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DEFINITY® Manager II
Command Summary Quick Reference



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COMMAND	COMMENTS
@ — Pause for one second	Use on command line or in script file for pause between commands. Particularly useful with maintenance procedures in script files. Place several pauses after execution of test to prevent system from sending next command during test execution. (Also see the <i>wait</i> command.)
# — Enter a comment	Use to enter nonexecutable comments. All text following # until you press <input type="button" value="Enter"/> is included in the comment. May enter comment from command line or run file. If log file active, comments are added to it and can then be used as markers within log file.
bas — Enter basic mode	Use to change to basic mode. Basic and enhanced modes use same command set; however, the display and some commands operate differently. Basic-mode user interface similar to previous system management devices (MAAP, SMT, VMAAP), unlike enhanced-mode interface, which uses data located in SSB. Basic mode displays procedure with all fields on one middle-of-screen line — no field names, field values not explained. Users must know procedures well or use documentation. If appropriate SSB unavailable or not installed on PC, only basic mode available. If switch is Generic 2, use <i>get</i> command to download SSB to PC. (Also see the <i>enh</i> command.)
con — Switch connect	Use to establish connection between Manager II and switch. To display possible choices for any <i>con</i> command screen field, use arrow keys to position highlight bar over the field and then press <input type="button" value="6 Field"/> . Use arrow keys to position highlight bar over desired choice and then press <input type="button" value="3 Select"/> or <input type="button" value="Enter"/> .
disc — Disconnect from a switch	Use to disconnect from current switch. Releases current connection and makes current port and modem available for another <i>con</i> command. If you are connected to two switches when using <i>disc</i> , alternate switch will become current connection.

COMMAND	COMMENTS
el — Convert equipment location	<p>Use to translate an equipment-location from universal or XE module to traditional-module format or vice versa. The syntax is: <code>e1 module cabinet carrier [slot [circuit]]</code>. Module and cabinet are numbers indicating physical locations. Carrier is a letter (<i>a</i> through <i>e</i>) if universal or XE equipment location or a number if traditional equipment location. Slot number only or both slot and circuit numbers can be specified; for complete equipment location, specify both. The results of the command are displayed on the message line just above the command line. For example, entering <code>e1 1 0 e 15 20</code> will result in the message-line display <code>Universal or XE 1 0 E 15 20</code> corresponds to <code>Traditional 1 3 1 0 4</code>. The <i>el</i> command provides mapping only; there is no attempt to verify that a given equipment location exists on the current switch. The <i>el</i> command works whether or not a switch is connected to your PC.</p>
enh — Enter enhanced mode	<p>Use to change Manager II to enhanced mode, which is available only if the applicable SSB has been installed on your PC. Enhanced-mode screens display the same basic information as basic-mode screens, plus additional procedure titles, field labels, encode descriptions, and help function keys. Automatic universal, XE, names, ICI, and digit mapping is available only in enhanced mode. (Also see the <i>bas</i> and <i>string</i> commands.)</p>
h — Display general help	<p>Use to access helpful information. Enter <code>h</code> at the command line or press 5 Help. To position highlight bar and move through menus and other information provided, use arrow, page, home, and end keys. Use the screen-labeled function keys as needed. Press 1 Exit to leave the help feature. Press 2 Return to return to the previous help menu. Press 3 Select to select a menu item. To initialize a search of the current menu, press 4 Find and then enter a character string followed by Enter. Manager II searches the menu for that string. If the string is found, the highlight bar moves to that line. Otherwise, the beep sounds and the highlight bar moves to the beginning of the menu. To search for the same string again, press 4 Find followed by Enter.</p>

COMMAND	COMMENTS
hc — Display command help	Use to view screen that lists commands with descriptive phrases. Enter hc or ? or press <input type="text" value="8 Ccmds"/> . To exit screen, press <input type="text" value="1 Exit"/> or <input type="text" value="Enter"/> .
hf — Display procedure-field help	Use to display help screen that describes active field. Enter hf at the command line or press <input type="text" value="6 Field"/> . When procedure field on screen is ready to accept input (while field is active), <input type="text" value="6 Field"/> appears. Description may be range of possible values or window with text you can scroll through using arrow and page keys. Possible values may be displayed in window. To select value and enter it into field, place highlighted bar over choice and press <input type="text" value="3 Select"/> or <input type="text" value="Enter"/> . To exit without making selection, press <input type="text" value="1 Exit"/> .
hi — Display procedure-input help	Use to display what input data is required to execute commands. In many switch administration and maintenance procedures, certain data must be entered before the procedure can execute a given command. To display chart of commands with associated required-for-execution data, enter hi from the command line or press <input type="text" value="7 Input"/> . To exit, press <input type="text" value="1Exit"/> or <input type="text" value="Enter"/> .
hist — Display activity log	Use to display last nine events, including commands, error messages, or switch-data entries. If logging active, information displayed is identical to the last nine entries in log file. To exit screen, press <input type="text" value="1 Exit"/> or <input type="text" value="Enter"/> .

COMMAND	COMMENTS
ign — Ignore errors	<p>Use to ignore errors returned by switch procedures. Syntax is: <code>ign [? all [n[-n]]*] Enter</code>, where ? requests a current list of switch-procedure error codes being ignored; all specifies that all switch-procedure error codes in the range 0-99 be ignored; n specifies a switch error code or range of codes between 0 and 99 (for example, <code>ign 0-11 75 82-84</code>). The <i>ignore</i> command may be issued from the command line or from a script file. The settings specified by an <i>ignore</i> command remain in effect until a <i>task</i> command or another <i>ignore</i> command is issued. Typically, when the switch returns an error, the current command line is aborted and the script-file error count is incremented, if applicable. However, if a previous <i>ignore</i> command specified that particular error-code number, processing continues as if the error had not been received from the switch, the current command line is not aborted, and the script-file error count is not incremented. Only switch error codes (0-99) can be ignored; error codes 100 or greater cannot be ignored. To restore default error processing (any switch error causes the current command line to abort and increments the script-file error count), issue the <i>ignore</i> command with no arguments.</p>
log — Open or close activity log	<p>Use to open or close a file that logs all Manager II activity. Syntax is: <code>log [[-d] "log_name" ?]</code>, where "log_name" names file to be created. If a file with that name already exists, logged activity will be appended to end of existing file. Use the -d option to destroy already existing file with that name if you prefer to disallow appending. Use ? to display current log-file name. Entering log without arguments results in default file <i>MGRII.LOG</i>. Actual name of default file is specified in <i>MGRII.INI</i>, the system-initialization file. All commands and system output are written to the log file while it is open. File is created in current working directory unless you specify a different directory, using full path name, or initialize the MII_LOG environment variable. For example, to write to <i>xyz.log</i> in <i>mydata</i> directory, enter <code>log "/mydata/xyz.log"</code>. To close output file, enter log a second time. Once you create a log file, use operating system commands to print or view the file.</p>

COMMAND	COMMENTS
msg — Display broadcast messages	<p>Use to enable or disable display of DTS broadcast messages, which convey switch-status information sent by a Generic 2 communications system to administration system during switch reload. These messages can reach the system only if the link between processor and switch is a hardwired connection using asynchronous data unit (Z3A) to TN563 port. Broadcast messages are not available through RMATS ports. To allow display of broadcast messages from system connected to port 1 of your PC (com1), enter <code>msg 1</code>, and to port 2 (com2), enter <code>msg 2</code>. To turn off broadcast messages, enter only <code>msg</code>. Broadcast messages can be enabled on only 1 port at a time and <code>msg</code> command can be used only when system is not logged into a switch (when status line says DISCONNECTED). If you are connected to a switch that reloads, messages are broadcast automatically.</p>
name — Names mapping	<p>Use to translate names-mapping encodes to characters, and vice versa. Valid only when in switch procedures that have names mapping defined (for example, p012 w2 or p497 w2). Syntax is: <code>name [-a "new_name" -c "change_name"]</code>, where <code>-a</code> means add the string <code>"new_name"</code> to the procedure and <code>-c</code> (change) means change the current string to <code>"change_name"</code>. If no arguments are given, encodes in current switch procedure are translated and their character equivalent displayed. If arguments are given, string specified within double quotes is converted to equivalent names-mapping encodes, which are added or changed in current switch procedure. The <code>name</code> command works on DIMENSION, System 85, and Generic 2 switches.</p>
note — Print message	<p>Use to print message on message line. Particularly useful for providing progress messages during script-file execution. Enter <code>note "message"</code>, where <code>message</code> is 80-maximum-character string to be displayed. Message remains until replaced by error or other message. Blank message by entering <code>note</code> with no argument.</p>

COMMAND	COMMENTS
quit — Exit Manager II	Use to exit Manager II, thus disconnecting active connections and returning control to operating system.
r — Repeat command line(s)	<p>Use to display or re-execute previously issued command lines. Syntax is: <code>r [-d] [n -n n-n]</code> Enter where <code>-d</code> means display previous command line(s) and <code>n</code> is command line number between 1 and 50 or a range of command lines between 1 and 50. The <i>repeat</i> command must be issued by itself on the command line. If <code>-d</code> option is specified, command lines are displayed rather than executed. If <code>-d</code> option is omitted, command lines are executed. For example, to re-execute last command line, enter <code>r</code>; to re-execute command line numbered 49, enter <code>r 49</code>; to display command line numbered 49, enter <code>r -d49</code>; to re-execute last 10 command lines, enter <code>r -10</code>; to display last 10 command lines, enter <code>r -d -10</code>; to re-execute command lines numbered 33-38, enter <code>r 33-38</code>; to display command lines 33-38, enter <code>r -d33-38</code>. Only last 50 command lines are saved, numbered chronologically in the order issued. After first 50 command lines are issued, numbers recycle.</p>
run — Run a script file	<p>Use, followed by filename surrounded by double quotes, to execute commands stored in the named command script file. This command reads and executes those stored commands. The current directory is searched for the file unless you specify full path name to the file in a different directory or initialize the <code>MI_RUN</code> environment variable. Normally, command ceases execution if error is encountered. Or, you may specify the number of nonfatal errors that the run command is to tolerate before it stops. Typical nonfatal errors include command-syntax errors and error codes returned by the switch. Typical fatal errors include a switch disconnect during script-file execution, an attempt to execute a nonexistent script file, or a script that exceeds maximum script-file nesting level of 25. Fatal errors always terminate script-file execution. Enter optional error limit as follows: <code>run [[-e] error_number]filename.</code></p>

COMMAND	COMMENTS
scr — Enter scroll format	Use in enhanced or basic mode to change from visual format to screen's scroll format, placing control for data entries in a command line at bottom of the screen, which is desirable for PCs with long screen-refresh times. The <i>scr</i> command may be used to obtain scroll format or may be requested automatically when Manager II is initially invoked by using the <i>-s</i> option. Scroll format prompts for input with \$ followed by cursor. Enter commands in usual way. They are executed in their normal manner except for those that require a screen display (<i>help, hist, udb</i>), which are rejected. Responses to the command appear on following line and are identical to those recorded in log file. Scroll format also allows you to easily record a session on a printer connected to a PC. Simultaneously press shift, control, and print screen keys to start and stop printer scrolling. Use the <i>vis</i> command to exit scroll mode. (Also see the <i>vis</i> command.)
stat — Display connection status	Use to display screens showing status of active connections. If two connections, press <input type="button" value="2 More"/> to toggle between displays for both connections. To exit screens, press <input type="button" value="1 Exit"/> or <input type="button" value="Enter"/> .
"string" — Interpret character string	Use as a short cut when entering names, incoming call identification (ICI), or dial codes * and # in switch procedures. For example, administer a name by entering the name surrounded by double quotes rather than by entering the numeric codes for each character separated by blanks. The software translates characters placed between double quotes into appropriate numeric codes and sends the codes to the switch. For example, to enter <i>Doe, Jane</i> starting at field 2 of Procedure 012 Word 2, enter <i>cf 2 "Doe, Jane "</i> . To enter the same name using numeric codes, enter <i>cf 2 31 66 35 30 50 51 24 65 35 50</i> . String interpretation is available only in enhanced mode. (Also see the <i>name</i> command.)

COMMAND	COMMENTS
task — Return to task mode	Use to change Manager II to the task mode, which can be used for station administration without your having to know the administration procedures. Task mode can be used only on Generic 2 switches. (Also see the <i>bas</i> and <i>enh</i> commands.)
udb — Change user database	Use to change the Manager II user database. Enter <code>udb</code> at the command line to access a screen that facilitates changing your password. Most users are permitted to change only their own passwords; but if you are the system administrator, the <i>udb</i> command will allow you to change the login ID and password of any user, add or remove another user's administration or maintenance or tape permission, and change the switch name, security code, default baud rate, and default port number in a switch record. A series of screens, operated similarly to other enhanced-mode screens, enables you to do these tasks. To add changes to the database, press <input type="button" value="3 Change"/> . To avoid placing a change in the database, press <input type="button" value="1 Exit"/> or <input type="button" value="2 Return"/> .
vis — Enter visual format	Use in enhanced or basic mode to switch from scroll (line-by-line) format to visual (full-screen) format, which is the default format. The visual format can be invoked in either of two ways: invoke Manager II without the <code>-s</code> option, or enter <code>vis</code> on the command line. Use visual format for those maintenance procedures that update the display continuously.

COMMAND	COMMENTS
; — Advance one field	Use to advance past currently active field to the next-higher-numbered field without changing the contents of the field passed. If current field is the last, use the <i>cf</i> command to move to another field. Use the ; command to leave field blank, thus entering dash. Some procedures require data in fields before allowing user to advance.
ce — Clear entry in active field	Use to clear current input field so new data can be entered. To leave field blank, use the ; command to move to next input field. Some procedure fields require data so cannot be left blank.
cf — Change active field	Use, followed by a field number, to blank specified field, which will light to indicate readiness for input.
cp — Select customer procedure	Use, followed by an SMT procedure number, to simulate functions of an SMT, thus enabling access to procedures that may be invoked from SMT. This command has same effect as the <i>p</i> command, except that SMT procedure numbers are used. This command cannot be used with Generic 2 communication systems.
m — Select mode procedure	Use to select mode procedure. Use only with Generic 2 and System 85 R2V3 or later systems. Three possible modes to request are administration (1), maintenance (2), and tape (3). Use administration mode to administer changes in switch's memory. Use maintenance mode to select any maintenance procedure (500-999). Use tape mode to access switch's magnetic storage device (tape or disk). No mode is required to display administration data. Change modes by entering the number associated with each mode. Use of modes allows several administrators simultaneous access to system.

COMMAND	COMMENTS
nd — Next data	Use to automatically advance to next data item. In those procedures that have an <i>nd</i> function, use to display recorded data for field containing multiple data entries. Use also to step manually through all entries associated with the display field. For maintenance procedures, enter <i>nd</i> to display (for example) demand test results; periodic failure history data; call-processing-failure history; or records that are arranged by circuit location, one location per record. Repeatedly enter <i>nd</i> to display data records, one part at a time. Display sequence is finished when entering <i>nd</i> causes dashed display.
p — Select procedure	Use, followed by a procedure number, to access that procedure. For multiword procedures, Word 1 is automatically selected first. For maintenance procedure, default test (test number 1) is automatically selected. Leading zeros are not significant when specifying procedure numbers (p12 equals p012 and p0 equals p000).
rs — Reset procedure	Use to reinitialize and reenter current procedure as if the <i>p</i> command had been used. All data fields are cleared. For multiword procedures, reset reinitializes currently displayed word. For maintenance procedures, nominal start configuration is displayed. Most often, this is test 1, displayed with blank fields. Some maintenance procedures require a second reset before all fields are cleared.
x — Execute procedure	Use to initiate some activity, depending on the current procedure. In many cases, the <i>x</i> command is used with another command. For example, administration procedures routinely accept the following command combinations: <i>ax</i> (add data execute), <i>cx</i> (change data execute), <i>dx</i> (display data execute), <i>rx</i> (remove data execute). Some procedures interpret the <i>x</i> and <i>dx</i> commands as meaning the same thing, display data execute. With maintenance procedures, the <i>x</i> command is usually used by itself, and typically tells the procedure to display fault information or to start a maintenance test. Some maintenance procedures require that the <i>x</i> command be entered twice. Because of the importance of a test or activity, a procedure may require that the <i>x</i> command be confirmed. When performing such a procedure, after entering the first <i>x</i> , enter a second <i>x</i> on the next command line.

COMMAND	COMMENTS
add — Add data	Use to add displayed data to switch's translation memory. In most procedures, the <i>add</i> command must be followed by the <i>x</i> command (see the <i>ax</i> command). Always follow the <i>add</i> command with the <i>dx</i> command to view results of your work.
ax — Add data execute	Use, after entering correct data into administration procedure, to add displayed data to switch's translation memory. Always follow the <i>ax</i> command with the <i>dx</i> command to view results of your work.
chg — Change data	Use to place specified data changes into translation memory. In most procedures, the <i>chg</i> command must be followed by the <i>x</i> command (see <i>cx</i> command). Most procedures require that you issue the <i>dx</i> command before the <i>cx</i> command.
cx — Change data execute	Use to enter specified data changes into translation memory. Most procedures require that you issue the <i>dx</i> command before the <i>cx</i> command. Always follow the <i>cx</i> command with the <i>dx</i> command to view results of your work.
dsp — Display data	Use to display data for the current procedure. In most procedures, the <i>dsp</i> command must be followed by the <i>x</i> command.
dx — Display data execute	Use to display data for the current procedure and word. This command allows you to view data stored in translation memory.
np — Next procedure	Use to advance to the next procedure (only on DIMENSION and some earlier System 85 communications systems).

COMMAND	COMMENTS
rmv — Remove data	Use to remove displayed data from translation memory of connected PBX. In most procedures, the <i>rmv</i> command must be followed by the <i>x</i> command (see the <i>rx</i> command). Always follow the <i>rmv</i> command with the <i>dx</i> command to confirm that data was successfully removed.
rtx — Run tape execute	Use to copy translation memory onto switch's tape cartridge (and to disk, if switch is so equipped). On Generic 2 and on System 85 R2V3 and later switches, access all three system modes (administration, maintenance, and tape) before issuing the <i>rtx</i> command.
rx — Remove data execute	Use with administration procedure to remove displayed data from translation memory of connected system. Always follow use of the <i>rx</i> command with the <i>dx</i> command to confirm that data was successfully removed.
w — Select procedure word	Use, followed by word number, to access word other than currently displayed word when executing multiword procedures. For example, to request word number 2, enter <i>w2</i> . Most procedures have either words or tests. Procedures with words are generally used for administration, while those with tests are designed for maintenance. Some procedures need only one screen, so have neither words nor tests. Use the <i>t</i> command to change from one procedure test to another.

COMMAND	COMMENTS
bo — Busy-out facility	Use to place one or more circuit locations in maintenance busy-out state — that is, to remove from service. Use the <i>bo</i> command from either maintenance procedure that allows circuit to be busied out, or in one of the following busy-out procedures, some of which are not available on all communications systems: Procedure 635, Cause of Maintenance Busy Out; Procedure 632, Carrier Busy; Procedure 631, Trunk Group Busy Out; Procedure 630, Busy Out/Release Busy Out. CAUTION: This command is service affecting and will drop any call in progress over selected circuit locations and will also prevent those locations from sending or receiving calls.
cdx — Clear data execute	Use to resolve alarms — that is, to retire an active alarm condition. When switch detects an error, record is created. When error is severe enough to raise an alarm (turn on alarm-panel and status-line lamp and, optionally, initiate call to remote maintenance facility), use the <i>cdx</i> command to resolve that alarm. Lamp will go off only when all reasons for alarm are resolved. The <i>cdx</i> command does not remove or clear record. In effect, you are telling switch you are aware of the problem, stop alarm indication. See the appropriate maintenance procedure for more details (for example, Procedure 600).
nc — Next circuit	Use to display stored circuit information and to select new circuit location for testing. To display test results or failure history, one circuit location at a time, enter <i>nc</i> once for each circuit location. To select a single circuit location for testing, enter <i>nc</i> to step through and display circuit locations one at a time until circuit you wish to test appears. Display sequence is finished when entering <i>nc</i> causes dashed display.
nf — Next fault	Use to step through maintenance error records that have various fault codes, one fault code at a time. Display sequence is finished when entering <i>nf</i> causes dashed display.

COMMAND	COMMENTS
nt — Next test	Use to advance maintenance procedure to next test that procedure can run. If current test displayed is last test that procedure can run, test selection cycles to test number 1. New test selected will not start until you enter the <i>x</i> command.
nu — Next unit	Use to select and display next unit type for testing when maintenance test is selected. Select and display the first circuit of that unit type for testing by entering <i>nc</i> . When displaying failure history or test results, enter <i>nu</i> to look at first circuit location recorded for next unit type in the failure-history list (arranged numerically). Display sequence is finished when entering <i>nu</i> causes dashed display.
rb — Release busy-out	Use to release circuit from maintenance busy-out status. Whenever busy-out indicator is on, the <i>rb</i> command can be used within appropriate procedure to release circuit location from maintenance-busy status. Indicator does not disappear until all busied-out circuits have been released. Use Procedure 635 (Cause of Busy-Out Procedure) to search for circuits in busy-out status. Or use the <i>rb</i> command from any maintenance procedure that allows circuit to be released from maintenance busy. (Also see the <i>bo</i> command.)
s — Stop procedure execution	Use to halt test execution when a maintenance procedure test is running. Not all maintenance-procedure tests recognize this command. To stop such tests, enter the <i>rs</i> command or select another procedure by using the <i>p</i> command.
t — Select procedure test	Use to change from one procedure test to another. Enter <i>t</i> followed by number of desired test (for example, entering <i>t</i> 2 requests test number 2). Most procedures have either words or tests. Procedures with words are generally used for administration, while procedures with tests are designed for maintenance tests. Some procedures need only one screen, so have neither words nor tests. Use the <i>w</i> command to change from one word to another.

COMMAND	COMMENTS
get — Get SSB file(s)	<p>Use to install switch support base (SSB) files from the currently selected switch connected through a PPG port. The syntax is: <code>get [-a] [-g] [-s] ["filenameexpression"] <input type="button" value="Enter"/></code>, where <code>-a</code> means display all SSB files, <code>-g</code> means get specified information immediately, <code>-s</code> means suppress synchronization of the two switch copies of the SSB, and <i>filenameexpression</i> names the files you want to install or view. A <code>get</code> command with no arguments causes the switch to synchronize its two copies of the SSB files. Then Manager II compares the SSB files installed on the PC with the versions on the switch and displays PC files that are missing or out of date. Press <input type="button" value="2 Get"/> to initialize the process of downloading the displayed files to the PC.</p>
ptx — Park tape execute	<p>Use to return the switch's tape to the start or "parked" position. On Generic 2 and on System 85 R2V3 and later switches, access the tape mode via the <code>m</code> command before issuing the <code>ptx</code> command.</p>
rld — Reload switch memory	<p>Use to reload switch's common-control (CC) memory from its disk (DTS) or tape system. For System 85 R2V3 and later switches, use the <code>m</code> command to access switch tape mode. When executed, this command takes CC communicating with your system out of service while load is in progress. If this is only CC, a service-affecting switch outage will occur. If this is online CC in duplicated system, service-affecting switch outage will occur. Reload causes remote end to disconnect. CAUTION: As you administer switch, translations are stored in system's CC memory. These translations are lost when you reload CC from magnetic medium. Be sure to use the <code>rtx</code> command to save each session's work.</p>

COMMAND	COMMENTS
sw — Switch controlling processor	Use to switch controlling processor — that is, to allow execution of procedures on the other common control (CC). This command does not switch online CC (that is, soft-switch or hard-switch); it simply allows access to the other duplicated CC when connected via TN492 (RMATS) port. When connecting to switch via an RMATS port, online processor always answers call. If the <i>sw</i> command is issued after connection completes and the command succeeds, communication is established with the offline processor. To return to the online processor, enter <i>sw</i> again. This command has no effect if switch is not duplicated and you are not connected on RMATS port or if offline CC is halted.
v — Verify procedure screen	Use, if you suspect any data on screen, to completely build procedure screen. Only Generic 2 can completely verify procedure screens; on older switches, it may be necessary to select another procedure and then reselect the desired procedure to verify procedure display.
wait — Wait for switch WAIT indicator	Use to cause Manager II to wait until switch WAIT indicator goes out. The <i>wait</i> command is needed to fully exploit maintenance-procedure capabilities while executing Manager II run files. Typically, procedures turn on WAIT indicator when starting a task and off when that task is complete. Depending on procedure, further commands may or may not be accepted while WAIT indicator is on. If the procedure is an administration procedure, Manager II always waits for the WAIT indicator to go out before sending more commands to the switch. But with a maintenance procedure, Manager II may completely ignore WAIT indicator and continue processing user commands, sometimes causing the termination of a maintenance task before it is complete.