

# Remote Development - Overview

This documentation covers those topics which apply only when you are working with Natural Studio in a remote development environment using Natural Single Point of Development for remote development on a mainframe computer.

The following topics are covered:

- **Application Workspace** Explains how to use the application workspace which is used to administer all Natural applications in the remote environment(s) in a hierarchical manner as a tree view.
- **Library Workspace** Explains how to use the library workspace to map to remote server environments.
- **Object Locking** Describes the locking mechanism that is available in a remote development environment to prevent concurrent updating of Natural objects.
- **Natural XRef GUI Client** Covers the following topics: introduction to XRef GUI Client, installation of XRef GUI Client and invoking XRef GUI Client. A tutorial describing the use of XRef GUI Client is included on the Natural documentation CD.
- **Terminal Emulation** Explains how to use the terminal emulation window that appears in a remote development environment to display non-GUI information.

For more information on Natural Single Point of Development (SPoD), refer to the SPoD-specific documentation on the current Natural documentation CD and in ServLine24 (Introducing Natural Single Point of Development, Tutorial, Administration Policies and Procedures, Natural Development Server, etc.)