

Application Workspace

The application workspace is an area on the Natural Studio screen where all mapped applications and their objects are shown in a view which complements the existing logical, flat and file views. In this area, a tree structure comprising all objects linked to an application is displayed.

Applications are managed by the Natural Development Server and stored in the development server file.

The following topics are covered:

- Using the Application Workspace
- Mapping an Application Server
- Creating a New Application
- Mapping/Unmapping an Application
- Properties of Applications
- Creating New Objects for an Application
- Linking/Unlinking a Natural Object to an Application
- CATAL for Applications

Related Topics:

- Application Concept
- First Steps with Natural Single Point of Development (SPoD)

(These topics are described in the Natural SPoD documentation on the Natural documentation CD.)

Using the Application Workspace

Initially, when the new Natural version is started for the first time, the application workspace will not be shown.

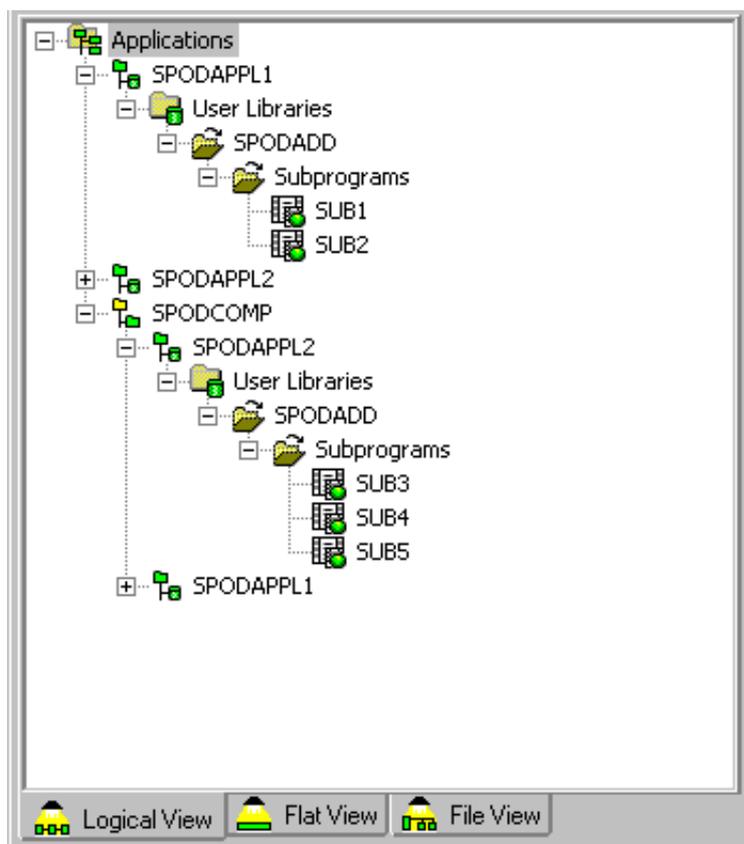
To toggle the application workspace display

- From the "View" menu, choose "Application Workspace".

When the application workspace is displayed for the first time it does not contain any applications; only the "Applications" node is displayed. You can either map existing applications or create new applications which are automatically mapped, using the context menu of the "Applications" node.

When Natural is started the next time all applications which were mapped in the previous Natural session will be automatically re-mapped.

The sub-nodes of an application node are the linked objects ordered by the library where they are located. These nodes appear in a similar manner as Natural objects in the library workspace.



The application workspace consists of a "Logical View", "Flat View" and "File View" like the library workspace.

This document describes only those commands which are not available in the library workspace; for the other commands see the library workspace documentation.

Mapping an Application Server

Before the first application is mapped or created, a development server session has to be started, which is used to connect the Application Manager which handles all application data. The "Map Application Server" dialog is displayed to collect the information for starting this development server session.

The settings for this session will be stored in the user profile (.PRU). When Natural is started the next time, the session will be started when the "Applications" node is expanded. However, the "Map" dialog will be displayed again if a password is required.

The Application server environment settings can be changed with the "Properties" dialog of the "Applications" node, see Changing Application Server Properties.

Creating a New Application

▶ To create a new application

1. In the application workspace window, select the "Applications" node.
2. Click the right mouse button and, from the resulting context menu, choose "New..".
The "New Application - Base Settings" dialog is displayed.
3. Enter the name of the application (must be unique over all applications) and choose the type of the application ("Base" or "Compound").

The maximum length of the application name is 32 characters.

4. Choose "Next".

The "New Application - Description" dialog is displayed.

5. Enter a description for the application.

6. **For a compound application:** Choose "Finish".

For a base application: Choose "Next".

The "New Application - Environment Settings" dialog is displayed.

Enter the development server session settings for the application.

The server name and port number will be filled with the definitions from the Application Server (see Managing an Application Server).

These are the settings of the session which is started when the application is mapped.

Choose "Finish" if you want to create the application with the specified settings.

The server name and port number are mandatory.

Note: In every dialog, you can choose "Back" to go back to the previous dialog and change the settings.

Mapping/Unmapping an Application

From the pool of all available applications, you can view the applications you are working with in Natural Studio. You have to map every application you want to display in your environment.

A mapped application will be displayed in the application workspace until you unmap this application. An application can be mapped by several users at the same time. It will only be locked momentarily when a command changes the application settings (e.g. links an object).

When you map a base application, a session on the specified development server is started for working with the linked objects. The profile settings for this session are defined by the base application.

When you map a compound application, all sub-applications of this application will be mapped as well. A sub-application cannot be unmapped as long as the compound application is mapped.

When you unmap an application, this application will be removed from the application workspace. Unmapping is an action that has a visual effect only. The changes a user has applied to the application will not be affected when you unmap the application.

To map an existing application

1. In the application workspace window, select the "Applications" node.
2. Click the right mouse button and, from the resulting context menu, choose "Map ..".
The "Map Application" dialog is displayed. It lists all available applications with the following information: application name, application type, development server name, development server port number.
3. Select the application you want to map.
4. Enter a password in the "Password" field if the development server session for the application requires a password.
5. Choose "OK" to map the application.

If the password is missing or incorrect (only for base applications), the "Map Application <applicationname>" dialog will prompt for it.

If the application session cannot be started successfully, e.g. because the specified profile does not exist, an error message will be displayed and the application node will not contain a "+" for expanding it.

The properties of such an application have to be changed so that a session on the server can be started.

The application is added in the application workspace window.

To unmap an application

1. In the application workspace window, select the application to be unmapped.
2. Click the right mouse button and, from the resulting context menu, choose "Unmap".

The selected application is removed from the application workspace.

Properties of Applications

- Displaying Application Server Properties
- Changing Application Server Properties

Displaying Application Server Properties

To obtain general information about the mapped applications

1. In the application workspace window, select the "Applications" node.
2. Click the right mouse button and, from the resulting context menu, choose "Properties".
The "Mapped Applications Properties" dialog is displayed.

The dialog has two tabs:

- **General**

The "General" tab shows the number of mapped applications, number of mapped base applications and number of mapped compound applications. This information cannot be changed.

- **Application Server**

The "Application Server" tab shows the name, port number and session parameters und User Id of the development server session, which is used to connect the Application Manager on the Natural development server. This information can be changed (see Changing the Application Server Properties).

Changing Application Server Properties

Changing the application server settings is basically not necessary, because all application data should be stored in one Natural Development Server File.



Keep in mind that all mappings in the application workspace are lost if you change the application server settings, because it is uncertain which development server file will be used from the new application server.

To change the properties of the application server

1. In the application workspace window, select the "Applications" node.
2. Click the right mouse button and, from the resulting context menu, choose "Properties".
The "Mapped Applications Properties" dialog is displayed.
3. Click the "Application Server" tab, enter the new application server settings and choose "Apply" or "OK" to save your settings.
A message box appears asking you if you really want to change the application server settings.
4. Choose "OK" to confirm your changes.

The application server settings are changed, the started development server session is shut-down, all currently mapped applications are unmapped, and a new development server session is started.

Creating New Objects for an Application

You can either use a library that already exists in the attached FUSER system file or create a new library in the FUSER for an application. An existing library is unknown to the application as long as this library has no objects linked to it.

The action of creating a new object is similar to the procedure used for the library workspace, see also Introduction to Natural Studio and Natural Studio.

The new object is automatically linked to the selected application.

Note: Unlinking such an object from the application will remove not the Natural object itself but only the link to the application.

Linking/Unlinking a Natural Object to/from an Application

An application contains links to Natural objects. This means, that the application "knows" only the location where a Natural object is stored, but the contents of this object are not part of the application data. The Natural object is stored in the FUSER system file which is defined by the environment settings (server, server port and profile) of the application.

For this reason, not all of the commands which are available for a Natural object in the library workspace are available for the same object in the application workspace. It is not possible to delete, rename or move a Natural object in the application workspace. However, all commands which are needed to change the source and the executable object of a Natural object are available in the application workspace.

To link a Natural Object to an Application

1. In the application workspace window, select the application you want to link to the Natural object.
2. Click the right mouse button and, from the resulting context menu, choose "Link...".

For a base application: The "Link Objects to Application" dialog is displayed.

To link a Natural object from a library (e.g. a program)

1. Select the library in the "Look in" drop-down list box.
2. In the "Objects of Type" drop-down list box,
 - either select "All Programming Objects" if you want to list all programming objects from the library
 - or select a specific type if you want only to list objects of this type.
3. Select all objects you want to link.
Or enter their names in the "Object Names" edit field.
4. Choose "OK" to link the selected objects.

To link a Natural object which does not belong to a library (e.g. a DDM)

1. Select the type in the "Objects of Type" drop-down list box (e.g. "DDMs").
The "Look in" drop-down list box is disabled and all objects of the specified type are listed.
2. Select all objects you want to link.
Or enter their names in the "Object Names" edit field.
3. Choose "OK" to link the selected objects.

For a base application: The linked objects appear in the application workspace.

For a compound application: The "Link Application to Application" dialog is displayed. The dialog lists only base applications.

To link an application to a compound application

1. Select the application you want to link to the compound application.
2. Enter a password in the "Password" field
(if the development server session for the application requires a password).
3. Choose "OK" to link the application.

If the password is missing or incorrect, the "Map Application <applicationname>" dialog asks for it.

The linked application appears in the application workspace.

To unlink a Natural Object from an Application

1. In the application workspace window, select the node of the object you want to unlink from the application.
2. Click the right mouse button and, from the resulting context menu, choose "Unlink".

The selected object (either a Natural object or a sub-application) is removed from the application workspace.

Changing the Settings of an Application

All changes which are applied to an application (e.g. change name or link an object), will be stored directly in the Natural development server file.



If you change the environment settings of an application, keep in mind that changing the FUSER and FDIC settings can have the result that the Natural objects linked to the application are no longer found! Moreover the FDIC settings should never be changed in the application workspace, because this implies that a different application data pool is used.

To change the settings of an application

1. In the application workspace window, select the node of the application you want to change.
2. Click the right mouse button and, from the resulting context menu, choose "Properties".
The "Application <applicationname> Properties" dialog is displayed.

This dialog has three tabs:

- **General**

The "General" tab shows the following information of an application: name, Database Id and file number of the FUSER system file where the linked objects are located (only for base applications), type of application, date when application was last modified, date when application was created. The information cannot be changed.

- **Description**

The "Description" tab shows the description of the application. The description can be modified.

- **Environment (only for base applications)**

The "Environment" tab shows the start-up parameters for the development server session, which is started for the selected application. The following information is displayed: the server name and port number, the profile

name, database id and file number. All settings can be changed.

CATALL for Applications

If a CATALL command is issued for a library in the application workspace, only those Natural objects which are linked to the selected application are cataloged.