SETUP SETUP

SETUP

 $\textbf{SETUP} \ [application\text{-}name] \ [command\text{-}name] \ [I]$

This command is used to define applications to which control is to be returned using the RETURN command. This allows you to easily transfer from one application to another during a Natural session.

This chapter covers the following topics:

- Syntax Explanation
- SETUP/RETURN Example

Syntax Explanation

The command syntax and the parameters that can be issued with the SETUP system command are explained below. If a parameter is to be omitted, you may use the input delimiter character to mark the beginning of the following parameter(s).

SETUP	If SETUP is issued without parameters, a menu will be displayed for the purpose of entering the command information.
application-name	The name of the application to which control is to be returned. A maximum of 8 characters may be used (A8).
	If <i>application-name</i> is blank, a LOGON command will not be issued. This permits multiple return points within the same application.
	If application-name is "*", the current setting of the system variable *LIBRARY-ID (that is, at the time SETUP is issued) is used to create the LOGON command when RETURN is issued.
command-name	The name of the command which is to be executed when control is returned to the application. A maximum of 60 characters may be used (A60).
	If <i>command-name</i> is blank, no command will be issued after the LOGON. This is useful for applications under Natural Security for which a startup program has already been defined.
	If <i>command-name</i> is "*", the current setting of the system variable *STARTUP (that is, at the time SETUP is issued) is used as the startup command when RETURN is issued.
I	If the I option is specified, all return points defined with previous SETUP commands will be deleted and the application specified with SETUP I will be defined as the new initial application.
	In a non-Security environment, if you log on from library SYSTEM to another library and no return point has been set, this other library will automatically be set as initial return point.

SETUP/RETURN Example

1. User starts Natural session (default application is APPL1).

Return point APPL1 is defined on Level 1.

- 2. User issues command LOGON APPL2.
- 3. User executes a program which stacks two commands (establish return point and go to another application):

```
SETUP *,MENU
LOGON APPL3
```

Return point APPL2, STARTUP MENU is defined on Level 2.

- 4. User issues command LOGON APPL4 (user selects another application).
- 5. User presses a PF key which has the setting RETURN. Natural will issue for the user:

```
LOGON APPL2 MENU
```

Return to APPL2, delete Level 2.

6. User executes a program which stacks:

```
SETUP *,MENU
LOGON APPL5
```

Return point APPL2, STARTUP MENU is defined on Level 2.

7. User executes a program which stacks:

```
SETUP *,MENU
LOGON APPL6
```

Return point APPL5, STARTUP MENU is defined on Level 3.

8. User executes a program which stacks:

```
SETUP *,MENU
LOGON APPL7
```

Return point APPL6, STARTUP MENU is defined on Level 4.

9. User executes a program which stacks:

```
SETUP *,MENU
LOGON APPL8
```

Return point APPL7, STARTUP MENU is defined on Level 5.

10. User executes a program which stacks:

SETUP *,MENU LOGON APPL9

Return point APPL8, STARTUP MENU is defined on Level 6.

11. User issues command RETURN 2 (return two levels back).

Natural will return user to APPL7, since that was the second previous session (all information for APPL8 is now lost). Level 6 (APPL8) is deleted, Level 5 (APPL7) is activated and level deleted.

12. User issues command RETURN.

Level 4 (APPL6) is activated, level deleted. Natural will return user to APPL6, since that was the session previous to APPL7.

13. User issues command RETURN.

Level 3 (APPL5) is activated, level deleted. Natural will return user to APPL5, since that was the session previous to APPL6.

14. User issues command RETURN I.

Level 2 (APPL2) is deleted, Level 1 (APPL1) is activated.