

# General Information

This documentation contains information related to Natural under UNIX and OpenVMS.

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## About This Documentation

This documentation provides information on how to debug Natural applications. You can do this regardless of whether the application is located on a UNIX, OpenVMS or Windows computer, or whether the application is distributed, with access to Natural DCOM or Natural RPC servers.

If your Natural development environment does not provide a debugger, which is the case for Natural for UNIX and for OpenVMS, you can install the Natural Debugger separately on a Windows computer and call this debugger remotely from Natural with the DEBUG system command. Alternatively, you can use the Natural remote debugger from within Natural for Windows NT Version 5.1.1. The following Natural versions can connect to a remote debugging session:

- Natural for UNIX Version 5.1.1
- Natural for OpenVMS Version 5.1.1
- Natural for Windows NT Version 5.1.1

This documentation contains the following sections:

- Section 1, "Local and Remote Debugging", describes the difference between local and remote debugging, explains the scenarios in which remote debugging can be used, and describes how to prepare an environment for remote debugging.
- Section 2, "Using the Debugger", explains how you can use the Natural Debugger with a given application.

## **Other Natural Documentation**

For an overview other Natural documentation available for UNIX and OpenVMS, please refer to the User's Guide for UNIX and OpenVMS.