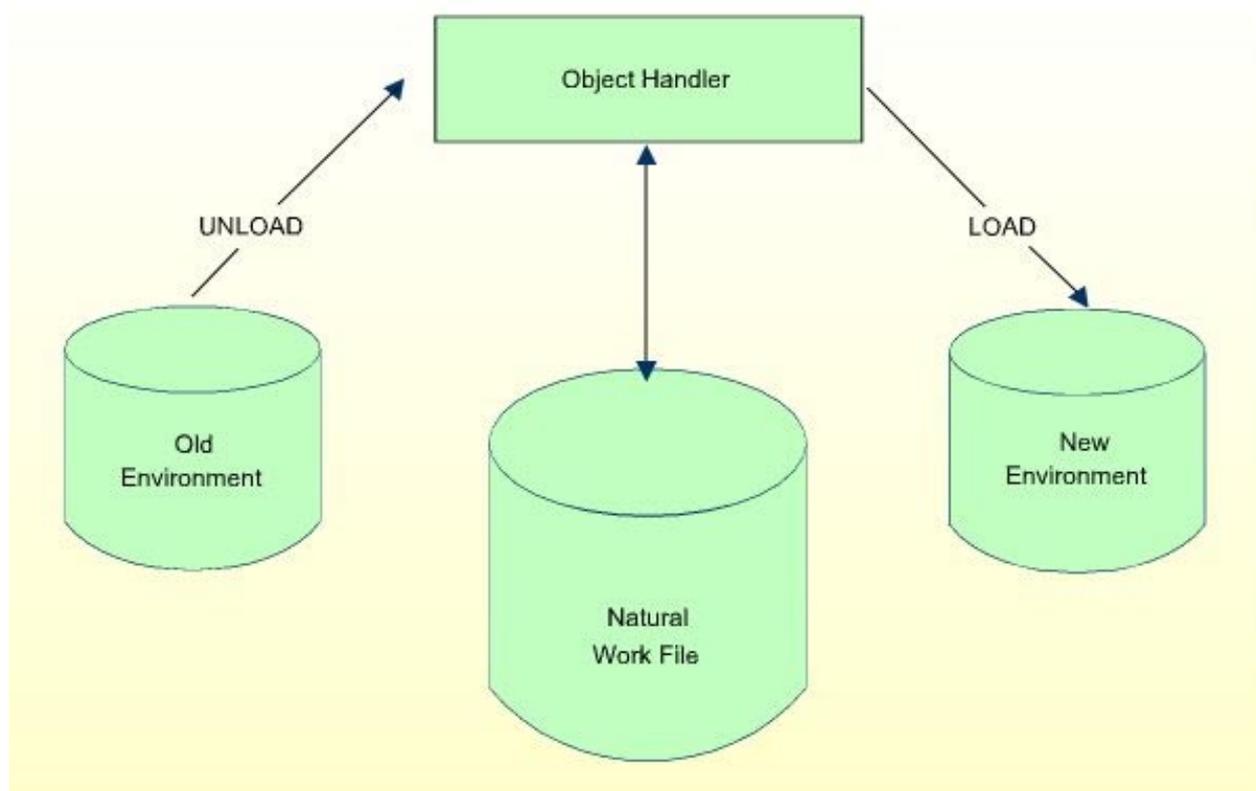


Object Handler - General Information

The Object Handler consists of the utility SYSOBJH which is located in the library SYSOBJH, and the direct command interface. Additionally, the programming interface OBJHAPI is provided for executing Object Handler functions from a Natural program.

The following graphic shows how the Object Handler works when transferring objects from one platform to another:



This section covers the following topics:

- Principles of Object Transfer
- Invoking the Object Handler
- Batch or Direct Command Calls
- Issuing Object Handler Commands from a Natural Program
- Text Members for Reports, Restarts and Traces
- Natural Security
- Standard PF Keys

Principles of Object Transfer

To process Natural and non-Natural objects, the Object Handler unloads objects from the source environment into work files and loads them from work files into the target environment.

Depending on the source and target environment, you can transfer data of binary or text format. Binary format can be used for Natural sources and cataloged objects, error messages, Natural command processor sources, Natural DDMs (data definition modules), Natural-related objects and Adabas FDTs (Field Definition Tables). Text format applies to

Natural source objects, command processor sources, error messages, DDMs and Adabas FDTs. Between mainframe and UNIX/Windows platforms, you can only transfer text data. Between identical platforms, you can transfer binary data.

The format of the work file to be transferred depends on the mode set for transferring binary or text data. For further details on the transfer modes provided by the Object Handler, see Work File Format in the section Work Files.

Invoking the Object Handler

There are two ways of invoking the Object Handler for interactive usage:

To invoke the Object Handler online from any Natural library

- Enter the system command SYSOBJH.
The Natural Object Handler Main Menu is displayed.

The Natural Object Handler Main Menu offers the following functions:

- Unload
- Load
- Scan
- View
- Administration

To select a menu item

- Enter any character in the input field next to the option that corresponds to the function desired.
Or choose the PF key that corresponds to the function desired.
Or, in the command line, enter a corresponding Object Handler command (see Commands).

See the section Functions for a description of the functions provided, and how to process the functions in advanced-user mode or by using wizards.

To invoke the Object Handler in batch or direct command online mode

- Enter the system command SYSOBJH followed by a direct command (see also Batch or Direct Command Calls below and the section Commands).

After execution of a direct command, you can enter either another direct command or a period (.) to exit the Object Handler.

Batch or Direct Command Calls

Several commands can be issued to the Object Handler. The last command in the command sequence must be a period (.), STOP, END, QUIT or FIN, where FIN ends the Natural session.

Batch Mode

The commands to the Object Handler are read from standard input. Each command can be separated into a maximum of 20 command parts/strings by entering input delimiters (session parameter ID) after any keyword or keyword value. Each command part/string must not exceed 248 bytes.

If the command is longer than a single line, at the end of every line except the last that belongs to the command, enter the character defined with the session parameter CF (default is %) This indicates continuation on the next line. However, this is only possible if you specify the command SYSOBJH in a line by itself. That is, you cannot use CF,

if you enter SYSOBJH in the same line where a multi-line command starts. In addition, we recommend that you set the LS profile parameter to 250.

Example (assuming ID is set to ","):

```
SYSOBJH
UNLOAD PROG* LIBRARY MYLIB1, OBJTYPE N,%
WITH NEWLIBRARY MYLIB2%
WHERE REPORT TRANSFER
STOP
```

Related Topics in the Section Object Handler - Commands:

- Direct and PROCEDURE Workplan Commands
- Direct and PROCEDURE Workplan Syntax

Online Mode

The command to the Object Handler in the Natural command line can consist of up to 20 command parts.

Example:

```
SYSOBJH UNLOAD * LIB EXAMPLE WHERE TRANSFER
```

Issuing Object Handler Commands from a Natural Program

You can issue commands to the Object Handler with a Natural program by using the OBJHAPI programming interface. For the parameters required and examples, see the Natural program DOC-API supplied in the Natural system library SYSOBJH.

Text Member for Reports, Restarts and Traces

Report, restart and trace data created by the Object Handler are stored as Natural text members in the Workplan library. The Object Handler generates names for text members that have not been explicitly specified in the Options window. The names generated are a combination of the weekday and the time.

For example: a member with the name 21415568 was created on Tuesday (the second day of the week) at 14:15:56,8.

Natural Security

If Natural Security is installed, the Object Handler checks the SYSOBJH utility profile in Natural Security to find out whether the requested function is allowed.

Should a Natural Security error occur during the load function, the following applies:

- If the option Write Report is set, the error message is written into the report file and loading continues.
- If the option Write Report is not set, an error message is issued and the load function is terminated.

Standard PF Keys

The following PF keys are available on all full-screen maps:

PF Key	Explanation
PF1	Invokes the Help function for the field at which the cursor is positioned.
PF1	Invokes the Help function for the field at which the cursor is positioned.
PF3	Exits the current screen and returns to the previous screen.
PF6	Goes to the top of a list.
PF7	Returns to the previous page. On wizard screens: goes back one screen/step.
PF8	Goes to the next page. On wizard screens: goes to the next screen/step.
PF9	Goes to the bottom of a list.
PF10	Invokes the Commands menu to select commands for navigation purpose and to specify special settings. See also Commands for CUIs in the section Commands.
PF12	Cancels the current function.
PF20	Lists all active programs of the Object Handler (for support purposes).