

General Information on SYSMAIN

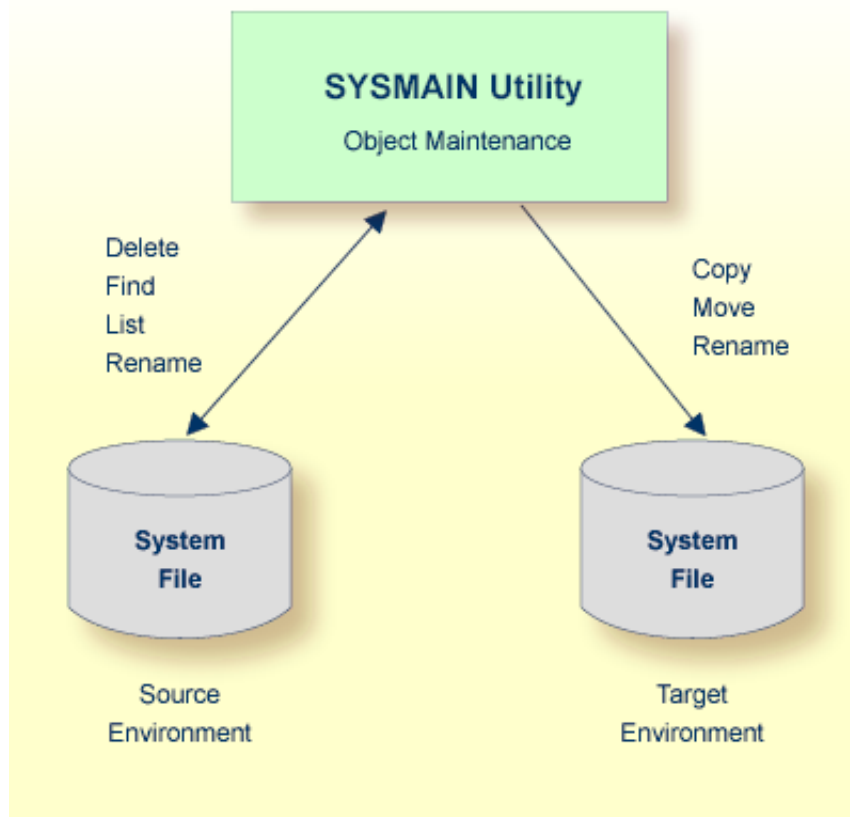
The SYSMAIN utility is used to maintain Natural objects in a Natural environment or across different environments.

This section provides basic information on object maintenance functions and the types of Natural object that can be processed with SYSMAIN.

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Basic SYSMAIN Functionality

The following diagram is a basic illustration of the SYSMAIN functionality:



The SYSMAIN utility copies or moves Natural objects from a source environment to a target environment and performs object operations such as delete in a source environment. The rename function can be performed in both a source and a target environment. An overview of the functions and the Natural objects to which they apply is provided in the following section. The SYSMAIN utility functions are available online and in batch mode.

A source or target environment is an FNAT, FUSER or FDIC system file contained in an Adabas database or a VSAM file system. Natural objects on the FNAT or FUSER system file can be contained in libraries as indicated in the following section.

Object Types and Storage Location

The types of Natural object that can be maintained with SYSMAIN are listed in the table below. The location of a Natural object depends on the object type as indicated in the table below:

Objects/Subfiles	Description	Location
Programming objects	All Natural object types that are stored in a Natural library except debug environments and error messages.	Libraries in FUSER and FNAT
Debug environments	Debug environments for online program testing.	Library in FUSER
Error messages	Short and extended (long) Natural system error messages and user-defined error messages.	Libraries in FUSER and FNAT
Profiles	Editor profiles, map profiles, device profiles and parameter profiles.	FNAT
Rules	Automatic and free rules.	FDIC
DDMs	Data definition modules.	FDIC
DL/I Subfiles	Natural NSBs, NDBs and UDFs.	FDIC

Overview of Functions

The functions provided by SYSMAIN are listed in the table below. The table also indicates which function is valid for each type of Natural object. For details on each function, refer to *Description of Functions in Using Menu Functions and Commands*.

Function	Programming Object	Debug Environment	Error Message	Profile	Rule	DDM	DL/I Subfile
Copy Copy object from one system file to another.	X	X	X	X	X	X	X
Delete Delete object from a system file.	X	X	X	X	X	X	X
Find Locate object in a system file.	X		X				
List Display a range of objects in a system file.	X	X	X	X	X	X	X
Move Transfer object from one system file to another.	X	X	X	X	X	X	X
Rename Give an object a new name, and (optionally) transfer it to a new system file.	X	X	X	X	X		