BINDLIB is freeware from GreenHouse Software & Consulting

BINDLIB binds libraries to program files with file code 100, 700 and 800.
It mimics the

  RUN program/LIB library/

command.

To successfully bind - or de-bind - a library to or from a program
file, you need to have
 - Read/Write Access on the program file
 - the program file closed
 - identical file codes for object and library file

This version of BindLib is completely re-written.
It accesses the file header of the program file in question to add
the library entry.
In addition, BindLib does NOT change any time stamp on the program
file. For this reason, it has to be licensed.

Command syntax is:

  [run] BINDLIB <p-template> [[,] WITH <library>]

where

  <p-template>   file name template of the object file that gets a
                  library attached.
                  This file is NOT allowed to be open.
                  Supports extended wildcards.

  <library>   library name to be used.
                  In case no library name is supplied, the BINDLIB
                  performs a de-bind of any possibly attached library.

                  Partly defined file names become resolved with the
                  users actual default location.

e.g.

  BINDLIB $GHS1.SECOM.ASD30* WITH $GHS1.MPWDLIB.MPWDLIB

All program files, matching the template ASD30*, get the library file
$GHS1.MPWDLIB.MPWDLIB bound as a library.

The command

  BINDLIB $GHS1.SECOM.ASD30*

de-binds all libraries from the program files, matching the template
ASD30*.

Recommended security settings:
Owner: SUPER.SUPER, or any other system manager ID
RWEP: OOAO
License: YES

To check an object file for an attached library, use the ShowLib
FreeWare tool from GreenHouse.

Please report all errors and requests for enhancements to:

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