

Local and Remote Environment

A Natural development environment contains all application components such as parameter modules, system files and buffer pool.

The following topics are covered below:

- Checking the Environment
 - Connecting to a Development Server for the First Time
 - Connecting to a Previously Mapped Development Server
 - Logging on to a Library
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Checking the Environment

SPoD supports the following types of environment:

- local environment on a workstation (this is also the runtime environment of Natural Studio)
- remote environment on a development server

You can check which of these two environments is currently active. The active environment is always indicated in the command line, next to the "Command" drop-down list box. When the command line is not shown, you can display it as described previously in [Displaying the Command Line](#).

In the example below, the local environment is active and you are currently logged on the the library SYSTEM.



All commands that you issue are always applied to the active environment. When you edit a Natural object, the corresponding editor is invoked and the object is taken from the active environment. When you execute an object, it is executed in the active environment.

Only one environment can be active at one point in time.

Connecting to a Development Server for the First Time

In order to perform remote development, you have to activate a remote Natural environment. You do this by connecting to the appropriate Natural development server. Each Natural development server provides all remote services (such as access or update) for a specific FUSER.

If you want to connect to a development server for the very first time, you have to map it as described below. Once you have connected to a development server, a node for this development server session is automatically shown in the tree the next time you invoke Natural Studio.

If you do not know the name and port number for your development server, ask your administrator before proceeding with the next exercise.

Note:

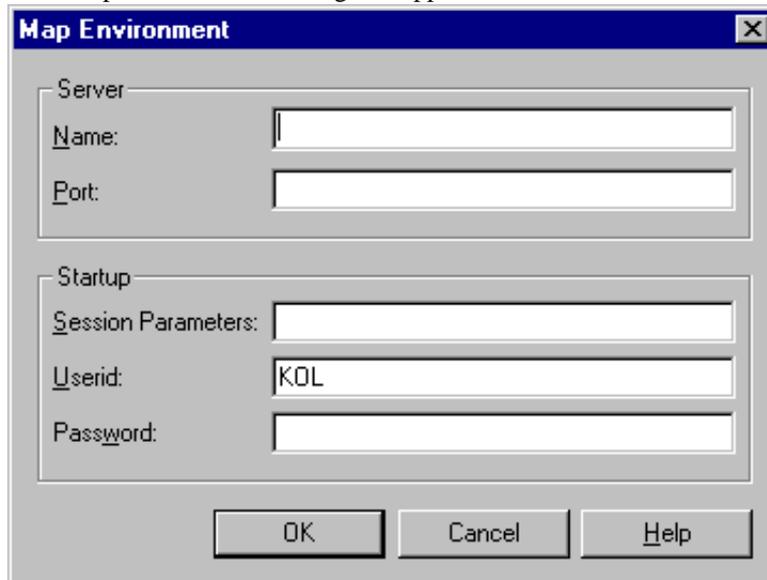
It is possible to map the same development server more than once, for example, if you want to have development server sessions with different session parameters. To switch to another session, you simply click the corresponding node in your library workspace.

▶ To connect (map) to a development server

1. From the **Tools** menu, choose **Map Environment**.
Or click the following toolbar button.



The "Map Environment" dialog box appears. Your user ID is automatically provided.



The "Map Environment" dialog box is shown with the following fields and buttons:

- Server** section:
 - Name:
 - Port:
- Startup** section:
 - Session Parameters:
 - Userid:
 - Password:
- Buttons: , ,

2. In the "Name" text box, enter the name of the development server on the mainframe.
3. In the "Port" text box, enter the TCP/IP port number of the development server.
4. If dynamic parameters are required for your development server, specify them in the "Session Parameters" text box. Otherwise, leave this text box blank.
5. If Natural Security is installed on the development server, specify the required password in the "Password" text box. Otherwise, leave this text box blank.
6. Choose the **OK** button.

When the connection has been established, all libraries (according to the security profile) for this session are shown in your library workspace. You are automatically logged on to your default library. The command line now shows the name of the library that is currently selected in the tree and the name of the active environment (i.e. the name you specified for the development server on the mainframe).

Connecting to a Previously Mapped Development Server

Once you have connected to a development server, its name is automatically shown as a node in the tree of your library workspace. Each time you restart Natural, the state of each development server is set to "unmapped". This information is shown in the tree.

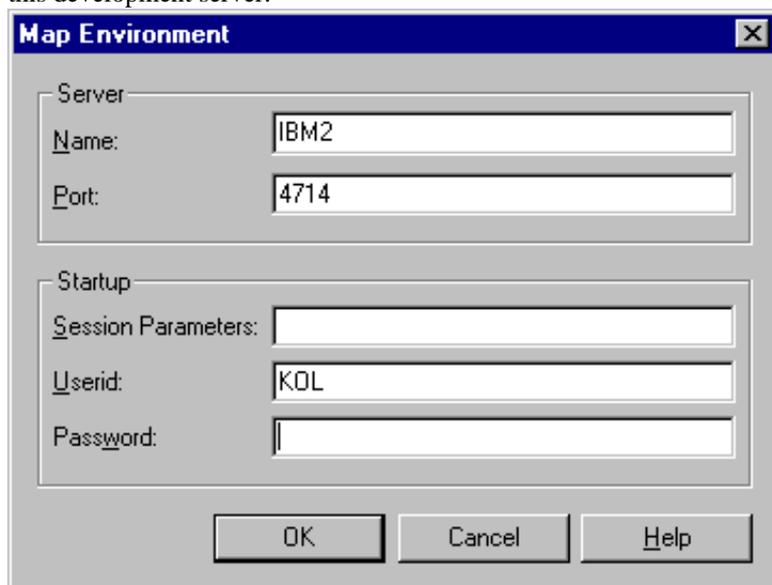


Note:

It is also possible to delete an unmapped development server so that its name is no longer shown in the tree (select the server, click the right mouse button and from the resulting context menu, choose **Delete**).

▶ To connect to a previously mapped development server

1. Exit Natural and start it once more.
The development server you have previously mapped is now shown with the state "Unmapped".
2. Click the plus sign next to the node name.
Or double-click the node name.
The "Map Environment" dialog box appears. It shows the information that you have previously provided for this development server.



3. If Natural Security is installed on the development server, specify the required password in the "Password" text box. Otherwise, leave this text box blank.
4. Choose the **OK** button.
The libraries for this development server session are now shown in the library workspace. You are automatically logged on to your default library.

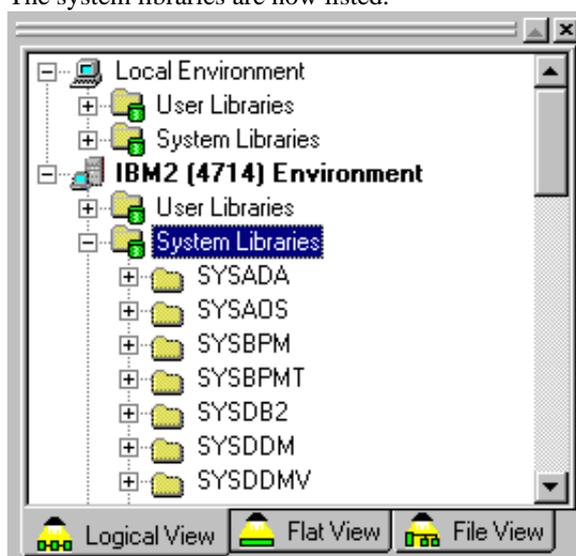
Logging on to a Library

You will now log on to the library SYSSPODA which contains the objects that will be used in this tutorial.

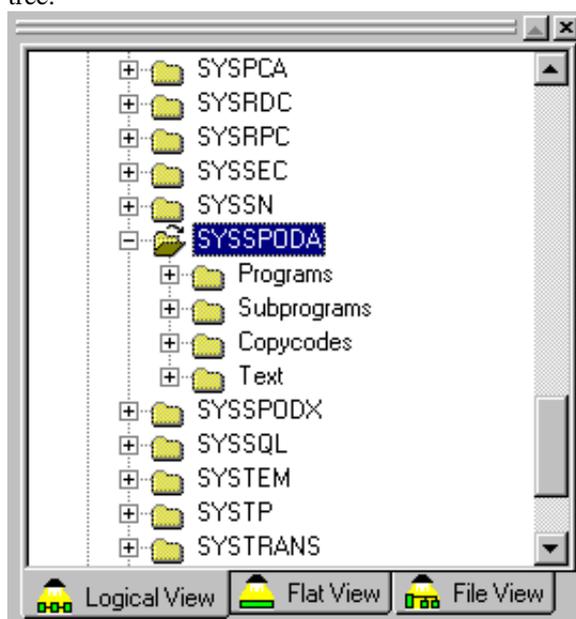
▶ **To log on to a library**

1. Make sure that logical view is active in your library workspace.
2. Under the node for the development server session that you have just mapped, click the plus sign next to "System Libraries".

The system libraries are now listed.



3. Scroll down the list until the library SYSSPODA is shown in the tree.
4. To log on to the library, simply click the library name SYSSPODA.
The status line at the bottom of the Natural Studio window informs you that this operation has been sent to the server.
5. To display the contents of the library, click the plus sign next to the library name SYSSPODA to expand the tree.



You can now proceed with the next exercise: Issuing Commands.