Accessing a Remote Development Environment

Natural Studio's library workspace can also be used to administer the Natural system files of a remote server environment.

This chapter covers the following topics:

- Mapping a Development Server

- Connecting to a Mapped Development Server

- Disconnecting a Mapped Development Server

- Unmapping a Development Server

Mapping a Development Server

To perform remote development, you have to activate a remote Natural environment. You do this by connecting to the appropriate development server. Each development server provides all remote services (such as access or update) for a specific FUSER (Natural system file for user programs).

If you want to use a development server for the first time, you have to map it as described below. Once you have mapped a development server, a node for this development server session is automatically shown in the library workspace.

It is possible to map the same development server more than once, for example, if you want to have development-server sessions with different session parameters. To switch to another session, you simply select the corresponding node in your library workspace.

If you do not know the name and port number for your development server, ask your administrator.

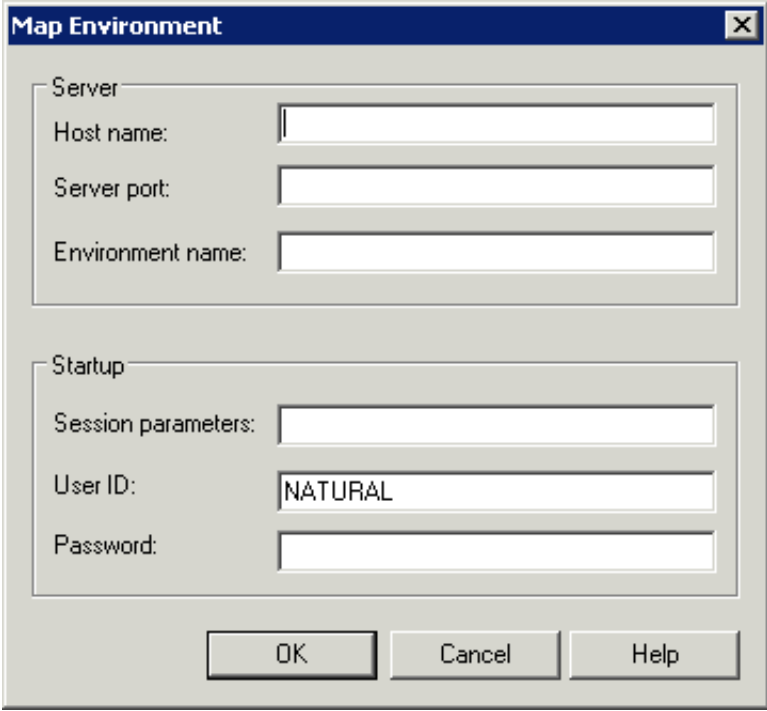▶ **To map a development server**

1. From the **Tools** menu, choose **Map > Environment**.

   Or:
   When the Tools toolbar is shown, choose the following toolbar button.

   The **Map Environment** dialog box appears. Your user ID is automatically provided.

2. In the **Host name** text box, enter the name of the development server.

3. In the **Server port** text box, enter the TCP/IP port number of the development server.

4. Optionally. In the **Environment name** text box, enter the name that is to appear in the tree. If you leave this text box blank, a combination of server name and port number is shown in the tree.

5. If dynamic parameters are required for your development server, specify them in the **Session parameters** text box. Otherwise, leave this text box blank.

6. If you want to map the development server using a different user ID, specify it in the **User ID** text box. This is useful, for example, when Natural Security is active on the development server and administrator rights are to be used.

7. If Natural Security is active on the development server, specify the required password in the **Password** text box. Otherwise, leave this text box blank.

8. Choose the **OK** button.

   Once you have mapped a development server, a node for this development server session is shown in the library workspace.

   When the connection has been established, all libraries (according to the security profile) for this session are shown in the library workspace. You are automatically logged on to your default library.

   The command line now shows the name of the library that is currently selected in the tree and the name of the active environment.

   Note:
   For mapping to a development server using the command line, see the system command `MAP`.

Connecting to a Mapped Development Server

When you connect a disconnected development server, the connection to the corresponding server session is re-established.

Notes:

1. When you invoke Natural Studio, a **Map Environment** dialog box (see the description below) appears for each development server which was active (that is: connected) when you terminated Natural Studio. You can then decide whether you want to connect to this development server again.
2. When the development server has already been connected and you want to view the information that has been provided when the development server has been mapped, invoke the **Properties** dialog box. See *Properties for the Nodes* in the documentation *Using Natural Studio* for further information.

▶ **To connect a disconnected development server**

1. In the library workspace, select the node for a disconnected development server.

2. From the **Tools** menu, choose **Connect**.

   Or:
   Invoke the context menu and choose **Connect**.

   Or:
   When the Tools toolbar is shown, choose the following toolbar button.

   The **Map Environment** dialog box appears. It shows the information that has been provided when the development server has been mapped.

3. If required, specify the Natural Security password in the **Password** text box. Otherwise, leave this text box blank.

   You need not specify any other information.

4. Choose the **OK** button.

   When the connection has been established, all libraries (according to the security profile) for this session are shown in your library workspace. You are automatically logged on to your default library.

Note:
The **Connect** command is also available in the application workspace. See *Connecting and Disconnecting Base Applications*.

Disconnecting a Mapped Development Server

When you disconnect a connected development server, the corresponding server session is shut down. All editor windows that have been opened for this server session are closed. The node for this development server is collapsed and the string "Disconnected" is shown to the right of the node name.

▶ **To disconnect a connected development server**

1. In the library workspace, select the node for a connected development server.

2. From the **Tools** menu, choose **Disconnect**.

   Or:
   Invoke the context menu and choose **Disconnect**.

   Or:
   When the Tools toolbar is shown, choose the following toolbar button.

Note:
The **Disconnect** command is also available in the application workspace. See *Connecting and Disconnecting Base Applications*.

Unmapping a Development Server

When you unmap a development server, its node is removed from the tree.

If the development server is still connected when unmapping it, the running session is shut down. All editor windows that have been opened for this server session are closed.

▶ **To unmap a development server**

1. In the library workspace, select the node for the development server that you want to unmap.

2. From the **Tools** menu, choose **Unmap**.

   Or:
   Invoke the context menu and choose **Unmap**.

   Or:
   When the Tools toolbar is shown, choose the following toolbar button.

   When the display of delete messages is enabled in the workspace options, a message box appears asking whether you really want to unmap the development server.

Notes:

1. For unmapping a development server using the command line, see the system command `UNMAP`.
2. The **Unmap** command is also available in the application workspace. See *Mapping and Unmapping Applications*.