

# SPODDEBUGPORT - Debugger Port for Debugging in the Context of SPoD

This Natural profile parameter is only relevant if you intend to use the old Natural debugger in conjunction with an earlier version (NDV2.1) of the Natural Development Server.

It specifies the port number which will be used when debugging applications in a mapped environment.

<b>Possible settings</b>	0 – 65535	Port Number.  By default the port number is set to 0. Natural Studio then evaluates a free port on the PC. The evaluated port will be used as the communication channel between the Natural Studio Debugger and the remote application. The host where the Natural Development Server (NDV) is running, must be prepared to work with any port.  If a value not equal to zero is specified, Natural Studio will use that specified port as the debug port for the communication channel between the Natural Studio Debugger and the remote application. Use this option, if only a limited number of ports is allowed on the host where the NDV server is running.
<b>Default setting</b>	0	
<b>Dynamic specification</b>	yes	
<b>Specification within session</b>	no	