

Introducing the Natural Development Server

This document describes the purpose and the functions of the Natural Development Server.

The following topics are covered:

- Purpose of a Development Server
- Remote Development Functions

Purpose of a Development Server

With the Natural Development Server, you can use the Natural Studio development environment to develop and test Natural applications in a remote Natural environment.

Remote Development Functions

In the **Tools** menu, Natural Studio offers you a function named **Map Environment**. This function enables you to open a Natural session on a remote development server.

When the **Map Environment** function is invoked, a selection box appears where you can specify the required parameter to connect an active Development Server.

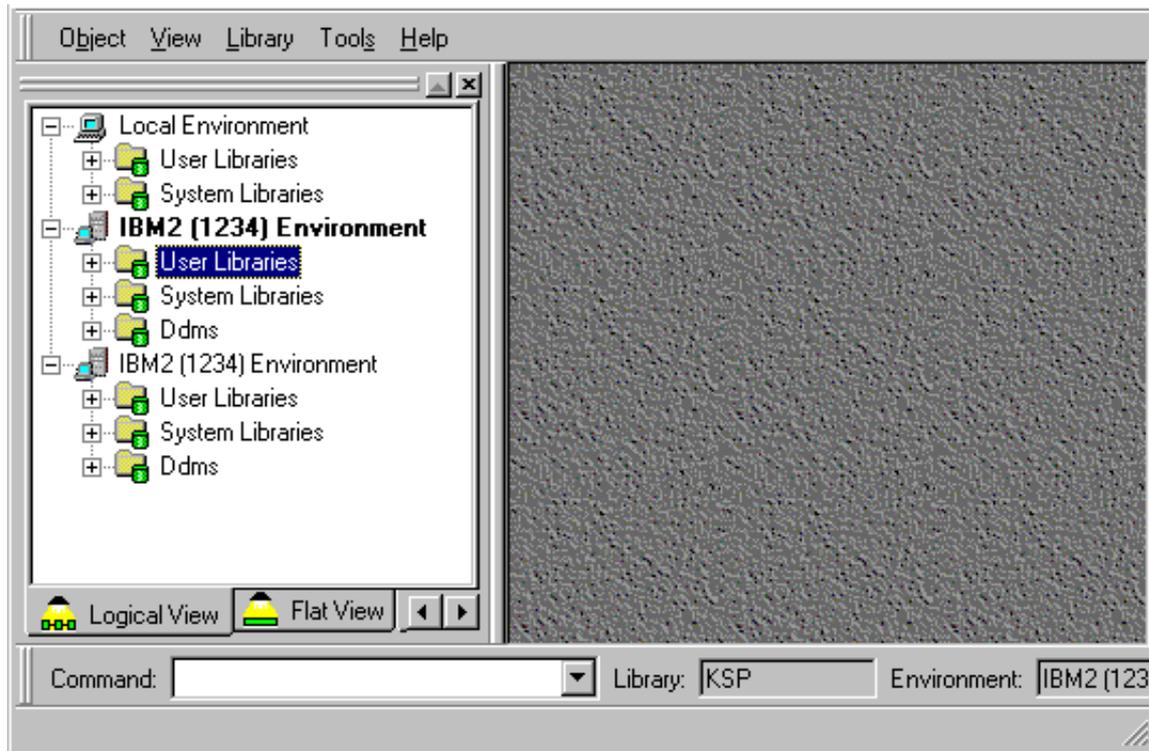
The screenshot shows a dialog box titled "Map Environment". It is divided into two main sections. The first section, "Server", contains two input fields: "Name:" with the text "IBM2" and "Port:" with the text "1234". The second section, "Startup", contains three input fields: "Session Parameters:" with the text "FUSER=(30,315) STACK=(LOGON TEST)", "Userid:" with the text "KSP", and "Password:" with masked characters "xxxxx". At the bottom of the dialog are three buttons: "OK", "Cancel", and "Help".

The server name defines the remote node name where the server is running.

The port defines the TCP/IP port number for the server. The port number is a configuration parameter of the Development Server.

You can specify additional Natural session parameters and a Natural Security password. Both are transferred to the Development Server and evaluated to create an exclusive Natural session that is responsible for executing all development requests for that environment.

Once you have executed a **Map Environment**, Natural Studio opens a new tree view that represents the Natural objects of the connected Natural development environment, for example:



Note: The node of a mapped server will reappear in the tree view when a new Natural session is started, unless it is deleted with the corresponding context menu function.

You can use the entire functionality of Natural Studio to create, edit, store or execute Natural objects on the remote Natural environment.

You can map to multiple environments from one active Natural Studio. Each mapped environment owns a Natural session on the Development server, even if you map multiple environments on the same server. However, only one mapped environment can be active at a time. The active environment is shown in the status bar. In addition, the corresponding node is highlighted in the tree view. It is this environment in which all remote commands will be executed.

You can change the active environment, by simply clicking on the desired node in the tree view.

In the example above, the user has mapped two environments on two different servers. Each environment owns a Natural session on the server, probably with different session parameters.