

# Natural Single Point of Development

## Preliminary Information!

This document covers the following topics:

- Remote Development Scenario for OS/390
  - Components and Facilities
  - Core Features
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## Remote Development Scenario for OS/390

The upcoming Version 5 of Natural for Windows will connect to Natural 3.1.5 for mainframes through the new Natural Development Server plug-in. This infrastructure enables the developer to create and maintain Natural applications for the mainframe with Natural Studio on the desktop. In future, functionality from other Natural development products will be made available through Natural Studio, making Natural on the Windows desktop the single point of development for all Natural platforms.

## Components and Facilities

Currently, the following components and facilities are available:

- Natural's Single Point of Development
- Natural Development Server for OS/390, other platforms planned.

## Core Features

The new Single-Point of Development scenario offers the following core features:

- **Remote file manipulation**

In the Natural Studio views, developers can manipulate (move, copy) program objects, wherever those objects are located.

- **Remote editing**

Natural source files are transparently retrieved from and saved to the target environment, and edited in Natural Studio in Windows.

- **Remote compiling**

Compiles are initiated from Natural Studio by submitting commands to the target environment.

- **Remote debugging**

The application executes on the target environment, with debugging controlled from Natural Studio.

For detailed information, refer to the Natural's Single Point of Development documentation and to the Natural Version 5.1.1 Release Notes for Windows.