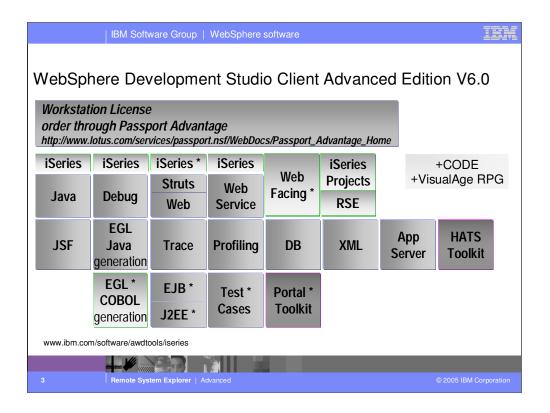


There is now only one application development product sold by IBM, for iSeries, as of V4R5. This is WebSphere Development Studio (Development Studio), which includes all four host compilers, all traditional tools (ADTS = PDM+SEU+SDA+RLU+DFU+AFP+CGU), and unlimited licenses of the workstation-based toolset named WebSphere Development Studio Client (formerly WebSphere Development Tools).

If you are an existing customer who has a subscription, you can upgrade to Development Studio free of charge. Without a Software Subscription, there is an upgrade fee. New licenses of Development Studio are priced very competitive compared to the combined prices of all constituent products. As of V5R1, there is no way to purchase the compilers or tools individually. So if you have RPG at V5R1 or higher, you must have Development Studio and hence are entitled to Development Studio Client.

For consultants who do not have an iSeries of their own, but still wish to have the client tools, Development Studio Client is also made available as a passport advantage product so it can be purchased "off the shelf" from IBM Direct.

Development Studio has been a huge success, with over 80,000 licenses sold. Just as every development machine used to have PDM and SEU, every development machine will now have all the modern Application Development tools from IBM. This ubiquity is especially important for business partners who build and sell software. These Business Partners are now free to build software using any of the technologies or tools in Development Studio, and can assume their customers will have the tools required to tailor everything from RPG to Java and Web user interfaces. This effectively raises the lowest common denominator to a level unparalleled by any other operating system.

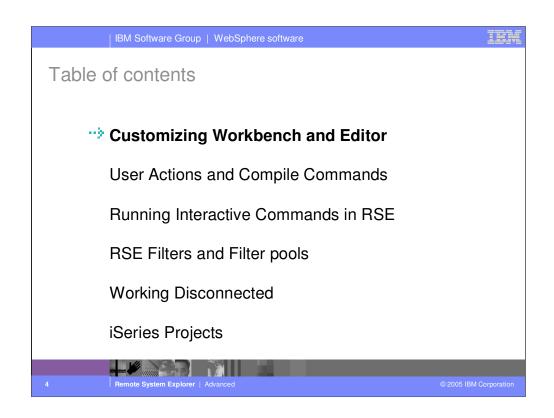


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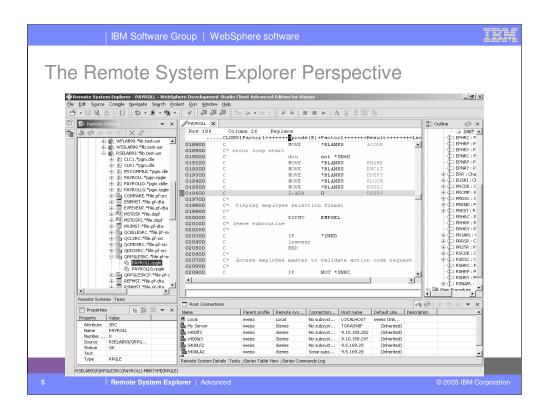
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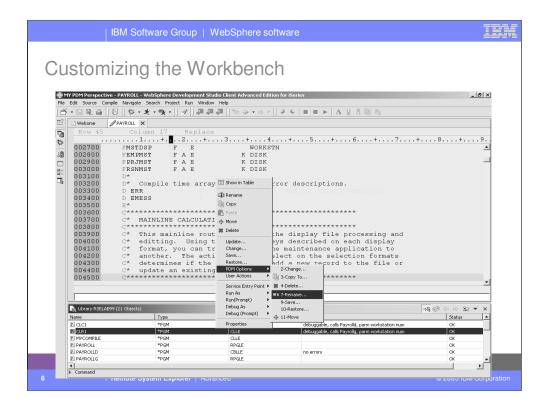
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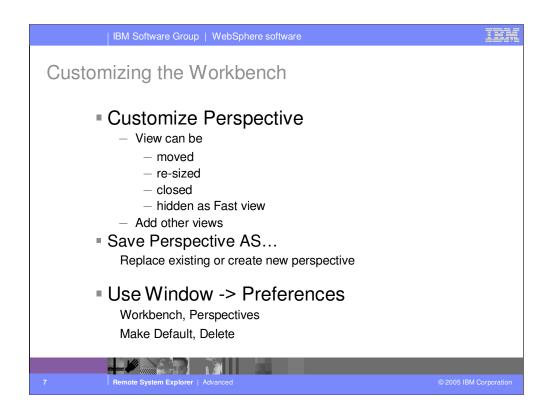
Agenda



This is the familiar default appearance of the Remote System Explorer Perspective.

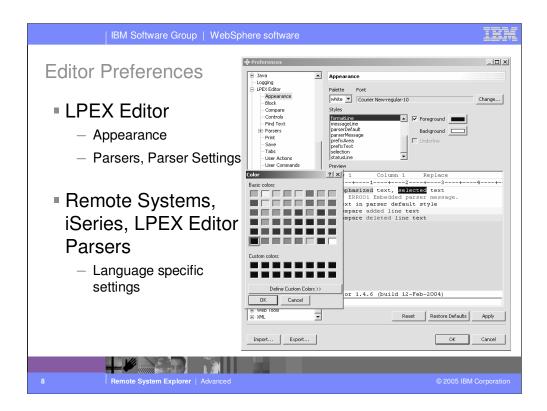


The Remote System Explorer Perspective can be customized to look like this. The editor takes up most of the space, now. It appearance has been changed. The iSeries Table view resides below the editor and all other views have been either closed or moved to the left margin as fast views.



Perspectives can be modified to fit your work style. Move, re-size or close existing views. Open other views that you want to add to the perspective. Save the customized layout as a new perspective using Window -> Save Perspective as.

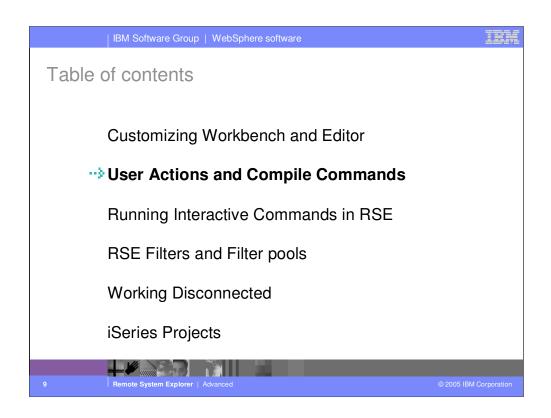
Settings for your own perspectives as well as the ones shipped with the product, can be maintained from Window -> Preferences, expand Workbench and select the Perspectives page.



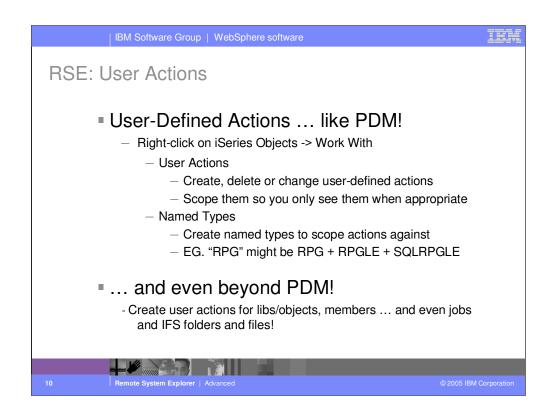
There are two places in the preferences that allow editor customization: LPEX Editor and Remote Systems, iSeries, LPEX Editor Parsers.

Besides appearance i.e. colour settings, the editor behaviour can also be modified.

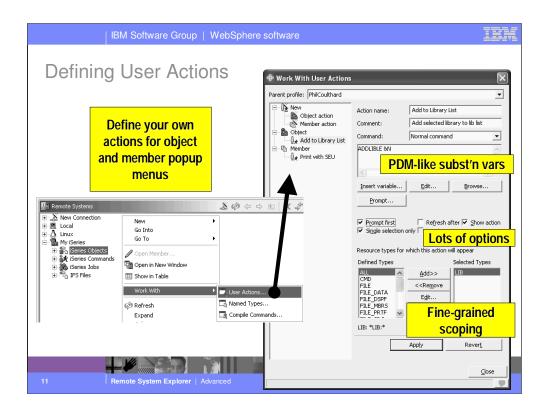
Examples are syntax checking and column sensitive editing.



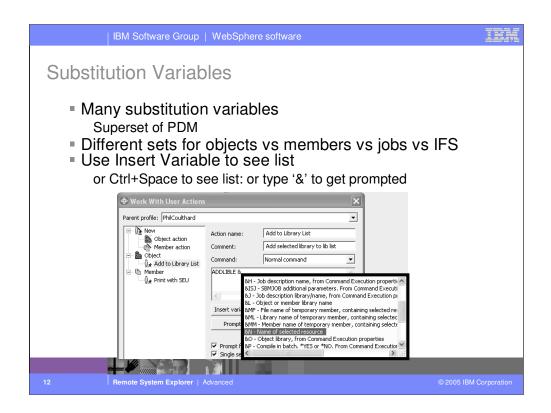
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While IBM supplies a number of useful actions for remote iSeries objects, it is not possible to supply them all. Like PDM, you can easily define your own actions. To create your own actions, use the Work With actions in the popup menu for iSeries Objects. These user-defined actions will appear in the popup menus for remote resources. To avoid seeing all actions in all popup menus, you scope each action to one or more object or member types. You first define named collections of object or member types, then you create your actions and scope them to one of these named collections of types. You actions will then only appear for object or members that match one of the types in the collection. These actions can be created for objects, members, jobs and IFS folders and files.

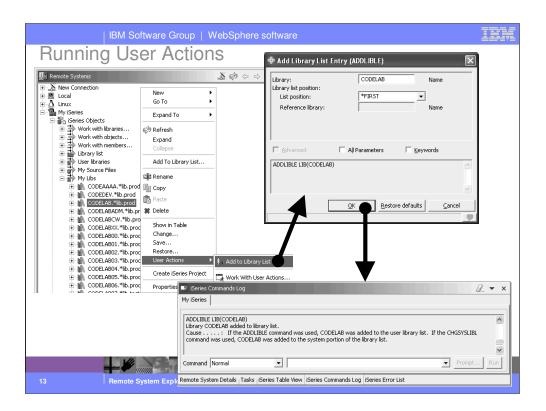


Use Work With -> User Actions to define an object or member action. Object actions only appear in the popup menus for libraries or objects. Member actions only appear in the popup menus for members. When you define the action, you initially specify a label to show in the popup menu and an iSeries command to run when that action is selected. This command can use substitution variables that are identical to those in PDM. There are also numerous options you can specify to affect the action, and you can scope it precisely: for example, object actions can be scoped one or more type and attribute pairs, and member actions by one or more simple or generic member types.

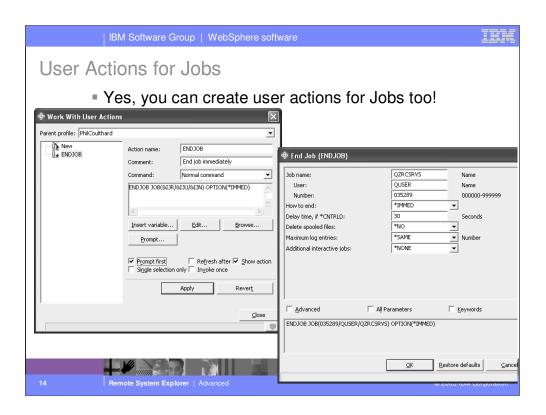


All PDM substitution variables are supported for the command, and some new ones that PDM didn't support.

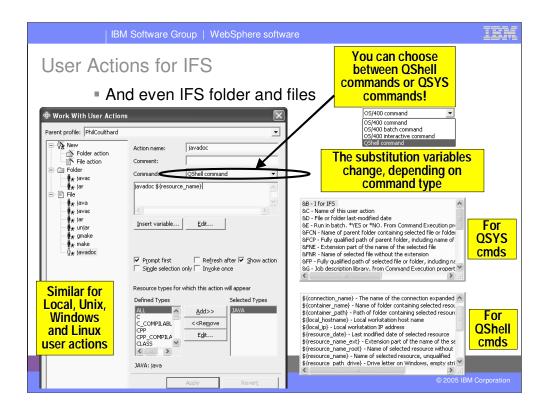
When you type &, you see a popup selection list, or you can type Ctrl+Space or press the Insert Variables button. From the list, double click to insert the selected variable, at the cursor position.



Once your action is defined, you can use it. Right click on an object matching one of the types you specified, and expand the User Actions menu in the popup. Your action appears in the menu. Select it. If you chose to prompt the command (via the Prompt option), you will see the GUI prompt for the command. When the command has finished running, it results are logged in the Commands view.



You can also create user actions for Jobs, which will appear in the User Actions popup menu for jobs in the iSeries Jobs subsystem under a connection. The substitution variables include variables for the selected job's number, user and name.



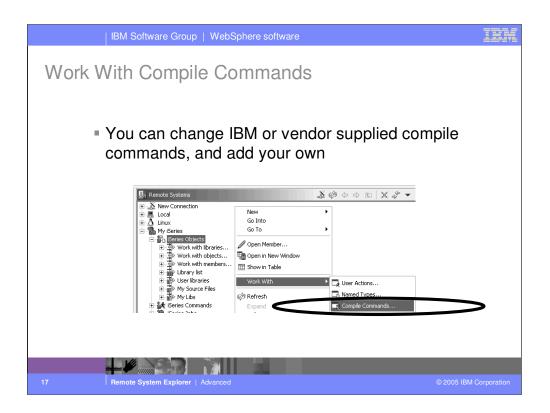
You can also create user actions for IFS folders and files, which appear in the User Actions popup menu for folders and files in the IFS Files subsystem under a connection.

You can create user actions that are QShell commands or *CMD objects as usual. The substitution variables change depending on the type of command: for qsys commands you get the PDM substitution variables, slightly different to deal with folder/file names versus object/member names. For qshell commands, you get a different list using eclipse-style \${...} variables, with many variables for all aspects of the selected folder/file name, but a number of other environment variables.

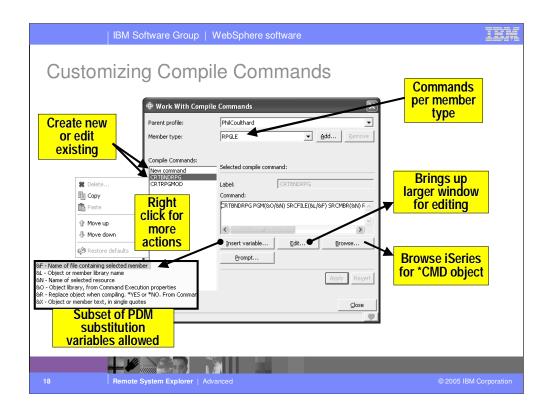
Note the qshell-support is the same as when creating local, unix, windows or linux user actions, which are also supported.



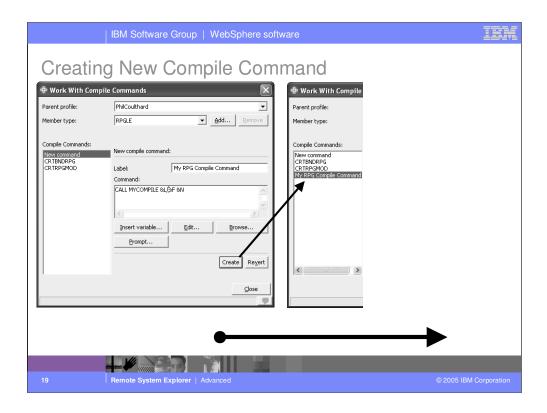
IFS user actions show up in the right click of the IFS files or folders, as shown here. If the action is defined to prompt, then you get a prompt dialog where you can edit the command before submitting it.



In additional to user actions, there is specific support for creating compile commands too. Use the Work With -> Compile Commands option from the iSeries Objects subsystem under an iSeries connection. IBM pre-supplies compile commands, and enables vendors to pre-supply commands as well, some of which do.



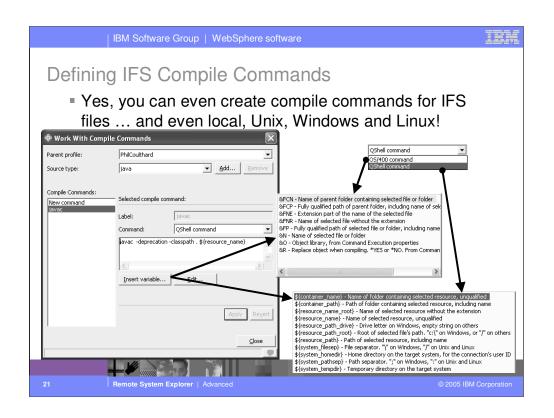
In the Work With Compile Commands dialog, you can create new compile commands and edit existing ones. To edit an existing one, first find it by selecting the member type it applies to (or add a new member type if necessary) at the top of the dialog, and selecting the command in the list of commands on the left. Then edit the command and press Apply. You can also right-click on a command to delete it, copy/paste it, or re-order it. Note you cannot delete IBM-supplied commands, but after editing them, you can restore them to their shipped value.



To create a new compile command, select "New command" on the left, and then enter the label to show, and command to run, and press Create. The command will show up on the list on the left, and will also now be available at runtime, as we see on the next slide...

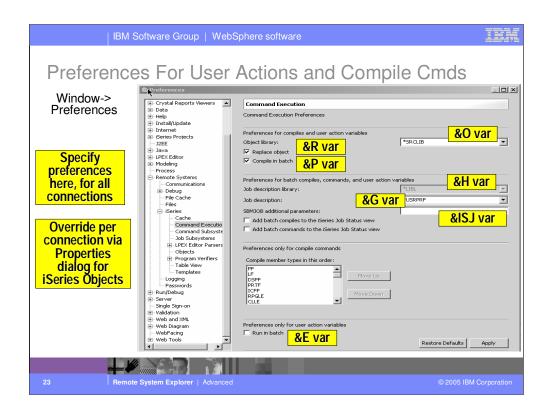


Here we see our new compile command appearing when we right click on a member of the type we created the command for. Note the checkmark appears beside the last-used compile command for the selected member's type. When the compile command runs, if it generates an event file that event file is automatically retrieved and the errors produced by the compile are displayed in the Error List window, where you can double click to open the editor and position it at the error.

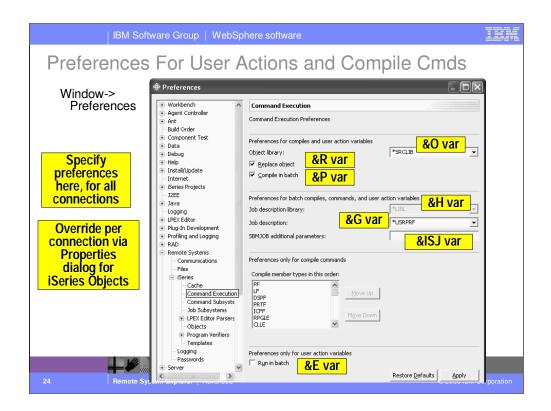




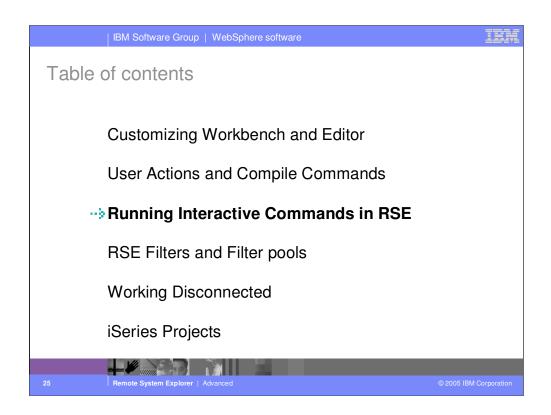
Here we see our new compile command appearing when we right click on an IFS file of the type we created the command for. Note the checkmark appears beside the last-used compile command for the selected file's type. When an OS/400 compile command runs, if it generates an event file that event file is automatically retrieved and the errors produced by the compile are displayed in the Error List window, where you can double click to open the editor and position it at the error. When a QShell compile command runs, the errors are shown in the Command view, and are double clickable.



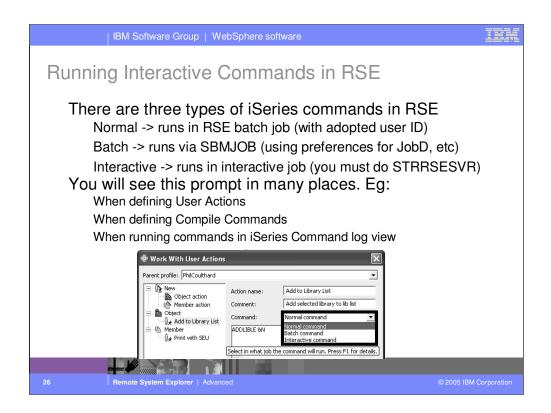
There is a preferences dialog that has many preferences which affect substitution variables for user actions and compile commands.



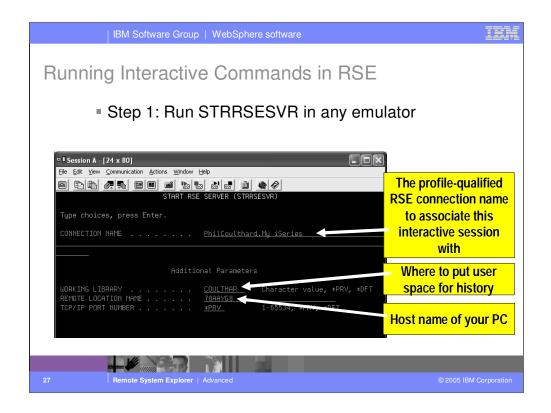
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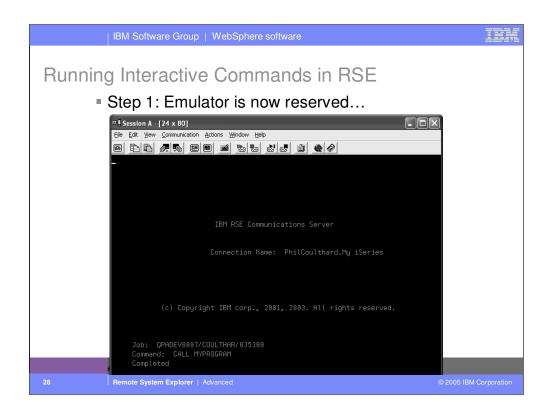
Agenda



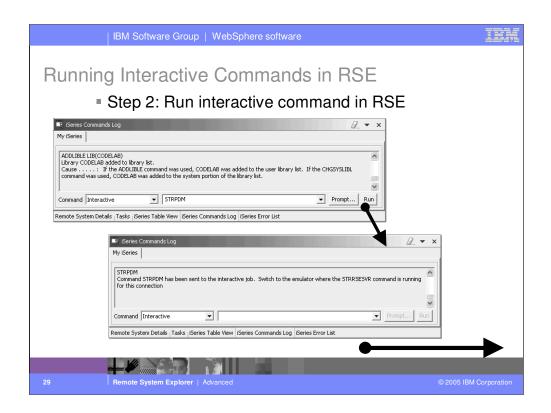
Within the Remote System Explorer, there are 3 ways to run commands on the iSeries: normal, batch or interactive, as described here. You will see the prompt for the three types of commands throughout the RSE, so its important to know the differences between them.



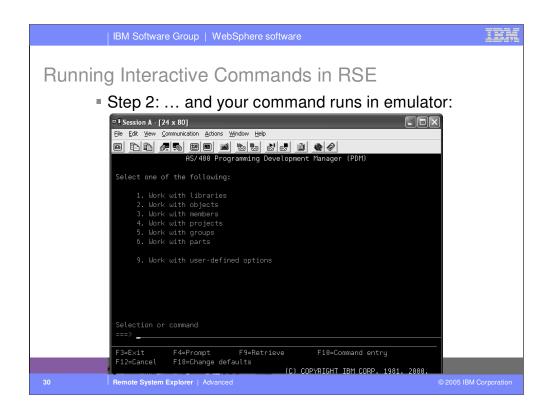
To run interactive commands, you must run the STRRSESVR command from within an emulator. Specify the name of the connection within the RSE to associate this interactive session with ... qualified by profile. It may help to select the "Qualify connection names" option in the dropdown of the title bar of the Remote Systems view in the RSE, so you can see what profile your connection is in. Also specify a library unique to you, to hold *PRV values for this command, and of course your PC's hostname or IP address.



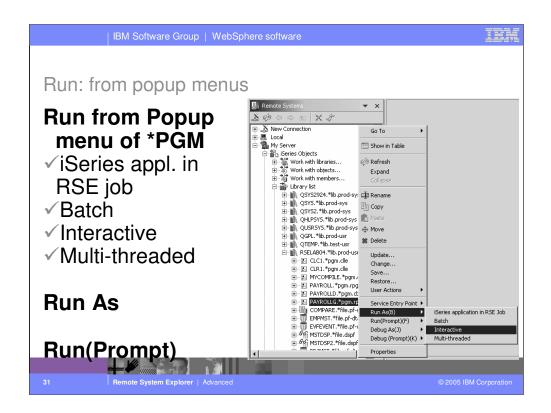
When the STRRSESVR command is successful, it will reserve the emulator by putting up the screen shown here.



Now, within the connection associated with the STRRSESVR command, you can run interactive commands from within the RSE, and debug interactive programs. The example here shows running STRPDM from the iSeries command log view. You need to give focus to your reserved emulator to see the results...



... and here we see that the reserved emulator is now running the interactive command we entered in the RSE.

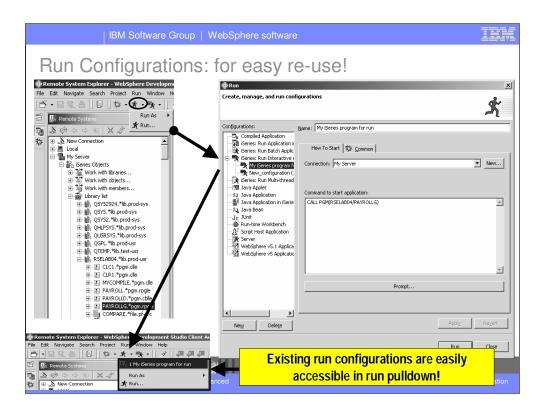


You can run programs from the Remote Systems view or the iSeries Table view in four ways:

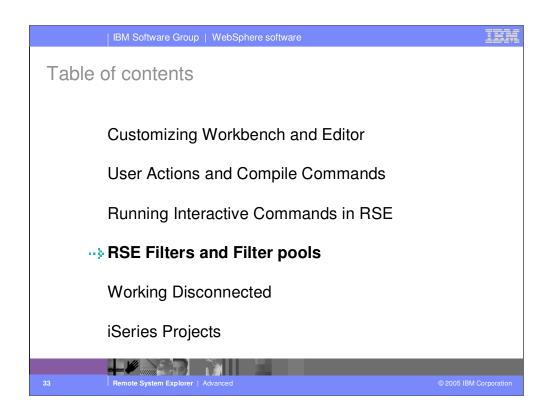
- •In the RSE communications server job
- •In a batch job
- •In an interactive job
- In a server job

In the first case, running the program in the same job as the Remote System Explorer communications server job, will tie up that job until your program ends. With batch and interactive jobs, you cannot monitor the status as easily, however, you do not tie up your communications server and you are notified when the program ends. Batch jobs work as you would expect, your application will be submitted to the default batch subsystem.

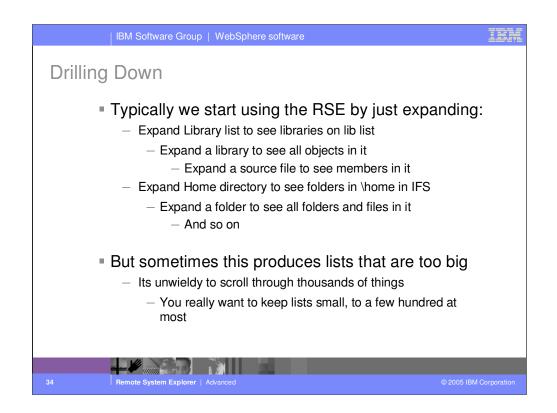
Note: A multi-threaded debug session creates a new server job and this way keeps the RSE communications server job free for other tasks.



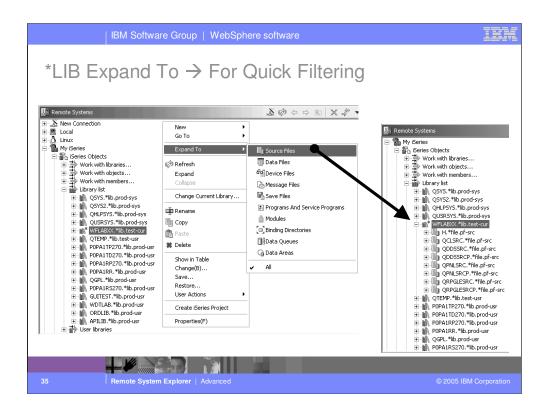
Run configurations are for powerful re-use. If what you want to run a program that takes a number of parameters, or is not straightforward to launch, you can predefine this information into a named configuration. Once created, the configuration appears in the configuration list, and can be selected from there. Every configuration run also appears in the pulldown menu of the Run tool bar button. Clicking the Run tool bar button itself, will run the previous configuration again.



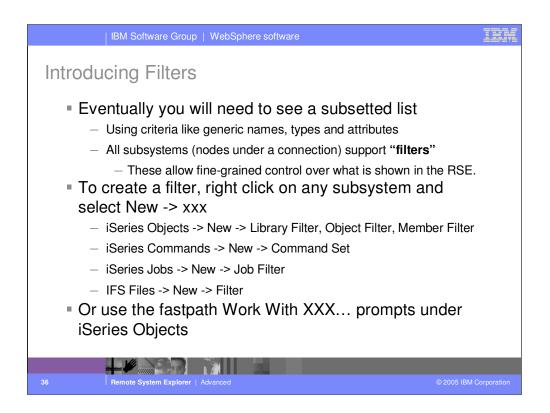
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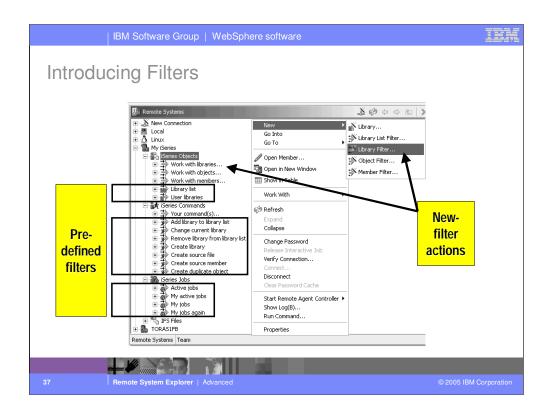
The Remote System Explorer is all about random access to remote things ... like stuff in QSYS, or jobs, or IFS files. While it is designed to be immediately useful by merely expanding nodes to drill down to what we want, sometimes that can produce unsatisfactory results if this results in vast numbers of items.



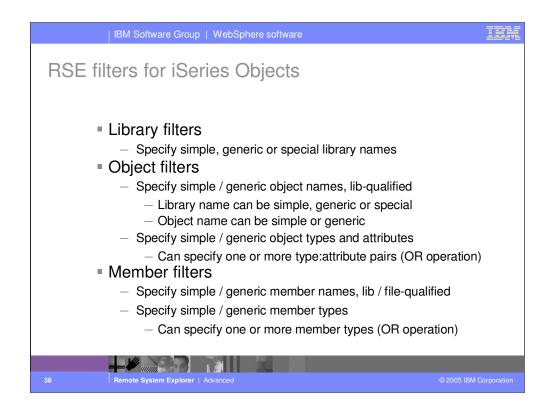
One very quick way to reduce the amount of things is to use the Expand To object for libraries. It allows you to expand a library to see only objects of a particular type. This subsetting remains in effect forever, even when you reexpand with the plus sign, until you subsequently choose All or any other expand-to criteria.



Eventually, you will find the need to see a subsetted list. That is what filters offer, and the RSE has extensive filter support.



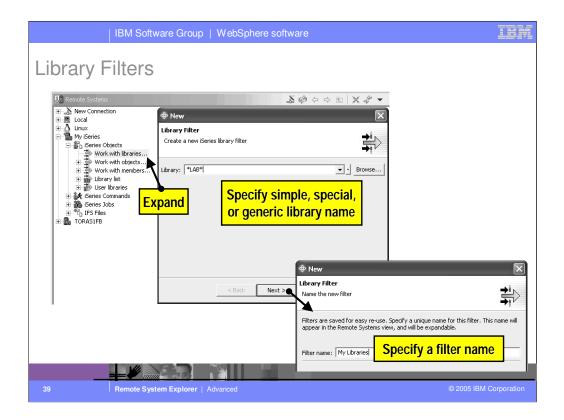
Each of the subsystems contains pre-defined (shipped filters), e.g. Library List (*LIBL) and a set of 'New Filter Actions', e.g. Work with libraries... Later once are filter templates that require user configuration.



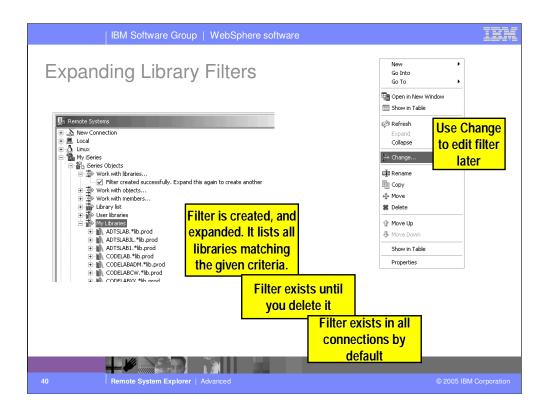
There are three types of filters you can create in the iSeries Objects subsystem.

- 1. Library filters. These list libraries when expanded.
- 2. Object filters. These list objects when expanded.
- 3. Member filters. These list members when expanded.

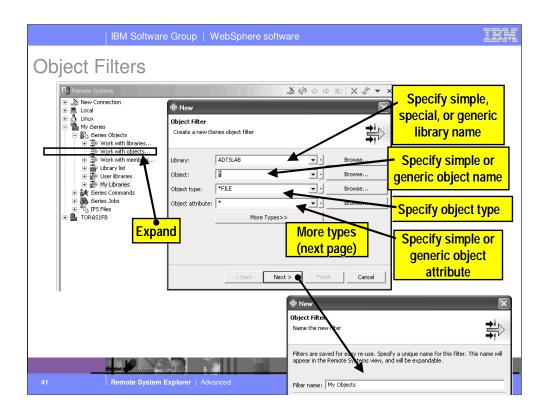
We will see an example of creating each of these. If you are an existing CODE user, you can use File->Import to import filters from CODE Project Organizer.



Here we use the Work With Libraries... prompt to create a library filter. Specify the library name, simple or generic, to list when this filter is expanded. Note the generic names in RSE support two asterisks, not just one as is the case with PDM. On the second page, specify the name for this filter.

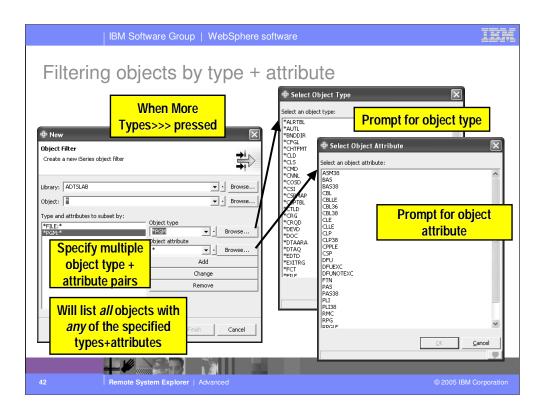


When a library filter is created, it shows up in the list of existing filters for iSeries Objects. You can edit the filter by right clicking on it and selecting the Change... action from its popup menu. When a library filter is expanded, all libraries matching one or more of the filter's filter strings are listed underneath the filter. Note that these libraries can subsequently be expanded, just as they can for the Library List filter.

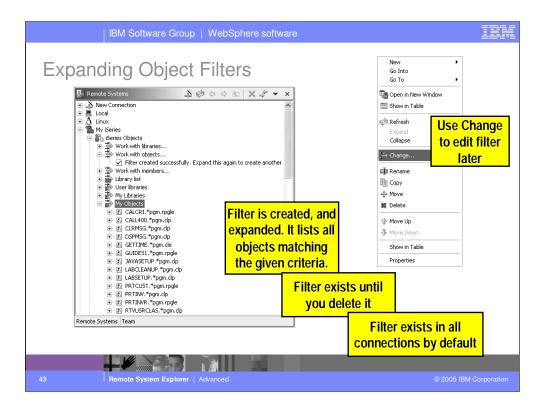


Here you use the Work With Objects... prompt to create an object filter to list objects in one or more libraries. Specify the library, the object, the type and attribute filtering criteria. All but the object type can be generic.

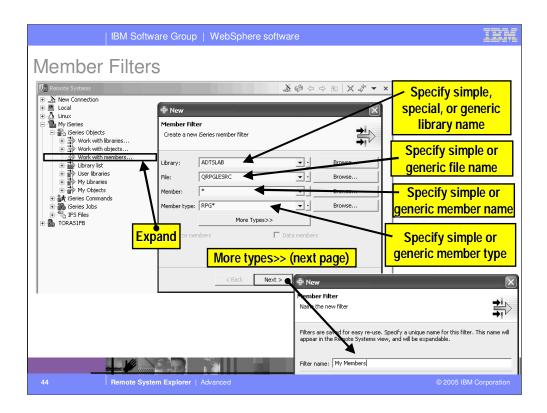
On the 2nd page of the wizard, you specify the name for this filter.



By using More Types>>>, you can specify more than one object type and attribute combination. Note the attribute can be generic. This multiple-type support is beyond what even PDM supports, and allows for extremely specific lists based on filters.

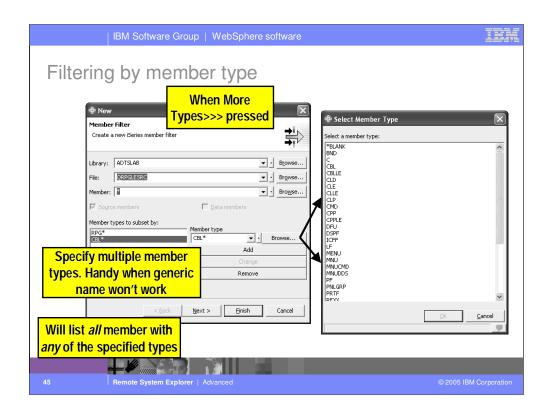


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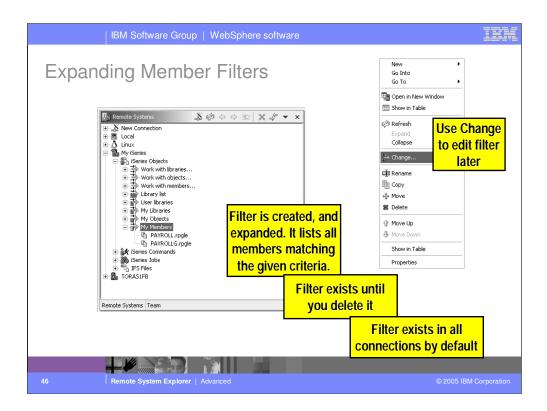


Here you use the Work With Members... prompt to create an object filter to list objects in one or more libraries. Specify the library, the object, the type and attribute filtering criteria. All but the object type can be generic.

On the 2nd page of the wizard, you specify the name for this filter.



By using More Types>>>, you can specify more than one member type. Note that each type can be generic. This multiple-type support is beyond what even PDM supports, and allows for extremely specific lists based on filters.

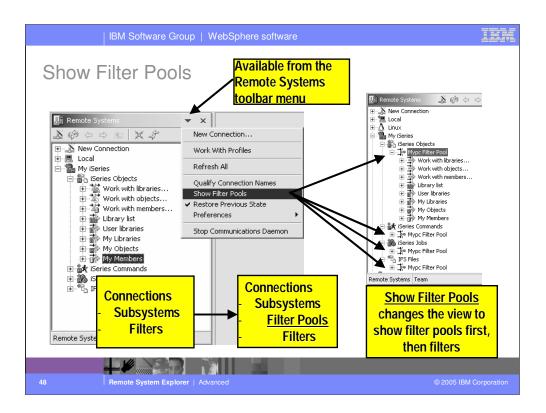


When a member filter is created, it shows up in the list of existing filters for iSeries Objects. You can edit the filter by right clicking on it and selecting the Change... action from its popup menu. When a member filter is expanded, all members matching one or more of the filter's filter strings are listed underneath the filter.

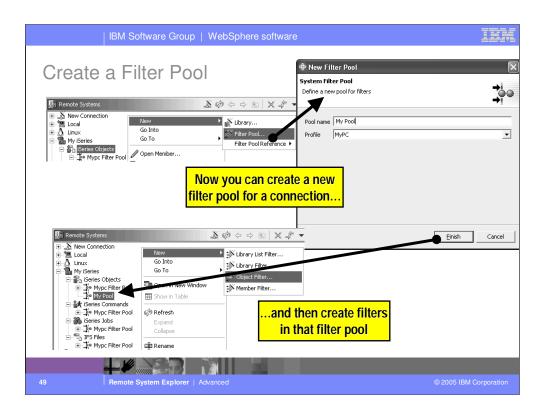


There is an advanced feature in the RSE for partitioning filters into named collections, called filter pools. To enable this, you must select the "Show Filter Pools" preference. It is available from the Remote Systems toolbar down arrow menu.

Actually, all filters are contained in a filter pool. By default, they all go into one IBM supplied filter pool, named Default Filter Pool. By turning on the Show Filter Pools preference, you will see these filter pools when you expand a subsystem. When you expand a filter pool, you will then see the filters. Filter pools can be used to effectively group filters by task, or project, or release, or developer, or whatever you like.

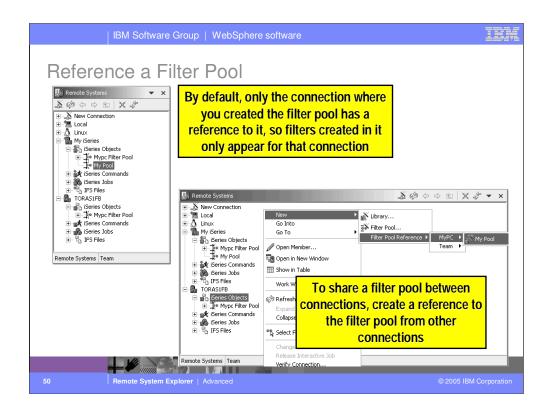


Here we see how to turn on the Show Filter Pools preference. Once enabled, when a subsystem is expanded you see not the filters, but first the filter pools referenced by this subsystem in this connection. When a filter pool is expanded, then you see the filters within that filter pool.

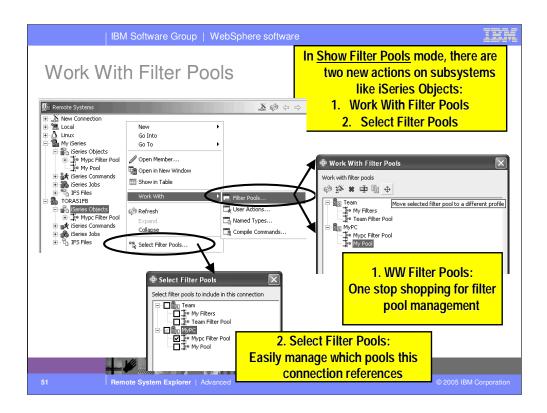


To create a new filter pool, right click on the subsystem, then select New -> Filter Pool...

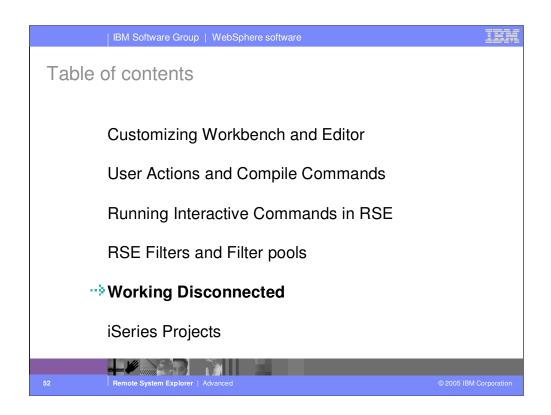
All you need to specify for your new filter pool is a unique name. This is what you see when the subsystem is expanded. Never mind the Profile prompt for now, we will explain that later. It is defaulted so you need not think about it. When Finish is pressed, the filter pool is created, AND a reference to it is added to this subsystem in this connection. No other connection has a reference to this new filter pool yet!



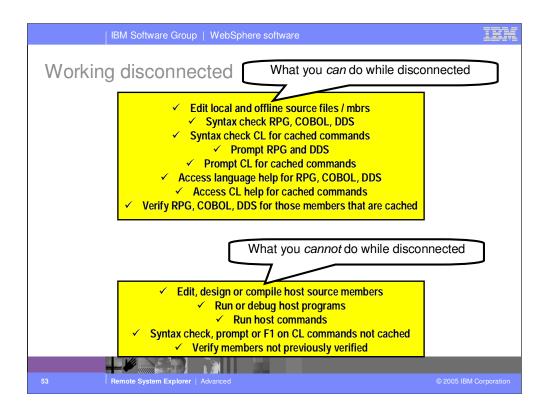
By default, filter pools you create are not shared by multiple connections. To affect that, create a reference to the same pool from multiple connections. Note any changes made to the filters in the pool are now immediate across all shared connections.



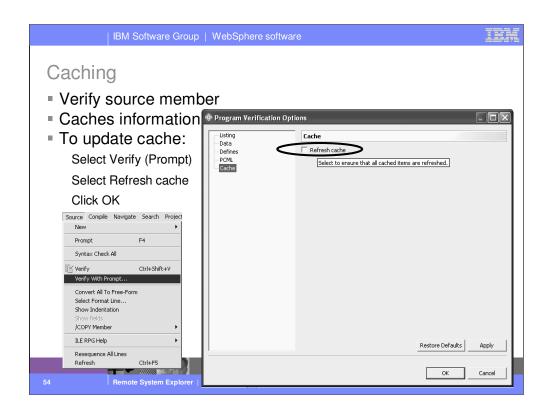
When you are in Show Filter Pools mode, you will see a couple actions on subsystems, for managing filter pools and managing references to filter pools.



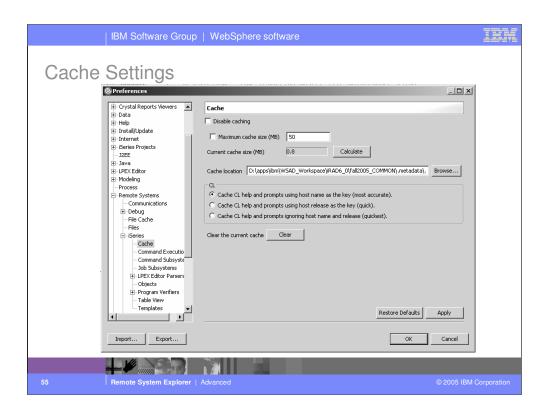
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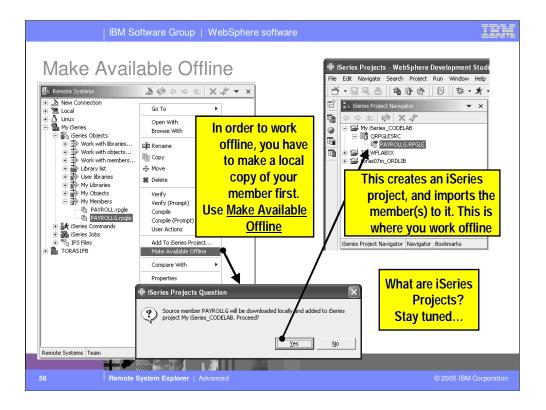
This summarizes what can and cannot be done when working in disconnected mode ... that is, without a live connection to an iSeries host.



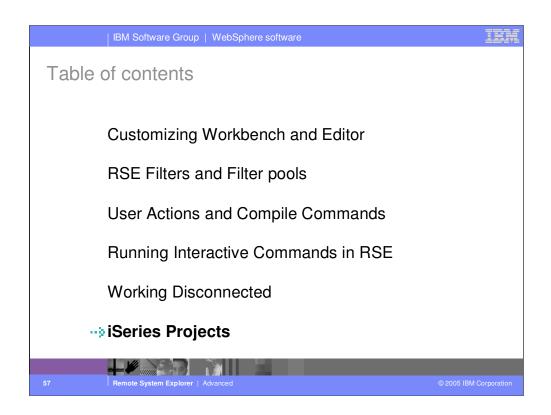
When you verify a member, the external references are automatically cached locally. On subsequent verifies, the local cache is used. To force a refresh of the cache, prompt the verify action and select Refresh Cache.



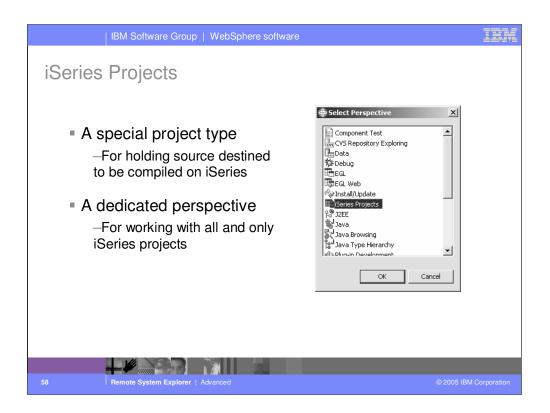
You can affect cache settings via the Cache preferences page.



To prepare for working offline, use the Make Available Offline action on the members you intend to edit. Then, while offline, you edit your source from the iSeries Projects perspective. More on iSeries Projects later.

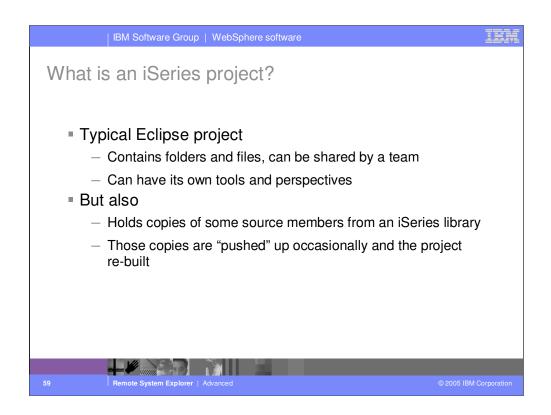


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There is a special project type designed to hold source that is destined to be compiled and run on an iSeries. There is a wizard for creating a new iSeries Project.

There is a special perspective for working with iSeries projects.

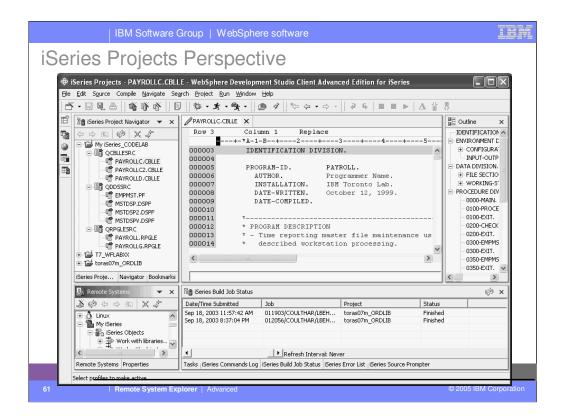


An iSeries Project is a typical Eclipse project. This means it contains folders and files that are in the local file system of the IDE, but these can be synchronized with a central repository for team support.

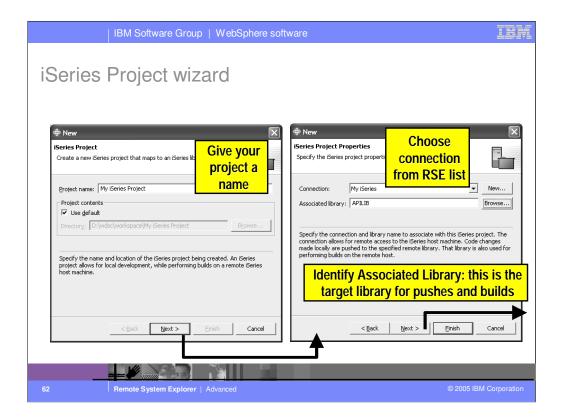
Since the files are local, there is actions to support "pushing" those files up to an iSeries library, where they become source members. This is done prior to compiling or "building" the source for the purpose of testing.

iSeries Project Library, files, members iSeries Project Each iSeries project is associated with a single iSeries library 1 to 1 association Use File -> New -> iSeries Project wizard to create iSeries Source Physical File

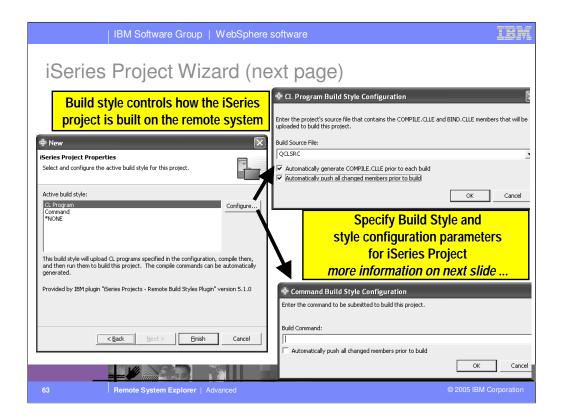
- - Source physical files represented as folders in the project
 - CCSID, record length, IGC data and description stored as "metadata" for folder
 - Use New -> iSeries Source Physical File wizard to create
- iSeries Member
 - Members stored as files within "source" folders
 - Uses format: memberName.membertype ORDRENT. RPGLE
 - Use New -> iSeries Source Member wizard to crate



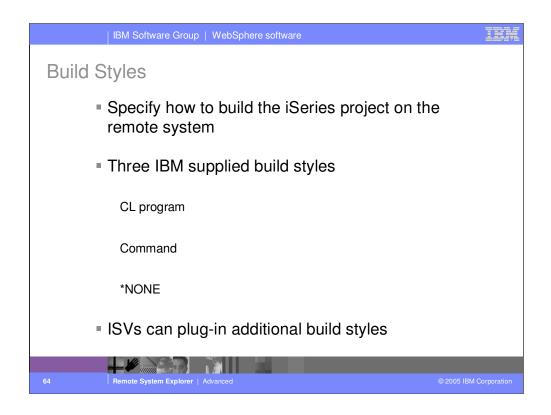
Here we see the iSeries Projects perspective, which you can explicitly open. The primary view is the iSeries Project Navigator that allows exploration of all existing iSeries Projects. There are wizards lauchable from the toolbar for creating a new iSeries Project, or creating source physical files and source members within an existing project. The iSeries Projects perspective includes a full copy of the Remote Systems Explorer, as a view, for your convenience. This allows you to easily work with the contents of the associated library while simultaneously working with the local copies of the source within the project.



Here we see the iSeries Project wizard. First, give the project a name. Any name you want! Then select or create a connection (from the RSE!) that identifies the iSeries with which this project is associated. Also select the library on that iSeries where the contents of this project will be pushed to.



Here we see the rest of the iSeries Project wizard. Here you specify what to do for the Build action on a project. There are 3 IBM-supplied choices, and ISVs can add more choices. The default is to generate a CL source member containing a compile command for each member that is changed.



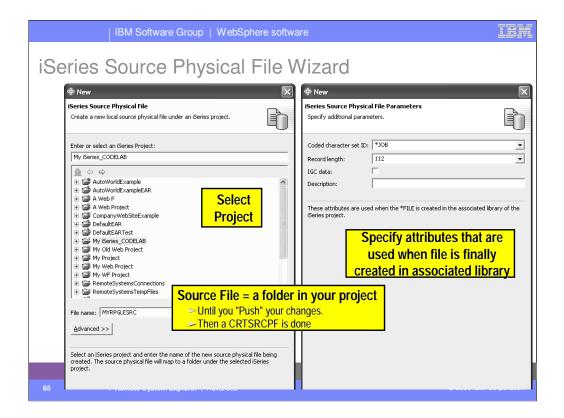
CL program

- Automatically generates COMPILE.CLLE and BIND. CLLE
 - Adds compile command for each source file in project
 - Uses last compile command from RSE for specified source type
 - For example, CRTBNDRPG versus CRTRPGMOD
 - At build time these two members are pushed to iSeries, compiled and run

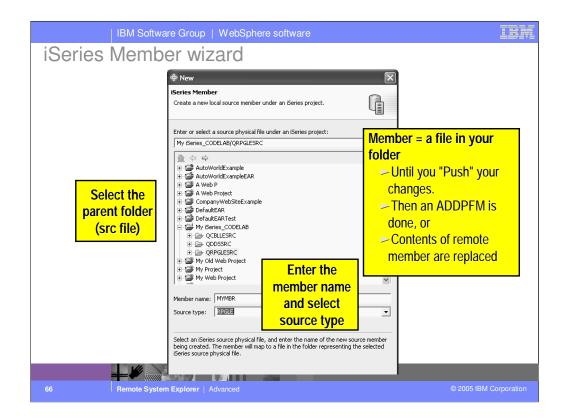
Command

- · You specify single command to run build
- Good if you have an existing build script

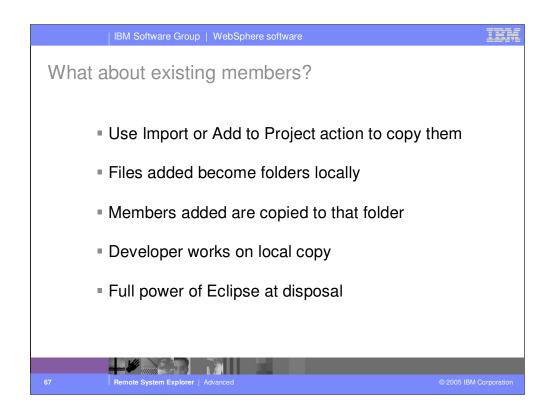
ISVs can plug-in additional build styles to work with their existing iSeries systems



Here we see the wizard for creating a new iSeries source physical file. Within the project, this is actually a folder. When the project is pushed to its associated library, this result in a CRTSRCPF command being run to create a file with the attributes specified in this wizard.



Here we see the wizard for creating a new iSeries source member within an iSeries project. Actually, it is within a source phyical file (aka folder) within an iSeries project. Locally, a member is really a file on disk. The file's extension is the member's type, as in ABC.RPGLE. When this project is pushed to its associated library, this will result in an ADDPFM command being run to create the file with the name and type, in its parent file.

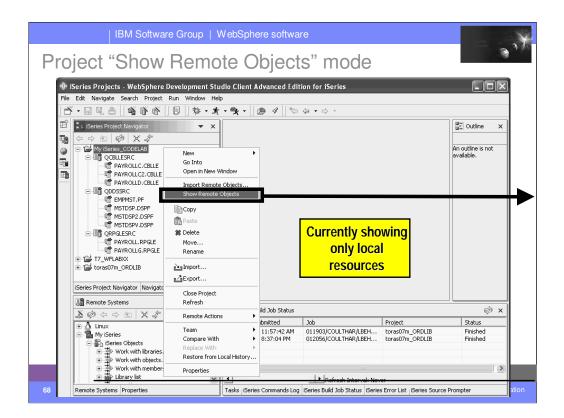


Add project action

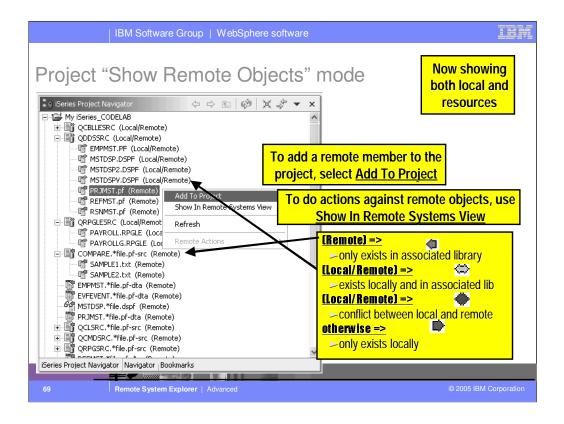
- •Right click on project, select "Show Remote Objects"
- •Drill down to source file, right-click, select "Add to Project"
- •Drill down to members, right-click, select "Add to Project"

Developer works on local copy

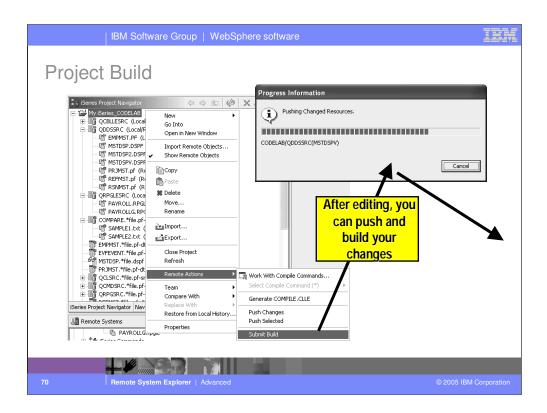
- •Edits file
- •Pushes changes using "Push" action
- •Does a build using "Build" action
- •Shares with team using "Synchronize" action



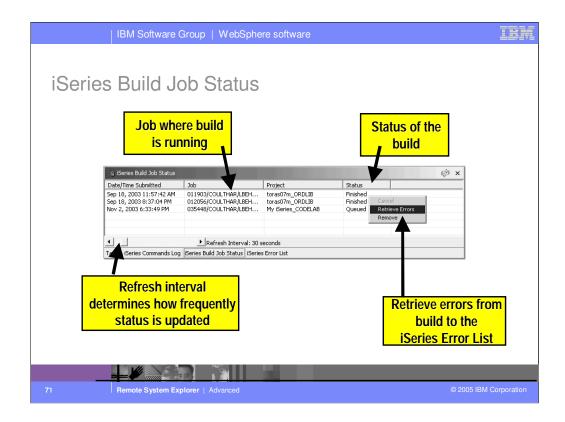
Here we see an iSeries project in the iSeries Navigator, within the iSeries Projects perspective, that has a number of local files and members. Right-clicking on the project or anything in the project, gives a popup menu with the all-important "Show Remote Objects" menu item....



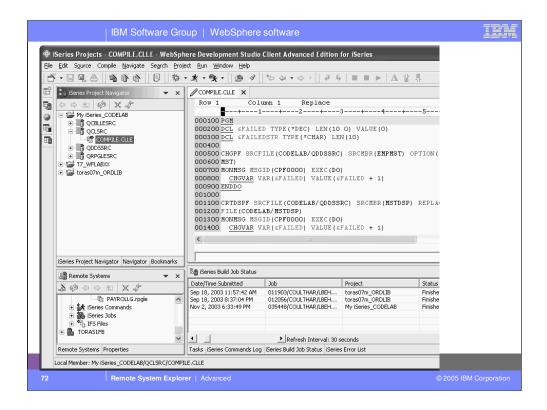
Once "Show Remote Objects" is enabled (it is a toggle) all the objects in the associated library for this project are shown in the iSeries Project Navigator. This navigator is called a "bleed through" view because it lists both local files/members and remote objects, files and members. However, if a file or member exists both locally and remotely, it is not shown twice. Rather, it is only shown once, and its icon and bracketed text identify it as existing in both places. The icons and text enable you to see at a glance which files/members exist only locally, only remotely, or both locally and remotely. In the latter case, the color of the icon indicates if the two are in synch or not. If not, it is an indication you need to "push" your local source to the associated library to get it in synch.



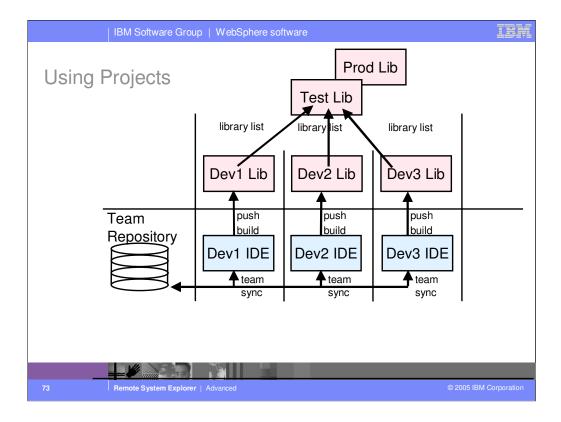
After editing, you will want to send the changed members back to the associated library, and then compile them there. This can be done in one step with Submit Build, or in two steps with Push Selected and then Generate COMPILE.CLLE.



This shows the Build Job Status view where you can monitor your submitted build jobs.



An example of what is generated for the build. This is a CL member. You can affect what compile command is used for each member type.



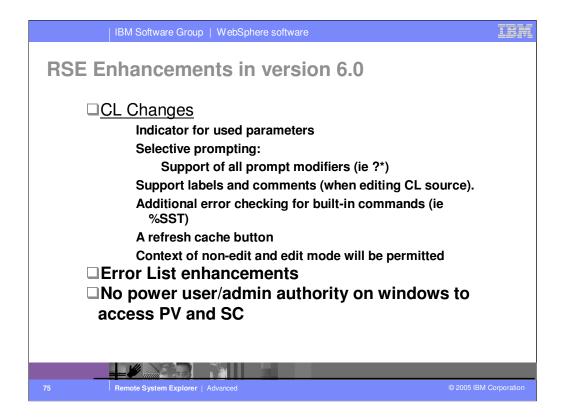
The typical usage scenario for iSeries projects is to use them for tasks, such as adding a feature to an existing application. Rarely will you use an iSeries project to hold all the source for an application... use an iSeries change management vendor for that. Consider a change that involves 3 developers changing a number of files...

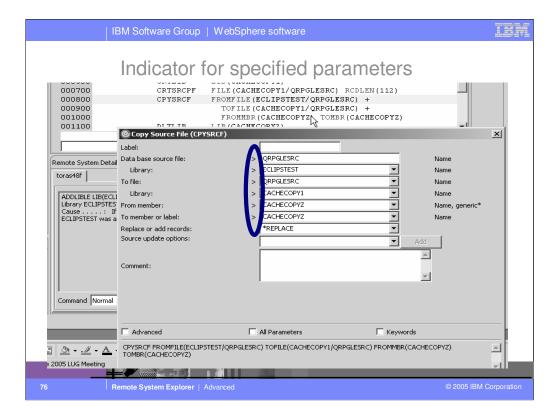
The lead developer will create the iSeries project and synchronize it with the repository. The other developers will use the Eclipse team support to add that project to their workspace. Each will change the properties of the project to associate it with their own private library. The master library containing all the source will be on their library list, so compiles will work, but their private library will only hold the members they work on. If they use an SCM product, then they will use it to check source members out to their private library. These members and files will then be imported into their project, where they will edit them.

After editing, they will "push" their changes to their library and do a "Build" or a compile, and run and test their unique changes.

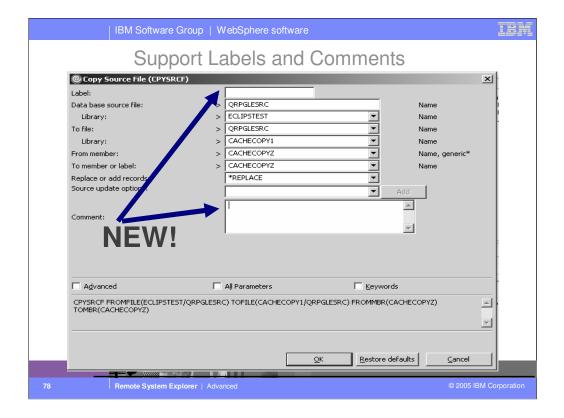
Every so often, they will do a team synchronization to give their changes to their fellow team members, and pick up the changes of those team members. After a synch, they will push their colleaque's files to their own associated library and test the changes all work together.

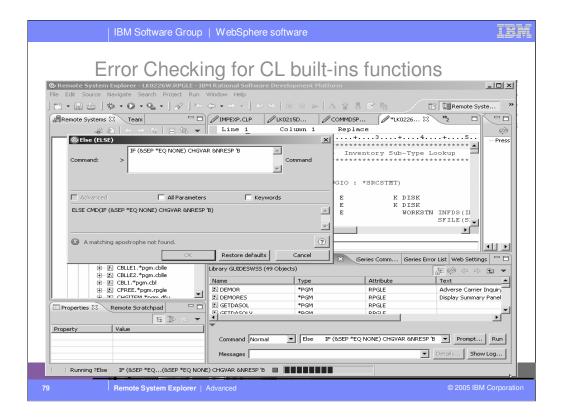
At the end of the cycle, someone will pick one of the libraries, and use the SCM product to promote their changes back into the test and production stages.

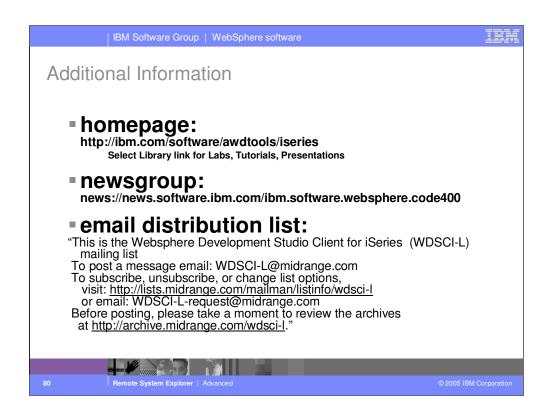




Selec	tive prompting
Selective Prompting Character	Description
??	The parameter is displayed and input-capable.
?*	The parameter is displayed but is not input-capable. Any user-specified value is passed to the command processing program.
?<	The parameter is displayed and is input-capable, but the command default is sent to the CPP unless the value displayed on the parameter is changed.
?/	Reserved for IBM use.
7-	The parameter is not displayed. The specified value (or default) is passed to the CPP. Not allowed in prompt override programs.
78	The parameter is not displayed until F9=All parameters is pressed. Once displayed, it is input-capable. The command default is sent to the CPP unless the value displayed on the parameter is changed.
?%	The parameter is not displayed until F9=All parameters is pressed. Once displayed, it is not input-capable. The command default is sent to the CPP.







We hope this presentation helped you understand more about Development Studio Client iSeries application development tools. We started with an overview of our strategy for iSeries application development tools, went onto review the Remote System Explorer, the perspective for iSeries programmers to maintain and develop iSeries applications and explained how to extend RSE to include your own iSeries application development tools.



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Acknowledgement:

This presentation is a collaborative effort of the IBM Toronto iSeries Application Development presentation team, including work done by: Phil Coulthard, George Farr, Inge Weiss, Claus Weiss, and Don

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iSeries

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