

# Stub Generation

A stub subprogram (interface object) is a Natural subprogram that is used to connect the client's calling program to a subprogram on a server.

Client stub subprograms are actually not required if automatic Natural RPC (Remote Procedure Call) execution is used with the one important exception described below. However, it can be advantageous to generate stub subprograms as explained in *Stubs and Automatic RPC Execution* in the section *Operating a Natural RPC Environment* in the *Natural Remote Procedure Call (RPC)* documentation.

**Note for EntireX RPC Servers:**

A stub subprogram is required if the IDL (Interface Definition Language) definition of the subprogram you want to call on an EntireX RPC server contains a group structure. In this case, you must define the same group structure in a stub subprogram by using the appropriate SYSRPC stub generation functions described in this section.

You can generate a stub subprogram from new parameter definitions or from existing definitions in a subprogram.

**Caution:**

The subprogram used for generating a stub subprogram can no longer be referenced in the local environment on the client side. The stub generation function completely changes the source of the subprogram so that it becomes unusable for local program calls.

The following sections describe the functions and commands provided to generate single or multiple stub subprograms:

- Generating Single Stubs with Parameter Specification
- Generating Multiple Stubs
- Generating Stubs or PDAs from IDL Files