Commands for Navigation and Special Functions

The Object Handler commands in CUI (character user interface) environments are mainly provided for navigation purpose and special function settings such as specifying trace files.

An Object Handler command is entered in the Command line of any Object Handler screen. If you want to execute a Natural system command from an Object Handler screen, enter two slashes (//) before the command. Note that any Natural system command terminates the Object Handler.

▶ **To invoke the Commands menu of the Object Handler**

- Choose PF10 (Cmds).

  Or:
  On any Object Handler screen, in the Command line, enter the following:

  ```
  CMDS
  ```

The Object Handler commands are listed below. An underlined portion of a keyword represents an acceptable abbreviation, `Sub` denotes subcommand.

Command	Sub 1	Sub 2	Explanation
CANCEL			Cancels the current function and displays the Object Handler **Main Menu**.
CHANGE	WORKPLAN	LIBRARY	Invokes the administration function and displays a screen where you can change the Workplan library.
CLEAR			Resets the current contents of the input fields in the map to the default values.
CMDS or COMMANDS			Invokes the **Commands** screen.
BYE EXIT QUIT .			Terminates the Object Handler.
FIN			Terminates the Object Handler and ends the Natural session.
GO	HOME		Displays the Object Handler **Main Menu**.
GO	UNLOAD		Invokes the unload function.

Command	Sub 1	Sub 2	Explanation
GO	UNLOAD	END	Ends the current unload function.
		ERROR	Invokes the unload function for Natural system error messages.
		EXTERNAL	Invokes the unload function for external objects.
		FDT	Invokes the unload function for FDTs.
		LIBRARY	Invokes the unload function for Natural library objects.
		NCP	Invokes the unload function for Natural command processor sources.
		RELATED	Invokes the unload function for Natural-related objects.
		SELECTION or LIST	Displays a screen where you can enter or select the SELECTION or LIST Workplan to be used for the unload function.
GO	LOAD		Invokes the load function.
GO	LOAD	ALL	Invokes the load function for all objects contained in the work file.
		END	Ends the current load function.
		ERROR	Invokes the load function for Natural system error messages.
		EXTERNAL	Invokes the load function for external objects.
		FDT	Invokes the load function for FDTs.
		LIBRARY	Invokes the load function for Natural library objects.
		NCP	Invokes the load function for Natural command processor sources.
		RELATED	Invokes the load function for Natural-related objects.
		SELECTION or LIST	Displays a screen where you can enter or select the SELECTION or LIST Workplan to be used for the load function.
GO	RESTART		Displays a screen where you can specify the file to be used for the restart load function.
GO	SCAN		Invokes the scan function.

Command	Sub 1	Sub 2	Explanation
GO	SCAN	ALL	Invokes the scan function for all objects contained in the work file.
		END	Ends the current scan function.
		ERROR	Invokes the scan function for Natural system error messages.
		EXTERNAL	Invokes the scan function for external objects.
		FDT	Invokes the scan function for FDTs.
		LIBRARY	Invokes the scan function for Natural library objects.
		NCP	Invokes the scan function for Natural command processor sources.
		RELATED	Invokes the scan function for Natural-related objects.
		SELECTION or LIST	Displays a screen where you can enter or select the SELECTION or LIST Workplan to be used for the scan function.
GO	ADMIN		Invokes the administration function.
GO	ADMIN	CHANGE	Displays a screen where you can change the Workplan library.
		CREATE	Opens a menu with which you can create a Workplan.
		LIST	Generates a list of Workplans available in the Workplan library.
GO	VIEW		Invokes the view function.
GO	VIEW	ERROR	Invokes the view function for Natural system error messages.
		FDT	Invokes the view function for FDTs.
		LIBRARY	Invokes the view function for Natural library objects.
		NCP	Invokes the view function for Natural command processor sources.
GO	FIND		Invokes the find function.

Command	Sub 1	Sub 2	Explanation
GO	FIND	ERROR	Invokes the find function for Natural system error messages.
		FDT	Invokes the find function for FDTs.
		LIBRARY	Invokes the find function for Natural library objects.
		NCP	Invokes the find function for Natural command processor sources.
		SELECTION or LIST	Displays a screen where you can enter or select the SELECTION or LIST Workplan to be used for the find function.
HELP			Invokes the Object Handler help function.
INIT			Reinitializes the Object Handler utility.
READ	PROFILE		Updates Object Handler settings as defined in the text member PROFILE (see also *Profile Settings*).
SET	ADVANCEDCMD	ON	Activates the display of commands generated by the Object Handler in advanced-user mode.
		OFF	Deactivates the display of commands generated by the Object Handler in advanced-user mode.
	EXECUTIONMSG	ON	Activates a window that displays the processing status.
		OFF	Deactivates a window that displays the processing status.
	FREE	ON	Activates free format editing.
		OFF	Deactivates free format editing.
	TRACE	ON	Activates trace mode: a trace of each Object Handler action is output to the screen.
		OFF	Deactivates trace mode.
		WORKFILE	Activates trace mode: a trace of each Object Handler action is output to Work File 10.
	TRACEFILE		Displays a screen where you can specify the name of the trace file (Work File 10).
SETTINGS			Displays a screen where you can specify the unload, load or scan settings.

Command	Sub 1	Sub 2	Explanation
SHOW or DISPLAY	LAST	MESSAGE	Displays the last interface return code and message issued by the processing interface of the Object Handler.
		RESULT	Displays the last result issued by the processing interface of the Object Handler.
	PROFILE		Displays the text member PROFILES (if available).
	REPORT		Displays the report created last.
	STATISTICS		Displays statistics information about the objects processed.
	STATUS		Displays the current Object Handler status (contents of global variables).
	TRACE	FILE	Displays the contents of the trace file (Work File 10).