

# Debugger - Overview

This documentation provides information on how to debug Natural applications. You can do this regardless of whether the application is located on a UNIX, OS/390, OpenVMS or Windows computer, or whether the application is distributed, with access to Natural DCOM or Natural RPC servers.

If your Natural development environment does not provide a debugger, which is the case for Natural for UNIX and for OpenVMS, you can install the Natural debugger separately on a Windows computer and call this debugger remotely from Natural with the `DEBUG` system command. Alternatively, you can use the Natural remote debugger from within Natural for Windows. The following Natural versions can connect to a remote debugging session:

- Natural for Windows
- OS/390 Server in a SPoD environment
- Natural for UNIX

This page contains links to the following sections:

- [Local and Remote Debugging](#) This section describes the difference between local and remote debugging, explains the scenarios in which remote debugging can be used, and describes how to prepare an environment for remote debugging.
- [Using the Natural Debugger](#) This section explains how to use the Natural debugger.