

# Introducing the Natural Development Server

This document describes the purpose and the functions of the Natural Development Server (Product code NDV).

The following topics are covered:

- Purpose of a Natural Development Server
- Remote Development Functions

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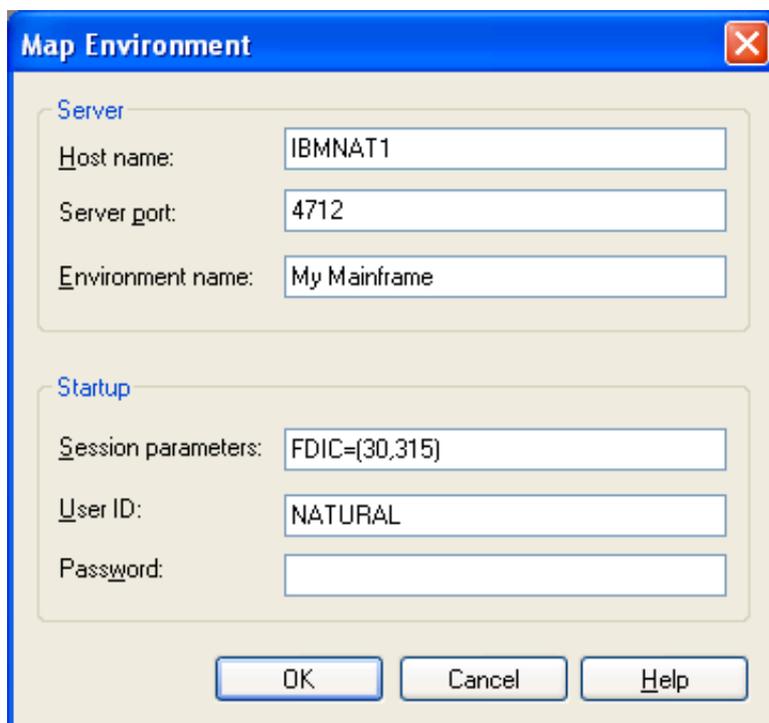
## Purpose of a Natural Development Server

The Natural Development Server enables you to use the Natural Studio development environment to develop and test Natural applications in a remote Natural environment.

For more information, refer to the current Natural for Windows documentation and the Natural Single Point of Development documentation.

## Remote Development Functions

A connection to an active Development Server can be established with the Map Environment function available in the Tools menu of Natural Studio. The Map Environment dialog is displayed for setting up the connection.



The screenshot shows the 'Map Environment' dialog box. It has a blue title bar with the text 'Map Environment' and a close button. The dialog is divided into two sections: 'Server' and 'Startup'. The 'Server' section contains three text input fields: 'Host name' with the value 'IBMNAT1', 'Server port' with the value '4712', and 'Environment name' with the value 'My Mainframe'. The 'Startup' section contains three text input fields: 'Session parameters' with the value 'FDIC=(30,315)', 'User ID' with the value 'NATURAL', and 'Password' which is empty. At the bottom of the dialog are three buttons: 'OK', 'Cancel', and 'Help'.

The host name defines the remote node name where the server is running (or the IP address of the server).

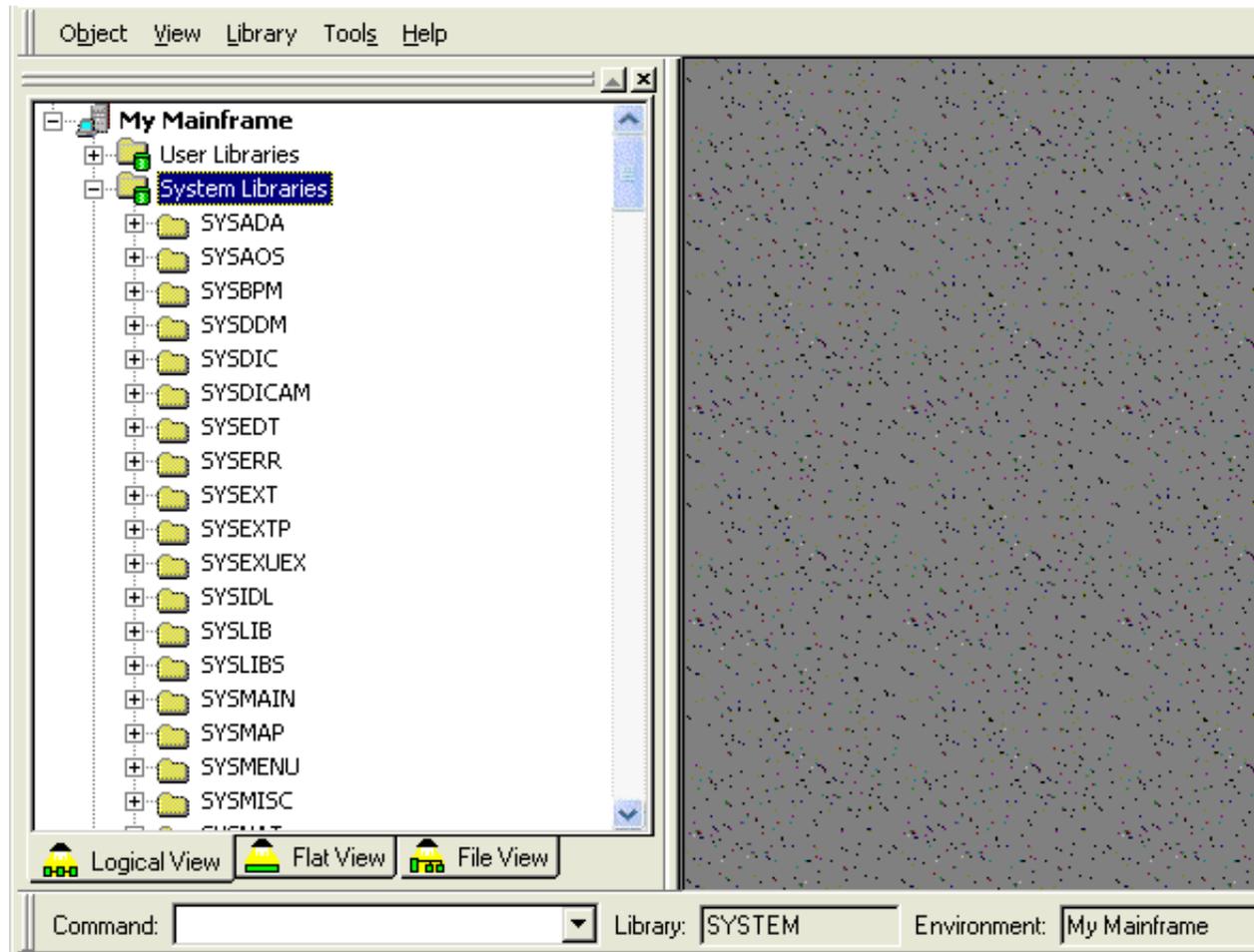
The server port defines the TCP/IP port number for the server.

The environment name can be used to give the addressed server a descriptive name.

You can specify additional Natural session parameters and a Natural Security password.

Both are transferred to the selected Natural 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 command, 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, stow or execute Natural objects on the remote Natural environment.

You can map to multiple environments from one Natural Studio. Each mapped environment owns a Natural session on the Natural 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.