Invoking SYSERR Invoking SYSERR

# **Invoking SYSERR**

This section describes alternative methods of invoking the SYSERR utility window **SYSERR - Error Messages**. From this window, you can execute all SYSERR functions available for creating and maintaining user-defined or Natural system messages. The window components and maintenance functions are explained in the section *SYSERR Utility Window and Functions*.

This section covers the following topics:

- Invoking SYSERR for User-Defined Messages
- Invoking SYSERR for Natural System Messages

## **Invoking SYSERR for User-Defined Messages**

User-defined message files are stored in a library. You can invoke the SYSERR utility either for a list of all messages that exist for a library and the current language code defined for your Natural environment, or messages that exist for a particular language code. In the **Logical View** of the Natural Studio tree view, the messages are stored per language in the library subnode **Error Messages**.

### To invoke SYSERR for messages of the current language in a library

1. From the Natural Studio tree view, select the required library node.

Or:

Issue the following system command:

LOGON library-ID

where *library-ID* is the name of the required library.

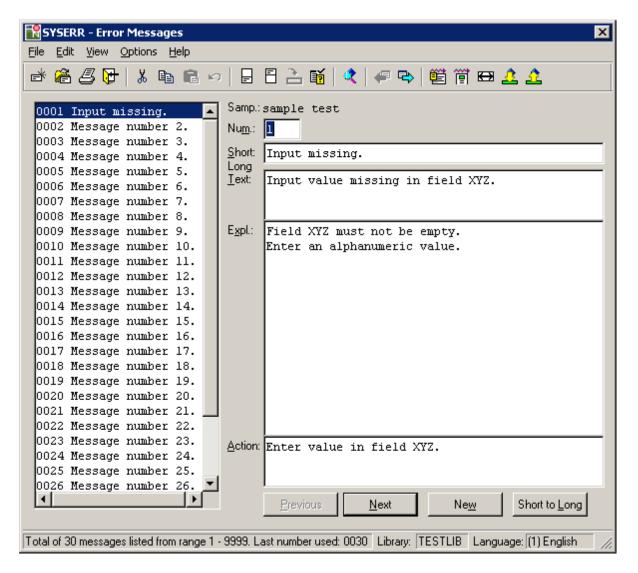
2. From the Tools menu, choose Development Tools and Error Messages.

Or:

Issue the following system command:

SYSERR

A SYSERR - Error Messages window similar to the example below appears:



The window contains a list of all message files stored in the specified library for the current language code.

If no message file exists for the specified library, the window is empty.

#### To invoke SYSERR for messages of a particular language in a library

- 1. Expand the tree node of the required library in the **Logical View**. The messages are listed per language in the **Error Messages** subnode.
- 2. In the **Error Messages** subnode, double-click on the language required.

Or

Select the required language, invoke the context menu by pressing SHIFT+F10, and choose **Open**.

The **SYSERR** - **Error Messages** window appears with the list of messages that exist for the specified language.

## **Invoking SYSERR for Natural System Messages**

Natural system messages cannot be accessed directly from the Natural Studio tree view or with a Natural system command. You need to invoke the SYSERR utility for any library first and then choose a SYSERR menu function as described in the following instructions.

#### To invoke SYSERR for Natural system messages

1. From the Natural Studio tree view, select the required library node.

Or:

Issue the following system command:

LOGON library-ID

where *library-ID* can be the name of *any* library.

2. From the **Tools** menu, choose **Development Tools** and **Error Messages**.

Or:

Issue the following system command:

SYSERR

3. From the File menu, choose Open Lib/Lang.

A **SYSERR** - Open Lib/Lang dialog box appears as shown in the example in the section *File Menu*.

- 4. From the **Library** drop-down list box, select **<natsys>** or remove the library ID and leave the box blank, and, from the **Language** box, select a language.
- 5. Choose **OK** to confirm your selection.

The **SYSERR** - **Error Messages** window appears with the list of all Natural system messages.