

INatAutoSysmain

This chapter covers the following topics:

- Purpose
 - Properties
 - Methods
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Purpose

This interface contains methods related to the utility `YSMAIN`. These methods include copying and moving Natural development objects between system files and environments, importing files as Natural development objects into a Natural system file and deleting and renaming Natural development objects.

Using properties, each instance of this interface can be configured independently of other instances. The properties define on which environments and system files the subsequently called methods will work. The properties control also certain options that influence the behavior of the subsequently called methods.

Properties

The following properties are available:

- Parent
- Studio
- SourceEnvironment
- SourceDBnr
- SourceFnr
- TargetEnvironment
- TargetDBnr
- TargetFnr
- OptionType
- OptionTimestamp
- OptionUser
- OptionImportSM

Parent

Used to navigate to the parent interface of this interface.

Natural Data Format	Variant Type	Remark
HANDLE OF OBJECT	VT_DISPATCH (INatAutoSystem)	Get only

Studio

Used to navigate to the root interface.

Natural Data Format	Variant Type	Remark
HANDLE OF OBJECT	VT_DISPATCH (INatAutoStudio)	Get only

SourceEnvironment

Specifies the source environment for the subsequent operations. Default is the local environment. If the property is changed to a different environment, the properties `SourceDBnr` and `SourceFnr` are automatically changed to the database number and file number of the user system file of that environment.

Natural Data Format	Variant Type	Remark
HANDLE OF OBJECT	VT_DISPATCH (INatAutoEnvironment)	Put only

SourceDBnr

Specifies the database number of the source system file for the subsequent operations. Default is the database number of the user system file of the local environment.

Natural Data Format	Variant Type	Remark
I4	VT_I4	

SourceFnr

Specifies the file number of the source system file for the subsequent operations. Default is the file number of the user system file of the local environment.

Natural Data Format	Variant Type	Remark
I4	VT_I4	

TargetEnvironment

Specifies the target environment of the subsequent operations. Default is the local environment. If the property is changed to a different environment, the properties `TargetDBnr` and `TargetFnr` are automatically changed to the database number and file number of the user system file of that environment.

Natural Data Format	Variant Type	Remark
HANDLE OF OBJECT	VT_DISPATCH (INatAutoEnvironment)	Put only

TargetDBnr

Specifies the database number of the target system file for the subsequent operations. Default is the database number of the user system file of the local environment.

Natural Data Format	Variant Type	Remark
I4	VT_I4	

TargetFnr

Specifies the file number of the target system file for the subsequent operations. Default is the file number of the user system file of the local environment.

Natural Data Format	Variant Type	Remark
I4	VT_I4	

OptionType

Specifies the Natural development object type on which the subsequent operation applies.

Natural Data Format	Variant Type	Remark
I4	VT_I4	

The supported types are listed below. The default is 0.

Type Number	Type Name
0000	All types
1001	Parameter data area
1002	Copycode
1003	DDM
1004	Global data area
1005	Helproutine
1006	Local data area
1007	Map
1008	Subprogram
1009	Program
1010	Subroutine
1011	Text
1012	View
1013	Dialog
1014	Class
1015	Command processor
1016	Adapt view
1017	Mainframe DDM
1018	Function
1019	Shared resource
1020	Error message file
1021	Adapter

OptionTimestamp

The subsequent operations apply to Natural development objects that have been saved or cataloged after the point in time specified in this option. The default is the lowest possible value of a Natural variable of format T.

Natural Data Format	Variant Type	Remark
T	VT_DATE	Put only

OptionUser

The subsequent operations apply to Natural development objects that have been saved or cataloged by the specified user. The default is an empty string.

Natural Data Format	Variant Type	Remark
A	VT_BSTR	Put only

OptionImportSM

If this option is set to TRUE, files to be imported as Natural development objects with the method `Import` are assumed to be in structured mode. If this turns out to be not the case, the import will fail with an error.

If this option is set to FALSE, files to be imported as Natural development objects with the method `Import` are assumed to be in report mode. If this turns out to be not the case, the import will fail with an error.

The default is the value that is specified for the Natural parameter `SM`.

Natural Data Format	Variant Type	Remark
L	VT_BOOL	Put only

Methods

The following methods are available:

- `Reset`
- `FindLibraries`
- `Find`
- `Copy`
- `Move`
- `Delete`
- `Rename`
- `Import`

Reset

Resets all properties of this interface instance to their default values.

FindLibraries

Returns a string containing an XML document that describes the Natural libraries contained in the Natural system file specified by the properties `SourceEnvironment`, `SourceDBnr` and `SourceFnr`. The XML document is structured according to the following DTD:

```
<?xml version="1.0"?>
<!ELEMENT flibs (flib+)>
<!ELEMENT flib (#PCDATA)>
```

Element	Meaning
flib	The library name.

Find

Returns a string containing an XML document that describes the Natural development objects contained in the Natural library specified in the parameter `Library` and by the properties `SourceEnvironment`, `SourceDBnr` and `SourceFnr`. The XML document is structured according to the following DTD:

```
<?xml version="1.0"?>
<!ELEMENT fitems (fitem+)>
<!ELEMENT fitem (ftype, fkey, fname, fcat, fuid)>
<!ELEMENT ftype (#PCDATA)>
<!ELEMENT fkey (#PCDATA)>
<!ELEMENT fname (#PCDATA)>
<!ELEMENT fcat (#PCDATA)>
<!ELEMENT fuid (#PCDATA)>
```

Element	Meaning
ftype	The object type. See the list of types that is available for the property <code>OptionType</code> .
fkey	The object name.
fname	For Natural classes: the class name. For Natural subroutines: the subroutine name. For Natural functions: the function name.
fcat	Indicates if a source, a generated program or both exists for the object. See the values defined for the parameter <code>Category</code> .
fuid	The user ID of the user who saved or cataloged the object.

Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	A	VT_BSTR	
Name	A	VT_BSTR	By value
Library	A	VT_BSTR	By value
Category	I2	VT_I2	By value

Return value

A null BSTR (in Natural an empty string). Reserved for future use.

Name

A pattern that qualifies the names of the Natural development objects to be retrieved. The pattern may contain the wildcard characters "?" and "*", where "?" stands for one character and "*" for several characters.

Library

The name of the Natural library from which Natural development objects shall be retrieved.

Category

Specifies whether sources or generated programs shall be retrieved.

Value	Meaning
0	Natural objects where either a source or a generated program exists are retrieved.
1	Only Natural objects where a source exists are retrieved.
2	Only Natural objects where a generated program exists are retrieved.
3	Only Natural objects where both a source and a generated program exist are retrieved.

Copy

Copies Natural development objects from the library specified by the properties `SourceEnvironment`, `SourceDBnr` and `SourceFnr` and the parameter `SourceLibrary` to the library specified by the properties `TargetEnvironment`, `TargetDBnr` and `TargetFnr` and the parameter `TargetLibrary`.

Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	A	VT_BSTR	
Name	A	VT_BSTR	By value
SourceLibrary	A	VT_BSTR	By value
TargetLibrary	A	VT_BSTR	By value
Category	I2	VT_I2	By value

Return value

A null BSTR (in Natural an empty string). Reserved for future use.

Name

A pattern that qualifies the names of the Natural development objects to be copied. The pattern may contain the wildcard characters "?" and "*", where "?" stands for one character and "*" for several characters.

SourceLibrary

The name of the Natural library from which Natural development objects shall be copied.

TargetLibrary

The name of the Natural library to which Natural development objects shall be copied.

Category

Specifies whether sources, generated programs or both shall be copied. For possible values, see the Find method.

Move

Moves Natural development objects from the library specified by the properties SourceEnvironment, SourceDBnr and SourceFnr and the parameter SourceLibrary to the library specified by the properties TargetEnvironment, TargetDBnr and TargetFnr and the parameter TargetLibrary.

Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	A	VT_BSTR	
Name	A	VT_BSTR	By value
SourceLibrary	A	VT_BSTR	By value
TargetLibrary	A	VT_BSTR	By value
Category	I2	VT_I2	By value

Return value

A null BSTR (in Natural an empty string). Reserved for future use.

Name

A pattern that qualifies the names of the Natural development objects to be moved. The pattern may contain the wildcard characters "?" and "*", where "?" stands for one character and "*" for several characters.

SourceLibrary

The name of the Natural library from which Natural development objects shall be moved.

TargetLibrary

The name of the Natural library to which Natural development objects shall be moved.

Category

Specifies whether sources, generated programs or both shall be moved. For possible values, see the Find method.

Delete

Deletes Natural development objects from the library specified by the properties `SourceEnvironment`, `SourceDBnr` and `SourceFnr` and the parameter `Library`.

Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	A	VT_BSTR	
Name	A	VT_BSTR	By value
Library	A	VT_BSTR	By value
Category	I2	VT_I2	By value

Return value

A null BSTR (in Natural an empty string). Reserved for future use.

Name

A pattern that qualifies the names of the Natural development objects to be deleted. The pattern may contain the wildcard characters "?" and "*", where "?" stands for one character and "*" for several characters.

Library

The name of the Natural library from which Natural development objects shall be deleted.

Category

Specifies whether sources, generated programs or both shall be deleted. For possible values, see the `Find` method.

Rename

Renames the Natural development object specified by the properties `SourceEnvironment`, `SourceDBnr` and `SourceFnr` and the parameters `Name` and `Library` to the name specified by the parameter `NewName`.

Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	A	VT_BSTR	
Name	A	VT_BSTR	By value
NewName	A	VT_BSTR	By value
Library	A	VT_BSTR	By value
Category	I2	VT_I2	By value

Return value

A null BSTR (in Natural an empty string). Reserved for future use.

Name

The name of the Natural development object to be renamed.

NewName

The new name for the Natural development object.

Library

The name of the Natural library that contains the Natural development object to be renamed.

Category

Specifies whether the source, the generated program or both shall be renamed. For possible values, see the `Find` method.

Import

Imports the files specified by the parameters `File` and `Path` as Natural development objects into the library specified by the properties `TargetEnvironment`, `TargetDBnr` and `TargetFnr` and the parameter `Library`.

Parameters

Name	Natural Data Format	Variant Type	Remark
Return value	A	VT_BSTR	
File	A	VT_BSTR	By value
Path	A	VT_BSTR	By value
Library	A	VT_BSTR	By value

Return value

A null BSTR (in Natural an empty string). Reserved for future use.

File

A pattern that qualifies the names of the files to be imported. The pattern may contain the wildcard characters "?" and "*", where "?" stands for one character and "*" for several characters.

Path

The path that contains the files to be imported.

Library

The name of the Natural library into which the files shall be imported.