

# Accessing Tools

The following topics are covered below:

- Invoking Development Tools
  - Development Tools Available
- 

## Invoking Development Tools

From the Natural environment, you can access applications that support the software development process.



**To access the development tools**

- From the menu bar, choose **Tools > Development Tools**.  
A list of tools available is displayed.

## Development Tools Available

Provided that the corresponding options were chosen during the installation procedure, the following software engineering tools are available from the **Tools** entry of the menu bar:

### Application Shell

Invokes Natural Frame Gallery administration. For more information, see the Natural Application Shell documentation.

### Component Browser

A tool for browsing existing ActiveX controls. For more information, see the Component Browser.

### Debugger

Start the Natural Debugger to find errors on source code level in a Natural application. For more information, see the Debugger documentation.

### Error Messages

The Natural utility SYSERR is used for the creation and maintenance of error messages. These error messages can then be used in a Natural application.

- You can write your own application-specific messages.
- You can also modify existing Natural system messages; however, this is not recommended, because these modifications will be lost when a new release of Natural is installed.

For information about creating an error text file, see the Natural SYSERR Utility documentation.

### Frame Gallery

Generates an application frame in the Natural Frame Gallery. For more information, see the Natural Frame Gallery documentation.

## **Natural Reporter**

A simple, but powerful tool for generating virtually any type of report directly from a Natural program. For more information, see the Natural Reporter documentation from the HTML Online Help.

## **Object Handler**

The Object Handler is designed to process Natural and non-Natural objects for distribution in Natural environments. This is done by unloading the objects in the source environment to work files and loading them from work files in the target environment. For more information, see the SYSOBJH Utility.

## **Unlock Objects**

Used for remote development only. See Object Locking in the section Remote Development.

## **User Exits**

Displays a list of the existing user exits.