

View

This function is used to view all objects contained in your Natural system environment. Depending on the type of object selected, you can also use this function to delete an object if required.

To invoke the view function

- In the **Main Menu**, choose **View**.

Or:

On any other Object Handler screen, enter the following direct command:

GO VIEW

(See also *Commands for Navigation and Special Functions* in the section *Direct Commands*.)

The **Select View Type** screen appears with all types of object available for selection.

This section describes how to view the object types listed on the **Select View Type** screen:

- Natural Library Objects
 - Natural System Error Messages
 - Natural Command Processor Sources
 - FDTs
 - Natural-Related Objects
 - DDMs
-

Natural Library Objects

Natural library objects are programming objects and user-defined error messages.

To view Natural library objects

1. On the **Select View Type** screen, select **Natural library objects**.

The **View System Files** screen appears with a list of all system files available in the current Natural environment.

For explanations of the screen columns, see the **Select System File** screen with identical columns, which are described in *Select System File*.

2. In the **Cmd** column, enter any single character next to the system file you want to select. The current FUSER or FNAT system file is selected by default.

The **View Libraries** screen appears with a list of all libraries available in the system file specified.

You can start the list of libraries from a particular library, or filter objects by entering a library name or a range of names in the **Library** field. For valid name ranges, see *Name* in the section *Name, Date and Time Specification*.

- 3.
4. In the **Cmd** column, next to the library you want to select, enter one of the following line commands:

L

LI

S

SE

The **View Library Objects** screen appears with a list of all objects contained in the library specified.

For explanations of this screen, see the description of the **List** screen, which has identical columns described in *Select Objects*.

5. In the **Cmd** column, next to the object you want to view, enter either of the following line commands:

L

LI

Or:

If required, next to an object you want to delete, enter the following line command:

DE

Depending on the command entered, either the source code of the object selected is displayed on the screen or a confirmation window appears, which is used to execute the delete function.

Natural System Error Messages

▶ To view Natural system error messages

1. On the **Select View Type** screen, select **Natural system error messages**.

The **View System Error Messages** screen appears.

2. If the system error messages required are not stored in the current FNAT or FUSER system file, replace the database ID in the **DBID** field and the file number in the **FNR** field. If required, specify the Adabas password (**Password**) and the cipher code (**Cipher**) for the system file.

If required, specify selection criteria in the fields **Error number range**, **Languages** and **Short/Long/All**. These fields correspond to the columns **Number**, **Language** and **S/L** respectively that appear when the view function is executed and the list of error messages is displayed on the **View System Error Messages** screen.

For explanations of this **View System Error Messages** screen, see the description of the **List System Error Messages** screen, which has identical columns.

3. When the list of the system error messages selected is displayed on the screen, in the **Cmd** column, next to the error message you want to view, enter either of the following line commands:

L

LI

Or:

You can delete an error message by entering the following line command in the **Cmd** column, next to the object required:

DE

Depending on the command entered, either the source code of the error message selected is displayed on the screen or a confirmation window appears, which is used to execute the delete function.

Natural Command Processor Sources

▶ To view Natural command processor sources stored in an Adabas file

1. On the **Select View Type** screen, select **Natural command processor sources**.

The **View Natural Command Processors** screen appears.

- If the Natural command processor sources required are not stored in the current FUSER system file, enter the required database ID in the **DBID** field and the file number in the **FNR** field.

If required, enter an Adabas password in the **Password** field and a cipher code in the **Cipher** field.

The **View Libraries** screen appears with a list of all libraries where Natural command processor sources are stored.

- You can start the list of libraries from a particular library, or filter Natural command processor sources by entering a library name or a range of names in the **Library** field. For valid name ranges, see *Name* in the section *Name, Date and Time Specification*.
- In the **Cmd** column, next to the library you want to select, enter one of the following line commands:

L

LI

S

SE

The **View Command Processors** screen appears with a list of all Natural command processor sources contained in the library specified.

For explanations of this screen, see the description of the **List** screen, which has identical columns.

- You can delete an object by entering the following line command in the **Cmd** column, next to the object required:

DE

A confirmation window appears, which is used to execute the delete function.

FDTs

To view the FDTs available in an Adabas database

- On the **Select View Type** screen, select **FDTs**.

The **View FDTs** screen appears.

- If the objects required are not stored in the current FNAT or FUSER system file, replace the database ID in the **DBID** field and, if required, the range of file numbers entered in the **FNR from** and **FNR to** fields.

The **View FDTs for DBID** screen appears with a list of all FDTs in the file range and for the database specified.

Natural-Related Objects

▶ To view Natural-related objects

- On the **Select View Type** screen, select **Natural-related objects**.

The **Select Natural-Related Type** screen appears.

- Select the Natural-related type of object you want to view: profile, debug environment or DL/I subfile.

A **View** screen appears where you can specify the location of the Natural-related objects you want to view.

- If the objects required are not stored in the current system file (FNAT for profiles, FUSER for debug environments, FDIC for DL/I subfiles), enter the required database ID in the **DBID** field and a file number in the **FNR** field.

If required, enter an Adabas password in the **Password** field and a cipher code in the **Cipher** field.

A list of all Natural-related objects of the type and system file specified is displayed on the screen.

For explanations of this screen, see the description of the **List** screen, which has identical columns.

- In the **Cmd** column, next to the object you want to view, enter either of the following line commands:

L

LI

Or:

You can delete an object by entering the following line command in the **Cmd** column, next to the object required:

DE

Depending on the command entered, either the source code of the Natural-related object selected is displayed on the screen or a confirmation window appears, which is used to execute the delete function.

DDMs

▶ To view Natural DDMs

1. On the **Select View Type** screen, select **DDMs**.

The **View DDMs** screen appears.

2. If the DDMs required are not stored in the current FDIC system file, enter the required database ID in the **DBID** field and the file number in the **FNR** field.

If required, enter an Adabas password in the **Password** field and a cipher code in the **Cipher** field.

An alphabetical list of all DDMs contained in the specified system files is displayed on the screen.

For explanations of this **View DDMs** screen, see the description of the **List** screen, which has identical columns.

3. In the **Cmd** column, next to the DDM you want to view, enter either of the following line commands:

L

LI

Or:

You can delete a DDM by entering the following line command in the **Cmd** column, next to the DDM required:

DE

Depending on the line command entered, either the source code of the DDM selected is displayed on the **List DDM** screen or a confirmation window appears, which is used to execute the delete function.