Commands for Navigation and Special Functions

The Object Handler commands in CUI (character user interface) environments are mainly provided for navigation purpose and special function settings such as specifying trace files.

An Object Handler command is entered in the Command line of any Object Handler screen. If you want to execute a Natural system command from an Object Handler screen, enter two slashes (//) before the command. Note that any Natural system command terminates the Object Handler.

To invoke the Commands menu of the Object Handler

• Choose PF10 (Cmds).

Or:

On any Object Handler screen, in the Command line, enter the following:

CMDS

The Object Handler commands are listed below. An underlined portion of a keyword represents an acceptable abbreviation, Sub denotes subcommand.

Command	Sub 1	Sub 2	Explanation
CANCEL			Cancels the current function and displays the Object Handler Main Menu.
<u>CH</u> ANGE	WORKPLAN	<u>L</u> IBRARY	Invokes the administration function and displays a screen where you can change the Workplan library.
<u>CL</u> EAR			Resets the current contents of the input fields in the map to the default values.
<u>CMD</u> S			Invokes the Commands screen.
or			
COMMANDS			
BYE			Terminates the Object Handler.
EXIT			
QUIT			
FIN			Terminates the Object Handler and ends the Natural session.
<u>G</u> O	<u>H</u> OME		Displays the Object Handler Main Menu.
<u>G</u> O	UNLOAD		Invokes the unload function.

Command	Sub 1	Sub 2	Explanation
<u>G</u> O	UNLOAD	END	Ends the current unload function.
		<u>E</u> RROR	Invokes the unload function for Natural system error messages.
		<u>D</u> DM	Invokes the unload function for DDMs.
		<u>F</u> DT	Invokes the unload function for FDTs.
		<u>L</u> IBRARY	Invokes the unload function for Natural library objects.
		N <u>C</u> P	Invokes the unload function for Natural command processor sources.
		RELATED	Invokes the unload function for Natural-related objects.
		<u>S</u> ELECTION or	Displays a screen where you can enter or select the SELECTION or LIST Workplan to be used for the unload function.
		LIST	
<u>G</u> O	LOAD		Invokes the load function.
<u>G</u> O	LOAD	ALL	Invokes the load function for all objects contained in the work file.
		END	Ends the current load function.
		<u>E</u> RROR	Invokes the load function for Natural system error messages.
		<u>D</u> DM	Invokes the load function for DDMs.
		<u>F</u> DT	Invokes the load function for FDTs.
		<u>L</u> IBRARY	Invokes the load function for Natural library objects.
		N <u>C</u> P	Invokes the load function for Natural command processor sources.
		RELATED	Invokes the load function for Natural-related objects.
		SELECTION	Displays a screen where you can enter or select the SELECTION or LIST Workplan to be used for the load
		or	function.
		<u>LIS</u> T	
<u>G</u> O	RESTART		Displays a screen where you can specify the text member to be used for the restart load function.
<u>G</u> O	<u>S</u> CAN		Invokes the scan function.

Command	Sub 1	Sub 2	Explanation
<u>G</u> O	<u>S</u> CAN	ALL	Invokes the scan function for all objects contained in the work file.
		END	Ends the current scan function.
		<u>E</u> RROR	Invokes the scan function for Natural system error messages.
		<u>D</u> DM	Invokes the scan function for DDMs.
		<u>F</u> DT	Invokes the scan function for FDTs.
		<u>L</u> IBRARY	Invokes the scan function for Natural library objects.
		N <u>C</u> P	Invokes the scan function for Natural command processor sources.
		<u>R</u> ELATED	Invokes the scan function for Natural-related objects.
		<u>S</u> ELECTION	Displays a screen where you can enter or select the SELECTION or LIST Workplan to be used for the scan
		or	function.
		LIST	
<u>G</u> O	<u>A</u> DMIN		Invokes the administration function.
<u>G</u> O	<u>A</u> DMIN	<u>CH</u> ANGE	Displays a screen where you can change the Workplan library.
		<u>CR</u> EATE	Opens a menu with which you can create a Workplan.
		<u>L</u> IST	Generates a list of Workplans available in the Workplan library.
<u>G</u> O	<u>V</u> IEW		Invokes the view function.
<u>G</u> O	VIEW	<u>D</u> DM	Invokes the view function for DDMs.
		<u>E</u> RROR	Invokes the view function for Natural system error messages.
		<u>F</u> DT	Invokes the view function for FDTs.
		<u>L</u> IBRARY	Invokes the view function for Natural library objects.
		N <u>C</u> P	Invokes the view function for Natural command processor sources.
		RELATED	Invokes the view function for Natural-related objects.
<u>G</u> O	<u>F</u> IND		Invokes the find function.

Command	Sub 1	Sub 2	Explanation
<u>G</u> O	FIND	<u>D</u> DM	Invokes the find function for DDMs.
		<u>E</u> RROR	Invokes the find function for Natural system error messages.
		<u>F</u> DT	Invokes the find function for FDTs.
		<u>L</u> IBRARY	Invokes the find function for Natural library objects.
		N <u>C</u> P	Invokes the find function for Natural command processor sources.
		RELATED	Invokes the find function for Natural-related objects.
		SELECTION	Displays a screen where you can enter or select the SELECTION or LIST Workplan to be used for the find
		or	function.
		<u>LIS</u> T	
HELP			Invokes the Object Handler help function.
INIT			Reinitializes the Object Handler utility.
READ	PROFILE		Updates Object Handler settings as defined in the text member PROFILE (see also <i>Profile Settings</i>).
SET	<u>ADV</u> ANCEDCMD	ON	Activates the display of commands generated by the Object Handler in advanced-user mode.
		OFF	Deactivates the display of commands generated by the Object Handler in advanced-user mode.
	EXECUTIONMSG	ON	Activates a window that displays the processing status.
		OFF	Deactivates a window that displays the processing status.
	FREE	ON	Activates free format editing.
		OFF	Deactivates free format editing.
	TRACE	ON	Activates trace mode: a trace of each Object Handler action is output to the screen.
		OFF	Deactivates trace mode.
		WORKFILE	Activates trace mode: a trace of each Object Handler action is output to the Natural text member stored in the Workplan library.
	TRACEFILE		Displays a screen where you can specify the Natural text member in the Workplan library to be used for the trace.
SETTINGS			Displays a screen where you can specify the unload, load or scan settings.

Command	Sub 1	Sub 2	Explanation
<u>SH</u> OW	<u>LA</u> ST	MESSAGE	Displays the last interface return code and message issued by the processing interface of the Object Handler.
or <u>DI</u> SPLAY		RESULT	Displays the last result issued by the processing interface of the Object Handler.
	<u>PR</u> OFILE		Displays the text member PROFILES (if available).
	<u>RE</u> PORT		Displays the report created last.
	<u>STATI</u> STICS		Displays statistics information about the objects processed.
	<u>ST</u> ATUS		Displays the current Object Handler status (contents of global variables).
	TRACE	FILE	Displays the Natural text member in the Workplan library that contains the trace.