

# Executing Commands and Menu Functions

This section describes how to use a Natural command or a Natural menu.

## Related Topics:

- Natural Commands - Natural Components
- Natural Main Menu
- Natural Online Help

This section contains information on:

- Using Natural Commands
- Using Natural Menus

## Using Natural Commands

You enter a Natural command in the Command line or at any command prompt. Natural command prompts are: the NEXT prompt and the MORE prompt.

### Exceptions:

- For Natural editors, there are different command prompts, such as (>) in the program editor as shown in the example screen of the Natural program editor below.
- For most Natural utilities, Natural commands must be preceded by a special sign, such as double forward slashes (//). For details, refer to the relevant utility documentation.
- Natural terminal commands can be entered in the Command line, at any command prompt or in any alphanumeric input field.

The input of a Natural command is **not** case-sensitive. After you have entered a command in the Command line or at a command prompt, you choose the ENTER key. ENTER confirms the action and executes the command or invokes an extra confirmation window where you explicitly acknowledge command execution.

The section below contains information on:

- Command Line
- NEXT and MORE
- Example of a System Command

## Command Line

The Command line is located above the PF-key lines and looks as follows:

<b>Command</b> ===>		
Enter-PF1---	PF2---PF3---	PF4---PF5---
PF6---	PF7---	PF8---
PF9---	PF10---	PF11---
PF12---		
Help	Exit	Canc

The Command line usually appears on all Natural menu screens.

## NEXT and MORE

The NEXT prompt appears if no Natural program (for example, the program that invokes the Natural Main Menu) has been started yet. The NEXT prompt indicates that Natural is awaiting your next command input.

The MORE prompt appears during the execution of a program and indicates that additional output is available. Choose ENTER to display the additional output. If you enter a command in response to the MORE prompt, the program that is being executed will be stopped and the command will be executed.

The NEXT or MORE prompt is usually located in the left upper or lower corner of the screen as shown in the example below:

NEXT	LIB=TEST
------	----------

## Example of a System Command

The section below is an example of executing a Natural system command.

### To invoke the Natural editor for a Natural object

- In a Command line or at the NEXT or MORE prompt, enter a Natural system command and one or more operands if applicable.  
For example:

```
EDIT P PROGX
```

(where **P** is the type (Program) and PROGX the name of the Natural programming object)

- Choose ENTER.  
The Natural program editor is invoked and the source code of PROGX is displayed in the edit work area:

```
>> + Program      PROGX      Lib TEST
All  .....1.....2.....3.....4.....5.....6.....7...
0010 READ (3) EMPLOYEES BY NAME
0020 DISPLAY NAME
0030 END
0040
0050
0060
0070
0080
```

- 

## Using Natural Menus

Every Natural menu screen provides a list of functions. The way you invoke a function from a menu depends on the menu structure and the options provided.

To select and invoke a menu function, Natural menus provide the following alternatives:

- An individual input field for each function listed.
- The Code field, where you enter the one-letter code that is assigned to each function.
- Function keys (PF keys) that correspond to a particular function on the menu.  
The PF-key lines at the bottom of the screen that indicate which function is assigned to which key. See also Standard PF Keys below.

In addition to functions, most of the Natural menus provide fields where you specify further options and/or selection criteria. For example, the Development Functions menu contains the Name field where you enter the name of a Natural object. For an explanation of these fields and their valid input values, refer to the relevant documentation or use the help function as described in the section Natural Online Help.

The section below contains information on:

- Executing a Menu Function
- Terminating a Menu Function
- Example of a Menu Function

## Executing a Menu Function

The section below describes alternative methods that can be used for executing and terminating menu functions.

### Executing a Menu Function

- Place the cursor in the input field next to the menu function desired and choose ENTER.  
Or, place the cursor in the input field next to the menu function desired and enter any character.  
Or, in the Code field, enter the one-letter code displayed before the function desired.  
Or, if available, from the PF-key lines, choose the PF key that corresponds to the function desired (see also Standard PF Keys below).  
Or double-click the input field next to the function desired.
- Additional options:  
If additional input fields are displayed on the menu, enter the information required. If you fail to do so, you receive either a window from which you can select a valid input value, or a corresponding Natural error message.  
For an explanation of possible field entries, invoke the help function by entering a question mark (?) in the field desired.
- Choose ENTER.  
A Natural result screen or menu appears.

## Terminating a Menu Function

The section below describes alternative methods you can usually use for terminating a menu function with or without saving modifications made previously on another Natural screen.

### To terminate a function without saving changes

- Enter a period (.).  
Or choose PF12.
- Choose PF3.

## Standard PF Keys

By default, the following functions keys (PF keys) are assigned to the following functions throughout most Natural menus:

Key	Function	Explanation
PF1	Help	Invokes the online help system.
PF2	Menu	Invokes the Main Menu.
PF3	Exit	Terminates a function.
PF12	Canc	Terminates a function and cancels the changes made previously.

## Example of a Menu Function

The section below is an example of specifying a function as an alternative to using a Natural system command as demonstrated in Example of a Natural System Command above.

### ▶ To invoke the Natural editor for a Natural object

1. In the Code field, enter the letter that corresponds to the function Edit Object.
2. In the Type field, enter the letter that corresponds to the type of Natural object (here: P for Program).
3. In the Name field, enter the name of the Natural object (here: PROGX).

```

15:23:42          ***** NATURAL *****          2003-02-22
User SAG          - Development Functions -          Library TEST
                                                Mode Structured
                                                Work area empty

Code  Function

   C   Create Object
   E   Edit Object
   R   Rename Object
   D   Delete Object
   X   Execute Program
   L   List Object(s)
   S   List Subroutines Used
   ?   Help
   .   Exit

Code .. E   Type .. P
          Name .. PROGX_____

Command ==>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Menu Exit                                     Canc

```

4. Choose ENTER.

The Natural program editor is invoked and the source code of PROGX is displayed in the edit work area as shown in Example of a Natural System Command.