

General Information

The NGU-prefixed subprograms and dialogs in library SYSTEM provide you with frequently needed functionality. You then only specify a CALLNAT or OPEN DIALOG statement in your event handler code, instead of having to program everything manually.

For your convenience, the local data areas NGULKEY1 and NGULFCT1 are automatically included in the list of local data areas used by any new dialog.

- NGULFCT1 lists the names of the subprograms and dialogs as such.
- NGULKEY1 lists reserved symbols to be used in any event handler code. This enables you to refer to certain attribute values by the more meaningful texts rather than by the integer values. It also enables you to use meaningful dialog element names as parameters in a CALLNAT to an NGU-prefixed subprogram or in an OPEN DIALOG to an NGU-prefixed dialog.

There are two types of names for the NGULFCT1 subprograms or dialogs:

- Long Name (explanatory) is the basis of the alphabetical list.
- Natural Object Name is the shorter name.

To call the subprograms, you can use either name in event handler code: you specify CALLNAT *subprogram-long-name/Natural-object-name parameter-name....*

To call the dialogs, you can also use both types of names inside the OPEN DIALOG statement.

Note:

The NGU subprograms and dialogs provided with Natural Version 2.1.3 have partly been replaced by corresponding PROCESS GUI statement actions. The old NGU subprograms and dialogs are compatible with this version. It is recommended that you replace the calls to the dialogs and subprograms with the corresponding PROCESS GUI statement actions. This will increase the performance of your applications.