

CONSOLE_HOLD

The CONSOLE_HOLD command controls the display of the command prompt on the VSE operator's console.

Syntax: CONSOLE_HOLD {ON|OFF}

Arguments: ON - *TCP/IP for VSE* displays the console prompt immediately at startup and maintains the console prompt regardless of operator action.

OFF - *TCP/IP for VSE* initializes without a console prompt. Messaging the partition is required before the operator can enter commands. The prompt is redisplayed until a null entry is made. This is the default.

Example:

```
IPN237I console_hold off
IPN482I TCP/IP for VSE reply ID will not be maintained

IPN237I console_hold on
IPN482I TCP/IP for VSE reply ID will be maintained
```

- Notes:
- To enter commands to *TCP/IP for VSE*, you must message the partition and wait for the command prompt to appear. Once you enter a command, the command prompt is redisplayed until a null entry is made. Setting CONSOLE_HOLD ON maintains the prompt on the screen regardless of null entries.
 - If you include CONSOLE_HOLD ON in your initialization deck, the command prompt is automatically displayed at *TCP/IP for VSE* initialization.
 - Previous versions of *TCP/IP for VSE* required considerable 24-bit storage to load the command parser. This requirement has been eliminated and there is no memory savings achieved by deleting the command prompt.
 - You may also enter commands by using the DATA= parameter of the VSE MSG command.
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