

# SPoD-Specific Limitations and Considerations

When you are working with Natural's Single Point of Development, you will encounter a few limitations which are due to the different capabilities of the graphical user interface available on the local site and the character-based user interface that exists on the remote site. Also, a some restrictions exist which will be eliminated in one of the next releases. In addition, this document covers a number of performance considerations which are important for the efficient use of the remote development facilities.

The following topics are covered:

- Limitations
  - Performance Considerations
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## Limitations

- Execution of Programs Calling CICS-Related 3GL Programs
- PC Down/Uploads Using Natural Connection
- System Commands
- Moving/Copying Error Messages
- Classes in Tree View
- Maps Containg GUI Elements
- Dialogs and Resources
- Terminal Emulation

### Execution of Programs Calling CICS-Related 3GL Programs

The execution of programs calling 3GL programs which in turn use CICS-specific information or issue CICS-specific calls (CICS EXEC ...) is not possible with this version of Natural's Single Point of Development, but is planned for a future version.

### PC Down/Uploads Using Natural Connection

The execution of programs which use Natural Connection to perform a PC down/upload is not possible with this version of Natural's Single Point of Development. It is planned for a future version.

### System Commands

- System Command DELETE
- System Command SYSDDM
- System Commands Unavailable for Remote Development
- System Commands Entered Directly on the Development Server

### System Commands DELETE, RENAME

These system commands are not available with this version, but are planned for a future version. Instead of DELETE, you can use the system commands UNCAT, PURGE and SCRATCH and the Delete dialog from the context menu.

## System Command SYSDDM

The system command SYSDDM is not available, since the DDMs are listed in the tree view under the node DDM, and because all functions of the utility SYSDDM are available by using the context menu or the menu bar. <link>

## System Commands Unavailable for Remote Development

The following system commands are not available, since their use would make no sense with a graphical user interface:

- EDT
- HELLO
- MAINMENU

## System Commands Entered Directly on the Development Server

All system commands which are entered not in the user interface of Natural Studio but directly on the server, either via the stack by using the Natural session parameter STACK or in a program by using the stack TOP COMMAND or by entry in the terminal emulation window, are executed directly by the Development Server without control of Natural Studio. As a result, the character-based representation of the corresponding command appears in the terminal emulation window. For example, when you specify the session parameter STACK=(LOGON XYZ;L \* \*) when mapping a server, the result will be that the system command LIST is output in the terminal emulation window.

For the next version of of Natural's Single Point of Development, it is planned that all system commands for which a graphical presentation exists in Natural Studio will be passed by the Development Server to Natural Studio for execution in the graphical user interface.

## Moving/Copying Error Messages

Moving and copying of error messages is different in remote and local environments:

- When error messages are moved or copied within the remote environment or are moved or copied from the local to the remote environment or vice versa:  
the error messages involved are merged, that is, error messages which already exist in the target environment are replaced,  
messages which do not exist in the source library are kept in the target library,  
messages which do not exist in the target library are added.
- When error messages are moved or copied within the local environment, the messages involved are handled on file level, that is, all error messages (that is, files) of a language are deleted and the file from the source library is created anew in the target library.

## Classes in Tree View

Although classes are shown in the tree view, the command OPEN is available only in the file view display. Performing an OPEN command on a class in the file view will invoke the program editor. Similarly, new classes can be created only in the file view, that is, by first creating an object of type Program which then can be saved as object type Class.

With one of the next versions of Natural's Single Point of Development, it will be possible to create/edit the classes in all types of views using the Class Browser.

## Maps Containing GUI Elements

Maps containing GUI elements will cause an error message when the system commands CHECK, STOW or TEST are applied.

## **Dialogs and Resources**

Since the object types Dialog and Resource are unknown in a mainframe environment, it is not possible to copy or move objects of this type from the local environment to a remote environment.

## **Terminal Emulation**

The terminal emulation supports 3270 Model 2 screens. The support of 3270 Model 3, 4 and 5 screens is planned for one of the next versions of Natural's Single Point of Development.

## **Performance Considerations**

*Input von ALO/UF???*