INCLUDE

The INCLUDE command directs *TCP/IP for VSE* to fetch a member from a VSE library and execute the contents as if they were included in the initialization member.

Syntax:

```
INCLude member [,DELAY]
```

Arguments:

member   - Specifies the member name containing the commands to be executed. The library and sub library are the same as the ones that contain the initialization member. A member type of .L is appended to the name. The member is normally processed before the command that follows the INCLUDE.

DELAY   - Specifies that the member's contents are not to be executed until after *TCP/IP for VSE* initialization is complete and the dispatching engine is running.

Example:

```
IPN237I include newroute
IPN397I Loading command deck NEWROUTE
IPN398I Command deck NEWROUTE has been completely loaded
IPN179I Direct Route 192.169.8.7= Net: 43272 Subnet: 0 Host: 7
IPN179I Direct Route 192.169.8.9= Net: 43272 Subnet: 0 Host: 9
```

Notes:
- It may be convenient to keep sets of like-commands (such as DEFINE USER commands) in separate members and then execute them with the INCLUDE command.
- The INCLUDE command operates like the EXECUTE command.
- When an INCLUDE statement is encountered in a member, processing of that member is suspended until the included member has been processed (unless DELAY is specified).
- During *TCP/IP for VSE* initialization, all configuration commands are read and processed before the dispatching engine is engaged. Use of the DELAY parameter permits you to provide commands (such as PING) that are delayed until after initialization is complete and the engine has engaged.

Related Commands:

EXECUTE   - Execute an operator command script.