Natural under z/OS Natural under z/OS

# Natural under z/OS

This document contains an overview of special considerations that apply when you are running Natural under z/OS.

- Natural Subsystem
- Shared Nucleus
- TP Monitor Interfaces
- Interfaces to Database Management Systems
- Natural in Batch Mode under z/OS
- Natural as a Server under z/OS

# **Natural Subsystem**

A Natural subsystem under z/OS consists of the following components:

- one or more Global Buffer Pools,
- an Authorized Services Manager,
- a Roll Server.

The Natural subsystem is identified by the Natural profile parameter SUBSID and by corresponding startup parameters for the components mentioned above. The default subsystem name is NAT4.

Via the Natural subsystem technique, multiple roll servers can be used simultaneously and multiple independent sets of global buffer pools can be created - in fact, multiple Natural runtime environments can be created which will be totally independent of one another.

# **Shared Nucleus**

The advantages of a Natural shared nucleus are explained in the section *Natural Shared Nucleus under z/OS and z/VSE*.

# **TP Monitor Interfaces**

For information on the TP monitor interfaces that are available with Natural under z/OS, refer to the sections

- Natural under Com-plete
- Natural under CICS

- Natural under TSO
- Natural under IMS TM

in the Natural TP Monitor Interfaces documentation.

# **Interfaces to Database Management Systems**

Except for Software AG's database management system Adabas, all operations requiring database interaction are performed by a corresponding Natural interface module.

For information on the database interfaces that are available with Natural under z/OS, refer to the relevant separate documentation:

- Natural for DB/2
- Natural for VSAM
- Natural for DL/I

### Natural in Batch Mode under z/OS

See Natural in Batch Mode (All Environments) and Natural in Batch under z/OS.

### Natural as a Server under z/OS

Besides being a programming language, Natural can also act as a server in a client/server environment. For detailed information, see *Natural as a Server under z/OS*.