Invoking and Terminating SYSMAIN

This section describes how to invoke and terminate the SYSMAIN utility either in menu mode or by using a subprogram.

- Invoking SYSMAIN
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Invoking SYSMAIN

The following instructions describe the methods of invoking the SYSMAIN utility by using menu functions or a subprogram.

To invoke SYSMAIN from the Natural main menu

1. Select **Services** and then select **SYSMAIN** or enter S.

Or:

Select **Direct** and, in the **Direct Command** window, enter the following system command:

```
SYSMAIN
```

A SYSMAIN menu similar to the example below appears:

2007-04-04 19:56:22 User: SAG		NATURAL V 6.3.2 Software AG 200	Work Area : empty
Library	Direct	Services	
		++	
		L List	
		F Find	
		C Copy	
		M Move	
		D Delete	
		R Rename	
		I Import	
		T Terminate	
		++	
List all file	es in Librar	cy	

The current setting of the system variable *LIBRARY-ID is passed to SYSMAIN and used as the default source library for processing objects (in the example above: SYSTEM).

2. Select a function or enter the one-letter code that corresponds to the function required (for example, L for **List**).

Except for **Import** and **Terminate**, a selection window similar to the example below appears:



3. If you want to process any object types except DDMs, mark **Programming Objects** by choosing UP ARROW if required (marked by default).

Or:

If you want to process DDMs only, mark Views (DDM) by choosing DOWN ARROW.

- To invoke SYSMAIN with a subprogram in online or in batch mode
- Use a Natural program with a CALLNAT statement that invokes and executes the MAINUSER subprogram, which issues commands to SYSMAIN. See also *Using SYSMAIN with Subprogram*.

Terminating SYSMAIN

- To terminate SYSMAIN
 - From the SYSMAIN menu, choose **Terminate**.

Or

Choose ESC repeatedly.

Or:

When using the MAINUSER subprogram, in the command string, specify a period (.). See also *Using SYSMAIN with Subprogram*.