General Information

This chapter covers the following topics:

- License Key File Handling

- Migrating Applications to Version 6.3

- Natural Single Point of Development

- Changes in the Documentation

- Online Help

- Animated Demos

- Last-Minute Changes

License Key File Handling

A path to a valid license key file is required during the installation of Natural. The license key file is an XML file which is delivered by e-mail.

Separate license key files are required for Natural for Tamino and Natural Security.

Note:
See also *Natural Development Server for Windows* in the *Release Information for Natural Version 6.3.3*.

For further information, see the *Installation* documentation.

Migrating Applications to Version 6.3

Applications that were created with Natural for Windows Version 3.1 and above can be executed with Version 6.3 with the following restriction:

As of Natural Version 6.2 it is no longer recommended to share the system file FUSER with previous Natural versions. When you have two installations of Natural (for example, version 6.1.1 (or below) and version 6.3.1), you have to use two different version-specific FUSER system files. This is because the format of the Natural library directory file *FILEDIR.SAG* has changed as of Natural Version 6.2. *FILEDIR.SAG* is automatically converted into the new format (which is valid as of Natural Version 6.2.) the first time you modify an object in the FUSER. After *FILEDIR.SAG* has been changed to the new format, Natural Version 6.1.1, which is mentioned in the above example, is not longer able to process the FUSER. For detailed information, see *Portable Natural System Files* and its subsection *Migrating an Old FILEDIR.SAG File* in the *Operations* documentation.

Natural Single Point of Development

Natural Single Point of Development (SPoD) connects Natural for Windows Version 6.3 to

- Natural for Mainframes Version 4.1.4 via the Natural Development Server Version 2.1.4.

- Natural for Mainframes Version 4.2 via the Natural Development Server Version 2.2.

- Natural for UNIX Version 6.1, 6.2 and 6.3 via the Natural Development Server Version 2.2.

  Update Information for Version 6.3.2 and 6.3.3, November 2007:

  Natural for UNIX Version 6.1 is no longer supported.

This infrastructure enables the developer to create and maintain Natural applications for mainframes and UNIX using Natural Studio on the Windows desktop.

Note:
See also *Natural Development Server for Windows* in the *Release Information for Natural Version 6.3.3*.

For further information (including any limitations that may apply for your installation), see the separate Natural Single Point of Development documentation and the Natural Development Server documentation.

See also the section *Remote Development Using SPoD* in this Natural for Windows documentation.

Changes in the Documentation

A revised and updated documentation set is available with this Natural version.

The information on installing and configuring the Natural Web I/O Interface client for a production environment, which was previously only available on the product CD, is now included in this Natural for Windows documentation. See the *Natural Web I/O Interface* documentation.

Explanations of the system error messages that may be issued by the Natural nucleus are now included in this Natural for Windows documentation. See *Messages and Codes*.

Online Help

A comprehensive HTML-based online help facility is provided which can be viewed with Microsoft Internet Explorer Version 5 or above. You invoke the Natural help facility by pressing F1 anywhere you need context-sensitive help within Natural Studio.

Animated Demos

Animated demos (viewlets) are provided for some of the new features in this version. They can be invoked from Natural Studio. See also *Animated Demos* in *Using Natural Studio*.

Last-Minute Changes

Information on last-minute changes made just before the product release can be found in the file *readme.txt* that is provided on the Natural installation medium.