to the first menu item, and then press the Enter key. The cursor is placed in this field by default when the screen is displayed.
- Move the cursor until it is next to the required menu item, and then press Enter.

The Main Menu contains four items:

## Log

Enables you to view the log for the current session.

When you select this item the **LOG BROWSER** screen is displayed, which contains the log for the session in which Server Explorer is running.

## Listing

Enables you to view the listing created in the current session, if any.

When you select this item the **LISTING BROWSER** screen is displayed, which contains the latest listing created in the session in which Server Explorer is running. A listing is only created if a program writes to a listing file.

## Copy

Enables you copy files between libraries that exist in the current session.

For more information on copying files, see *Copying files between libraries* [↗](#) (page 18).

## Passwords

Enables you to create a password token.

For more information on creating password tokens, see *Creating a password token* [↗](#) (page 19).

For information on the command line, and how to interact with screens, see *Server Explorer interface* [↗](#) (page 5).

# Copying files between libraries

The **Utilities** menu enables you to copy files between libraries.

To do this, open the **Utilities** menu from the **Main Menu**, and then:

1. Select **Copy** from the **Utilities** menu.

The **Copy Library Members** screen is displayed.

2. In the **From** field, enter the name of the library from which you want to copy files.
3. In the **To** field, enter the name of the library to which you want to copy files.
4. Specify the files to copy.

You can copy all files, or one or more selected files.

If you want to copy all files from the specified library, position the cursor at **All**, and press the Enter key. The files are copied, and the **Copy Library Member** screen is displayed.

If you want to copy selected files from the specified library, position the cursor at **Selection**, and press the Enter key. The **Selection List** screen is displayed. This lists all of the members of the library. To select members:

1. Move the cursor to the member to be copied, then press the Enter key. The member is highlighted. You can do this for each member you want to copy.
2. When you have selected the required members, press the F3 key.

The files are copied, and the **Copy Library Member** screen is displayed.

5. Press the F3 key to exit from the **Copy Library Member** and return to the **Utilities** menu.

## Creating a password token

The **Utilities** menu enables you to create a password token.

To do this, open the **Utilities** menu from the **Main Menu**, and then:

1. Select the **Password** item from the **Utilities** menu.

The **Password Token Generator** screen is displayed.

2. In the **Password** field, enter the password you want to tokenise, and then tab to the next field.
3. Re-enter the password in the **Re-enter password** field, and then tab to the next field.
4. Select an encryption type. Move the cursor to the required type.

**Type 1** is the {sas001} encryption type, and **Type 3** is the {sas003} encryption type.

Press the Enter key. When you select the required type, an **X** is placed next to the control and the Enter key the token is generated. You can then copy the token and paste it wherever required.

The password token is lost when you exit from the screen.

5. Press the F3 key to exit from the **Copy Library Member** and return to the **Utilities** menu.

# Command reference

Various commands that control the operation of Server Explorer can be entered on the command line of its screens.

All screens in the Server Explorer have an entry field labelled **COMMAND**; this is called the *command line*. You can enter commands that control the operations of the interface. For example, the `END` command exits the current screen; if the current screen consists of more than one page, the `FORWARD` command enables you to move forward to the next page.

The commands available depend on the screen you are viewing, although there is a set of commands that is generic and is available to every screen. Some commands also have default function keys set for them; the function keys can, however, be edited, and the default function keys might not be available or might have been changed for your installation of Server Explorer.

The commands available are listed below. The commands can be assumed to operate on any screen, unless indicated otherwise.

The function keys F13 to F24 can be accessed by pressing Shift+F1 to Shift+F12.

Command	Effect	Function key
HELP	Displays help information for the screen	F1
END	Exits from the current screen. If the screen contains modified information, that information is applied or saved. Using this command in the <b>Main Menu</b> screen exits from Server Explorer.  To exit from a screen without saving information, use the <code>CANCEL</code> command.	F3
BACKWARD <i>n</i>	If a screen consists of multiple pages, this command displays the previous page.  For example, if you view the contents of a dataset, the observations might extend over many pages. Use this key to move to the previous page.  <i>n</i> specifies the number of screens to move backward from the current page. If it is omitted, 1 is the default. <i>n</i> can also be <code>MAX</code> , which moves the maximum number of screens backwards.	F7
FORWARD <i>n</i>	If a screen consists of multiple pages, this command displays the next page.  For example, if you view the contents of a dataset, the observations might extend over many pages. Use this key to move to the next page.	F8

Command	Effect	Function key
	<i>n</i> specifies the number of screens to move forward from the current page. If it is omitted, 1 is the default. <i>n</i> can also be <b>MAX</b> , which moves the maximum number of screens forward.	
LEFT <i>n</i>	Moves the view or the cursor to the left.  For example, if you view the contents of a dataset, and an observation is wider than the screen on which you are viewing the observations, you can view parts of the observations that are currently not visible.  <i>n</i> specifies the number of screens to move left from the current page. If it is omitted, 1 is the default. <i>n</i> can also be <b>MAX</b> , which moves the maximum number of screens left.	F10
RIGHT <i>n</i>	Moves the view or the cursor to the right.  For example: <ul style="list-style-type: none"> <li>• if you view the contents of a dataset, and the observations are wider than the screen on which you are viewing the observations, you can view the observations that are currently not visible.</li> <li>• If a screen has a highlighted field, you can highlight a different field.</li> </ul> <i>n</i> specifies the number of screens to move right. If it is omitted, 1 is the default. <i>n</i> can also be <b>MAX</b> , which moves the maximum number of screens right.	F11
RETRIEVE	Retrieves the last command used on the screen, and enters it into the command line.	F12 (except in the <b>AF</b> screen).
QEND	Exits from Server Explorer, first recursively saving any changes made in screens preceding and including the screen from which the command was executed.	F15
TOP	Moves the cursor to the first entry in a member, first field of a file, or first field of a screen that contains entry fields.	F19
BOTTOM	Moves the cursor to the last entry in a member, last field of a file, or last field of a screen that contains entry fields.	F20
LEFT MAX	When the information on a screen is wider than the display device, the information is displayed on multiple screens organised horizontally. This command displays the left-most of those screens.	F22
RIGHT MAX	When the information on a screen is wider than the display device, the information is displayed on multiple screens organised horizontally. This command displays the right-most of those screens.	F23

Command	Effect	Function key
KEYS	Opens the <b>AF</b> screen from any other screen (except a help screen). The <b>AF</b> screen enables you to assign function keys to commands.	
LIBNAME	Opens the <b>Libraries</b> screen from any other screen.	
EXPLORER	Redisplays the <b>Main Menu</b> screen.	
LOG	Displays the <b>LOG BROWSER</b> screen.	
LISTING	Displays the <b>LISTING BROWSER</b> screen.	
DMLIBASSIGN	Displays the <b>Assign Library</b> screen from any screen. The <b>Assign Library</b> screen can also be accessed via the <b>Libraries</b> screen.	
DMFILEASSIGN	Displays the <b>Assign File Reference</b> from any screen. The <b>Assign File Reference</b> screen can also be accessed through the <b>Filenames</b> screen.	
ENDSAS	Exits from the program. The <b>BYE</b> is an alias for this command.	
QCAN	Exits from the current screen, recursively cancelling any changes made in screens preceding and including the screen from which the command was executed, and returns to the <b>Main Menu</b> .	
FSBROWSE	Opens an FSP window in which you can browse a dataset one observation at a time.	
FSEDIT	Opens an FSP window in which you can edit a dataset.	
FSVIEW	Opens an FSP window in which you can view a dataset in column and row format.	

The following commands can be used when editing or viewing a dataset.

Commands	Effect
ADD	Adds an observation to a dataset. No changes are saved until the <b>SAVE</b> command is entered.
DELETE	Deletes an observation if in editing mode. No changes are saved until the <b>SAVE</b> command is entered.
DUPLICATE	Duplicate the current observation. No changes are saved until the <b>SAVE</b> command is entered.
AUTOSAVE	Specifies after how many changes the dataset is automatically saved. The default is 25.

Commands	Effect
SAVE	Save changes to the dataset.  The screen redisplay the first observation after the dataset is saved.
FIND	Finds an observation based on conditions.  For example, <code>FIND author EQ "Rendell, Ruth"</code> finds all observations where the variable <code>author</code> matches that name. If you are viewing a screen that lists one record at a time, the first matching record is displayed. If you are viewing a screen that lists all records, all matching records are displayed.
UNDELETE	Undeletes previously deleted observations.  An observation isn't deleted from an edited dataset until the dataset is saved (using the <code>SAVE</code> command).
WHERE	Enables you to view observations that satisfy a condition. For example, <code>WHERE x EQ 2</code> finds instances of observations where <code>x</code> equals 2. In browse mode, all such observations are displayed on the screen. In edit mode the first observation that matches the condition is found.

# Function keys

You can use keyboard function keys to input commands.

Each screen of the Server Explorer interface enables you to enter commands to control the interface. For example, if the information listed on a page extends over several screens, you can use the `FORWARD` command to page forward; alternatively, you can use the F7 function key. Similarly, you can exit from the current screen using the `END` command or the F3 key.

Default function keys are defined for Server Explorer, but the commands associated with function keys can be modified to suit your requirements.

## Default function keys

Function key	Command
F1	HELP
F3	END
F7	FORWARD
F8	BACKWARD
F10	LEFT
F11	RIGHT
F12	RETRIEVE
F15	QEND
F19	TOP
F20	BOTTOM
F22	LEFTMAX
F23	RIGHTMAX

## Defining function keys

You can assign functions keys to Server Explorer commands.

You can specify commands to Server Explorer, which are entered in the command line of screens. These commands can be assigned to keyboard function keys which can be used in place of the commands. Server Explorer has default function keys defined for commands. You can add function keys or edit existing function keys to add commands or change the assignment of keys to commands.



Keys are defined in the **AF** screen which can be displayed by entering the `KEYS` command in the command line. Keys are defined in a hierarchy of layers. At the bottom is the **SYSTEM** layer; this is the set of keys defined by Server Explorer. The next layer is the **DEFAULT** layer; this defines default function keys for screens of the same type (which the Server Explorer screens currently are). The default keys available when Altair SLC is first installed are inherited from the system layer. The next layer, **NAME**, defines the keys for the screen from which you entered the **AF** screen.

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**Note:**

The higher layers are used to define function keys for other procedures; you cannot currently define keys for these procedures, so the layers are unavailable.

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You can therefore define default function keys that are used by all screens in Server Explorer, or define function keys that are used only by the screen from which you displayed the **AF** screen.

Changes to layers are saved in the catalog `SASUSER.PROFILE`, which stores information associated with an Altair SLC server user.

To define or modify function keys:

1. Enter the `KEYS` command on the command line. To change to the default function keys for a specific screen, first navigate to that screen. The default functions keys can be changed from any screen.

The **AF** screen is displayed.

This screen lists all current function keys and commands to which they are assigned.

2. Use the `TAB` key to select the default or screen layer, as required.
3. You can now do one of the following in the **Action** field that corresponds to the function key you want to define or modify:
  - Enter a command.
  - Delete a command.
  - Edit the command if the key already has a command defined.
4. Press the `F3` key, or enter `END` in the command line, to save the function key definitions and return to the previous screen.

Press the `F12` key, or enter `CANCEL` in the command line, to cancel any unsaved function key definitions, and return to the previous screen.

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