

Importing Objects

The **Import** function of SYSMAIN is used to copy objects (files) from an external source to a Natural library. Alternatively, you can use the unload and load functions of the Object Handler (see the relevant documentation).

When you import objects, the file directory *FILEDIR.SAG* of the target library is automatically updated to contain information on the newly imported objects. Be aware that Natural will *not* update the file directory *FILEDIR.SAG* if you use a non-Natural function or facility (such as the Windows Explorer) to copy objects to a Natural library. As a result, you cannot access the objects contained in this library. *FILEDIR.SAG* contains internal library information required by Natural such as programming mode (structured or reporting), object form (source object and/or cataloged object) and user ID.

The objects to be imported with SYSMAIN must have been created with Natural.

Note:

You cannot import shared resources into a remote environment located on a mainframe platform.

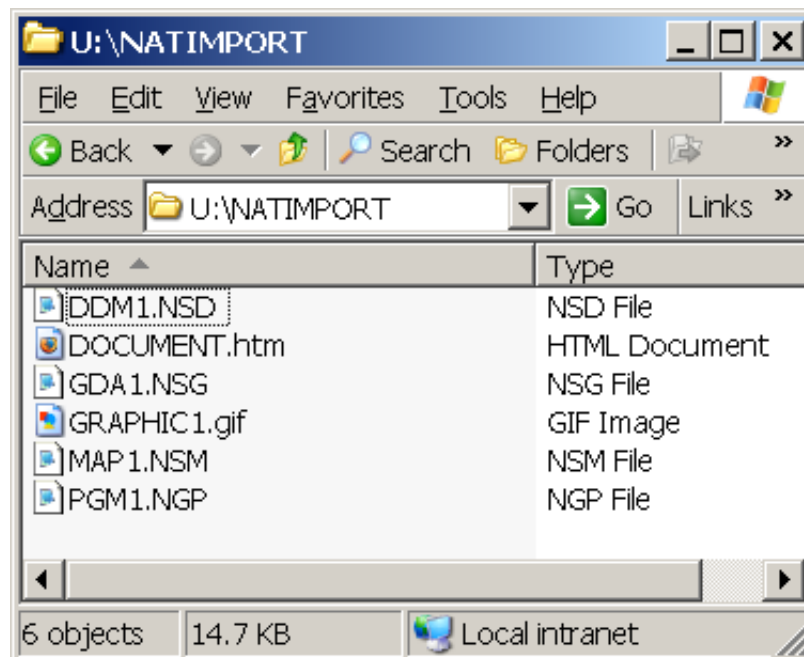
▶ To import an object

1. In the **Source** group box, specify the object(s) you want to import:
 - In the **Path** box, enter the name of the path of the folder that contains the objects you want to import. The default is the directory path used when starting Natural.

Or:

From the **Directory** list box, select the path of the folder that contains the objects you want to import.

Remember that a file containing a Natural object must have the appropriate extension as indicated in the following example:

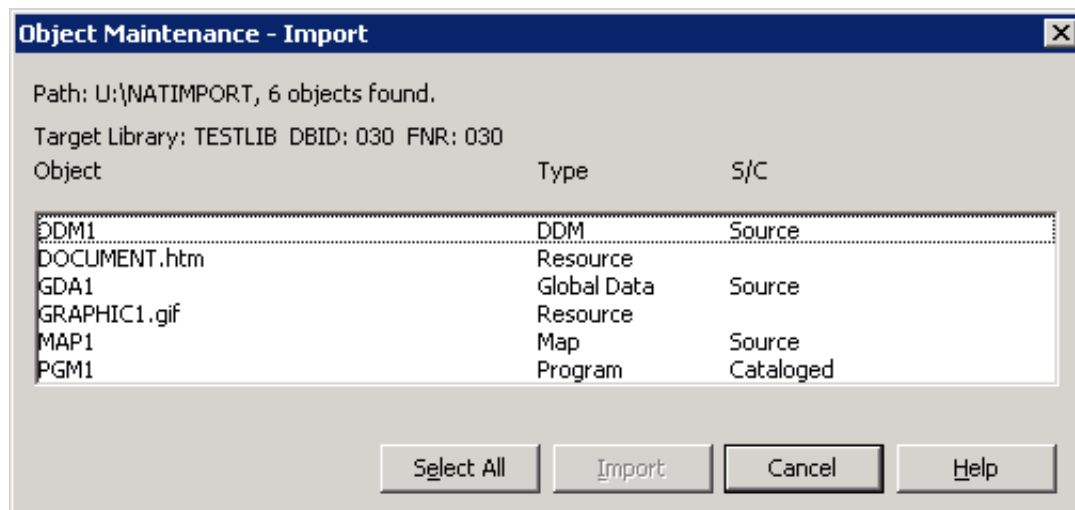


In the **Name** box, enter the name of a single object you want to import or specify a range of names; see *Specifying a Range of Names*. The default is asterisk (*), indicating all objects.

- In the **Code** group box, select **Source** and/or **Cataloged** to import the object either as a source object or a cataloged object, or both. The default is both the source object and the cataloged object.
2. In the **Target** group box, specify the target environment for the objects to be imported:
- In the **Library** list box, enter the name of the library into which you want to import the objects or select a library from the drop-down list. The default is the current library. If you want to create a library, enter the name of a new library.
 - In the **DBID** (database ID) and **FNR** (file number) boxes, replace the values if the target library is not in the current system file. The default is the current FNAT or FUSER, or FDIC for DDMs on mainframes. In a remote environment, you can specify security information for these files as described in *File Security for Remote Environments*.
 - In a remote environment, use the **FSEC/FDIC** button if you want to specify security information for the system file FSEC or FDIC for XRef data; see *File Security for Remote Environments* and *XRef Considerations*.
 - In the **User ID** box, enter the ID of the user you want to appear in the object properties or object directory information. If you leave the box empty (default), the ID specified with the *USER system variable is used (see also the *System Variables* documentation).
 - Use the **Confirm on replace** check box to confirm (default) or reject object replacement. See also **Confirm on replace** below.
3. Choose **Object List** when you have finished specifying the source and target environments.

If you entered a single name in the **Name** box, skip the following instructions and proceed with **Confirm on replace** in Step 5.

If you specified a range of names in the **Name** box, an additional dialog box similar to the example below appears with a list of all matching objects:



The dialog box shows the name of the source path, the number of objects found and the object names and types. It also indicates whether a source (S) and/or a cataloged (C) object exists.

4. Select or deselect the required object(s) from the list:

- To select list items:

Click on a single item.

Or:

Press UP ARROW or DOWN ARROW to go to and select the required item.

Or:

Press and hold down CTRL or SHIFT and click on multiple non-consecutive or consecutive items respectively.

Or:

Press SHIFT+UP ARROW or SHIFT+DOWN ARROW to select multiple consecutive items.

Or:

Choose **Select All** to select all items.

- To deselect list items:

Press and hold down CTRL and click on a selected item again.

Or:

Choose **Deselect All** if all items have been selected.

5. Choose **Import** to process the selected object(s).

(**Cancel** exits the dialog box without any action.)

If the **Confirm on replace** check box has been selected and if the target environment already contains an object with the same name as the object to be imported, an additional dialog box appears with a warning message.

Confirm or reject object replacement by choosing one of the following buttons:

Yes to confirm each object replacement individually one after another.

Or:

Yes to All to confirm all object replacements in one go.

Or:

No to not replace the current object.

Or:

Cancel to exit the dialog box without any action.

6. After all objects have been imported into the specified library, the **Object Maintenance - Import** dialog box is closed and the **Object Maintenance** menu appears.

An imported object is contained in the library folder appropriate for its type. For example, a Natural object of the type program is contained in the **Programs** folder (in the Logical View) of the library. If a type of object is imported for which no folder yet exists, Natural automatically creates the appropriate folder when performing the **Import**.