

Service Directory Maintenance

The SYSRPC utility provides functions used to maintain service directories in order to connect the client's calling program to a subprogram on a server. The service information is stored in the subprogram NATCLTGS and the XML-formatted file SERVDIRX (Natural text member).

The items of the service directory are Node, Server, Library and Subprogram. The hierarchical structure of these items is displayed as a tree view in the navigator of the SYSRPC Utility window (see also Tree Navigation in Basic Functionality). The highest node level (root node) of the tree is Service Directory and the lowest Service.

For further information on how to apply the service directory function, refer to Specifying RPC Server Addresses in Operating a Natural RPC Environment in the Natural RPC documentation.

This section provides information on the node items of the Service Directory tree and the LOGON option.

The following topics are covered below:

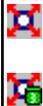
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Tree Nodes

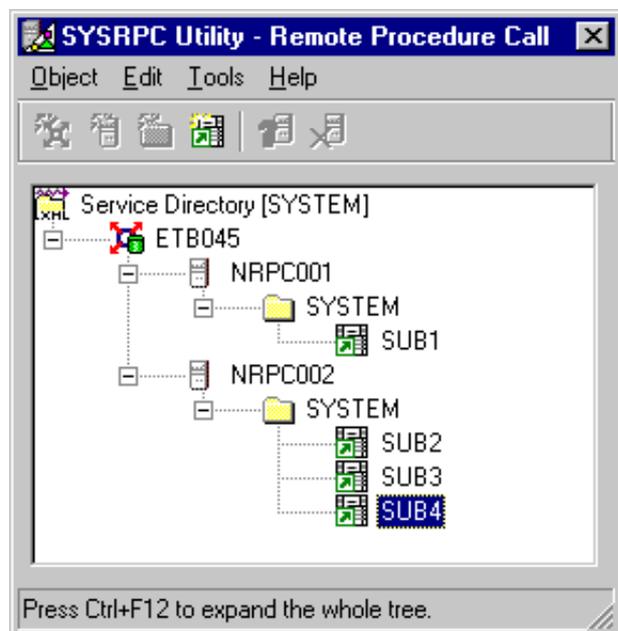
Below is a description of the Service Directory tree nodes. Each tree node is identified by a different icon.

For a definition of the node names mentioned, see Definition of Terms in the overview page of the Natural RPC documentation.

To manipulate the tree nodes, use the commands and functions provided with the menu bar, the toolbar and the context menu as described in Basic Functionality.

Icon	Tree Node	Explanation
	Service Directory root	<p>Instead of Service Directory, the name of the root directory may be:</p> <p>Service Directory from NATCLTGS if the file SERVDIRX is missing. To change the name to Service Directory, modify any of the tree nodes and save the modification. The following icon indicates that SERVDIRX is missing: </p> <p>Example Service Directory if the subprogram NATCLTGS and the file SERVDIRX are missing. The tree nodes contain example (dummy) data. See also the Sample Directory below.</p> <p>An empty tree if NATCLTGS, SERVDIRX and the DEF-GS example data (subprogram delivered in the Natural system library SYSRPC) are missing.</p> <p>The service directory root also indicates the name of the library from which the Service Directory was read. For example: If you invoked the SYSRPC utility from the library SYSTEM, the root may read "Service Directory [SYSTEM]".</p>
	Node	<p>The name of the node to which the remote CALLNAT is sent.</p> <p>Depending on the setting of the LOGON option, different icons are displayed for Node:</p> <p> LOGON = No</p> <p> LOGON = Yes</p> <p>See also LOGON Option below.</p>
	Server	<p>The name of the server on which the CALLNAT is to be executed.</p> <p>Depending on the setting of the LOGON option, different icons are displayed for Server:</p> <p> LOGON = No</p> <p> LOGON = Yes</p> <p>See also LOGON Option below.</p>
	Library	The name of the library to which your client application is currently logged on. SYSTEM is also allowed.
	Service (Subprogram)	The name of the remote subprogram to be accessed from the client.

Sample Directory



In the Sample Directory definition above, two servers are defined for one node. Both servers are connected to the same node ETB045. The remote CALLNAT to subprogram SUB1 is executed on server NRPC001, whereas subprograms SUB2, SUB3 and SUB4 are executed on server NRPC002.

The server names specified here must be identical to the server names used in the Natural parameter module of the server tasks (parameter SRVNAME: see Profile Parameters in the Natural Reference documentation). Analogously, the node name in the service directory must be identical to the node name specified for the server tasks (parameter SRVNODE: see Profile Parameters in the Natural Reference documentation).

The Service Directory tree provides a maximum of 500 lines for input.

LOGON Option

If the LOGON option is set, the client initiates a Natural logon to the server with the library name of the current library on the client, regardless of the library specified in the Service Directory.

After the remote CALLNAT has been executed (successfully or not), the server library is reset to its previous state. For more information, see Using the Logon Feature in the Natural RPC documentation.

The LOGON can be set on server or node level and applies to all definitions made on a hierarchically lower level. For example, if the LOGON option has been set for a certain server, it applies to all associated library and subprogram definitions.

▶ To set a LOGON

- In the Service Directory tree, right-click the name of a Node or Server and select LOGON Option.
- Choose Yes to initiate the client's logon to the server.
(The default is No.)

If the logon has been initiated successfully for the Node selected, the icon indicating a node changes from  to .

If the logon has been initiated successfully for the Server selected, the icon indicating a server changes from  to .

to  .