

# Using the Library Workspace

The library workspace can also be used to administer the Natural system files of a remote server environment.

This document covers the following topics:

- Map Environment
  - Unmap Environment
  - Connect Environment
  - Disconnect Environment
  - Show Properties of Environment
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## Map Environment

In order to perform remote development, you have to activate a remote Natural environment. You do this by connecting to the appropriate Natural development server. Each Natural development server provides all remote services (such as access or update) for a specific FUSER.

If you want to use a development server for the first time, you have to map it as described below. Once you have mapped a development server, a node for this development server session is automatically shown in the tree view the next time you invoke Natural Studio. The development server is initially disconnected and can be re-connected again.

### Note:

It is possible to map the same development server more than once, for example, if you want to have development server sessions with different session parameters. To switch to another session, you simply click the corresponding node in your library workspace.



### To map to a development server

1. From the Tools menu, choose Map Environment or use the toolbar button.  
The "Map Environment" dialog box appears. Your user ID is automatically provided.
2. In the "Host Name" text box, enter the name of the development server.
3. In the "Server Port" text box, enter the TCP/IP port number of the development server.
4. In the "Environment name" text box, enter an Alias name for the development server, if required.
5. In the "Session Parameters" text box, enter the dynamic parameters for your development server, if required.
6. In the "Password" text box, enter a Natural Security password, if required.
7. Choose the OK button.

When the connection has been established, all libraries (according to the security profile) for this session are shown in your library workspace. You are automatically logged on to your default library. The command line now shows the name of the library that is currently selected in the tree and the name of the active environment.

For mapping to a development server using the command line, see the system command MAP.

## Unmap Environment

A development server session can be unmapped. In this case, the server session is shut down: all editor windows opened for the server session will be closed and the Environment node will be removed from the tree.

### **To unmap the environment**

1. Select the server node and click the right mouse button.
2. Choose "Unmap" from the resulting context menu.

#### **Note:**

If the development server was connected, unmapping the development server will also shut down the running development server session.

## Connect Environment

An existing disconnected server session can be connected. In this case the connection to the corresponding server session is re-established.

### **To connect a disconnected development server**

1. Select the server node and click the right mouse button.
2. Choose "Connect" from the resulting context menu.  
The "Map Environment" dialog box appears. It shows the information that you have previously provided for this development server.
3. In the "Password" text box, enter a Natural Security password, if required.
4. Choose the OK button.

## Disconnect Environment

A development server session can be disconnected. In this case, the server session is shut down: all editor windows opened for the server session will be closed, the development server node will be collapsed and replaced by the 'disconnected' icon.

### **To disconnect the environment**

1. Select the development server node.
2. Choose the command "Disconnect".

## Show Properties of Environment

### **To obtain general information about the mapped environment**

1. Select the server node and click the right mouse button.
2. Choose "Properties" from the resulting context menu.

The "General" tab shows

- the environment name,
- the server name,
- the port number,
- the user ID and
- the session parameters.