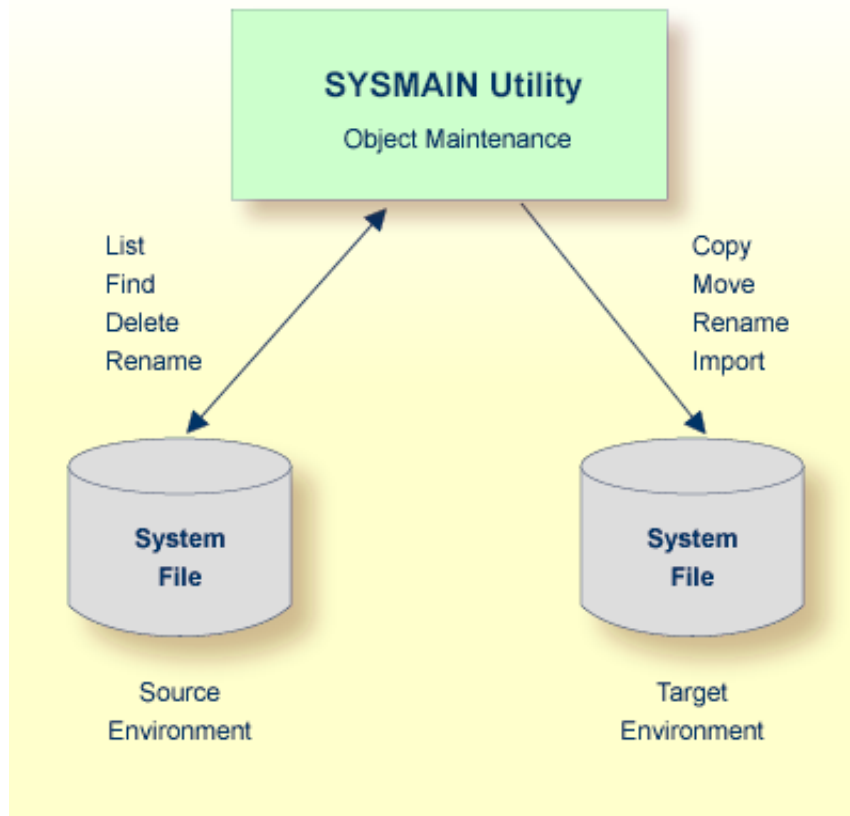


General Information on SYSMAIN

The SYSMAIN utility is used to perform object maintenance functions, such as copy, move and delete, within a local Windows environment or within a remote environment located on a Windows, a mainframe, a UNIX or an OpenVMS platform.

The following diagram is a basic illustration of the SYSMAIN functionality:



Objects that can be maintained with the SYSMAIN utility comprise programs, subprograms, maps and data definition modules (DDMs).

In most cases, SYSMAIN utility functions can be accomplished by using drag-and-drop or copy/cut-and-paste functionality or menu functions provided within the library workspace of the Natural Studio (see also *Managing Natural Objects* and *Using Natural Libraries* in the *Using Natural Studio* documentation).

However, there are SYSMAIN utility functions that cannot be covered by library workspace features such as using different system files for object processing, specifying the transfer of cross-reference (XRef) data and performing object maintenance functions online or in batch mode by using a subprogram.