About this Documentation

Natural Construct Administration and Modeling explains how to access and use the Administration subsystem of Natural Construct. This section explains how information is presented for different platforms, as well as the purpose and structure of *Natural Construct Administration and Modeling*. It includes an overview of conventions used in this documentation and information about other resources you can use to learn more about Natural Construct.

Note:
Although the screen examples used in this documentation are from a mainframe environment, the information applies to all server environments.

This documentation is intended for Natural Construct administrators who want to:

- Maintain the existing models, code frames, and control record for their companies

- Create new models

- Use the utilities provided with Natural Construct

This documentation assumes that, as a Natural Construct administrator, you have extensive knowledge of Natural and the Natural Construct Generation subsystem.

Natural Construct Administration and Modeling covers the following topics:

●	Introduction to Natural Construct	Contains a general description of Natural Construct and the basic information you need to use the Administration subsystem.
●	Using the Administration Subsystem	Describes how to use the Administration subsystem to define custom models and maintain the models Natural Construct uses to generate programs.
●	Using the Code Frame Editor	Describes the Code Frame editor, as well as the line and edit commands you can use in the editor.
●	Creating New Models	Describes the procedure for creating a new Natural Construct model.
●	New Model Example	Contains a step-by-step example of how to create a new model using the procedure described in *Creating New Models*.
●	CST-Clear Model	Describes the model that generates clear subprograms for your models.
●	CST-Document Model	Describes the model that generates documentation subprograms for your models.
●	CST-Frame Model	Describes the model that generates frame subprograms for your models.
●	CST-Modify and CST-Modify-332 Models	Describes the model that generates maintenance subprograms for your models.

●	CST-Panel Model	Describes the model that generates panels for a Windows interface.
●	CST-PDA Model	Describes the model that generates parameter data areas (PDAs) for your models.
●	CST-Postgen Model	Describes the model that generates post-generation subprograms for your models.
●	CST-Pregen Model	Describes the model that generates pre-generation subprograms for your models.
●	CST-Proxy Model	Describes the model that generates a subprogram proxy to convert data between the network transfer format and the native Natural data format used in the subprogram's PDA. This model can generate both a server proxy and a client proxy.
●	CST-Read Model	Describes the model that generates read subprograms for your models.
●	CST-Save Model	Describes the model that generates save subprograms for your models.
●	CST-Shell Model	Describes the model that generates a template for a model subprogram.
●	CST-Stream Model	Describes the model that generates stream subprograms for your models.
●	CST-Validate Model	Describes the model that generates validation subprograms for your models.
●	User Exits for the Administration Models	Describes the user exits supplied for the Natural Construct administration models.
●	Modifying the Supplied Models	Describes how to modify models supplied with Natural Construct.
●	External Objects	Describes the supplied subprograms and helproutines.
●	Supplied Administration Utilities	Describes the supplied utilities for all supported platforms.
●	Using SYSERR for Multilingual Support	Describes how to use the SYSERR utility to provide multilingual support.
●	Appendix A: Glossary of Terms	Contains a glossary of terms used throughout this documentation.

Conventions

Throughout this documentation, the following conventions apply:

Term	Description
Enter	Type a value in a field and press the Enter key.
Field	In general, any area on a screen where users can type information, select a value from a pop-up window, or indicate a preference by marking a box or circle.
Access	Activate or execute a program or menu.
Mark	Type a non-blank character in an input field (for example, an X) to select the corresponding option.
Panel	A full screen of information displayed by a program, etc.
Select	One of the following actions: • Move the cursor to a value and press the Enter key • Scroll through a selection box and highlight a value • Double-click on a value • Type the name of a value in a key field and press the Enter key
Specify	One of the following actions: • Type a value in a field • Select a value from a selection window
Window	A partial screen of information that overlays the current screen. A window is usually displayed with a border.

Related Documentation and Courses

This section provides information about other resources you can use to learn more about Natural Construct. For information about this documentation and courses, contact the nearest Software AG office or visit the Software AG website at www.softwareag.com to order documentation or view course schedules and locations. You can also use the website to email questions to Customer Support.

This section covers the following topics:

- User Documentation

- Installation Documentation

- Other Documentation

- Related Courses

User Documentation

For information about using Natural Construct, see the following guides:

- *Natural Construct Generation*

  This documentation is intended for programmers who create applications using the supplied models.

- Natural Construct Help Text

  This documentation is intended for programmers who create and maintain help text for Natural Construct-generated applications, as well as for those who create and maintain help text for user-written models.

- *Natural Construct Getting Started*

  This guide provides a quick overview of Natural Construct and its many features and capabilities. It is intended for programmers who are new to Natural Construct.

Installation Documentation

For information about installing Natural Construct, see the following guides:

- Natural Business Services Installation on Mainframes

- Natural Business Services Installation on Unix

- Natural Business Services Installation on Windows

Other Documentation

This section lists documentation published by WH&O International:

- *Natural Construct Tips & Techniques*

  This guide provides a reference of tips and techniques for developing and supporting Natural Construct applications.

- *Natural Construct Application Development User's Guide*

  This guide describes the basics of generating Natural Construct modules using the supplied models.

- *Natural Construct Study Guide*

  This guide is intended for programmers who have never used Natural Construct.

Related Courses

In addition to documentation, the following courses are available from Software AG:

- A self-study course on Natural Construct fundamentals

- An instructor-led course on building applications with Natural Construct

- An instructor-led course on modifying the existing Natural Construct models or creating your own models