

Advanced User

The Object Handler provides a function processing sequence for the advanced user. The following functions are available if advanced-user mode is activated:

- Unload
- Load
- Administration
- View
- Find
- Scan Work File
- Restart Load

For the functions administration, view, find, scan work file and restart load, refer to the relevant sections in *Functions*.

This section describes how to activate advanced-user mode and provides a description of the unload or load processing sequence performed in this mode.

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Activating Advanced User

To activate advanced-user mode

1. In the **Welcome to the Natural Object Handler** window, select the **Advanced user** check box (not selected by default).

Or:

From the **Options** menu, select **Advanced User**.

Or:

Set advanced-user mode as the default by choosing **Profile** from the **Options** menu, and changing the entries in the **SYSOBJH - Modify Profile** window:


From the **New user profile entry** drop-down list box, select **Advanced User**, in the **Entry value** box, enter a Y (Yes), and choose **Add**.

See also the section *Profile Settings*.

Advanced User Unload

Note:

You cannot unload Natural-related objects and external files in remote environments located on mainframe platforms. Natural DDMs can *only* be unloaded in remote environments located on mainframe platforms.

 **To unload objects in advanced-user mode**

1. In the **Welcome to the Natural Object Handler** window, choose the **Unload** command button.

Or:

From the **Actions** menu, choose **Unload**.

The **Unload** window appears with a list of the types of object currently available in your Natural system environment.

2. Select one type of object and, from the context menu, choose **Unload**.

Or:

From the **Actions** menu, choose **Unload** and select the type of object required.

If you want to use a SELECTION or a LIST Workplan, you need to choose the second method and choose **Unload** from the **Actions** menu.

The **Unload** window appears for the type of object selected.

3. Specify the objects to be processed:

- If available for the type of object selected, choose the **Details** button for further object specifications: see also the relevant sections in *Object Specification*.
- Choose the **Settings** button to specify unload options and parameters as described in the section *Settings*.

4. Choose the **Unload** command button.

A message appears confirming the execution of the unload.

Advanced User Load

You cannot load Natural-related objects and external files in remote environments located on mainframe platforms. Natural DDMs can *only* be loaded in remote environments located on mainframe platforms.

To load FDTs, see also *FDTs* in the section *Object Specification*.

This section contains information on how to execute the load function in advanced-user mode.

 **To load objects in advanced-user mode**

1. In the **Welcome to the Natural Object Handler** window, choose the **Load** command button.

Or:

From the **Actions** menu, choose **Load**.

The **Load** window appears with a list of the types of objects currently available in your Natural system environment.

2. Select one type of object and, from the context menu, choose **Load**.

Or:

From the **Actions** menu, choose **Load** and select the type of object required.

If you want to use a SELECTION or a LIST Workplan, you need to choose the second method and choose **Load** from the **Actions** menu.

The **Load** window appears for the type of object selected.

3. Specify the objects to be processed:

- If available for the type of object selected, choose the **Details** button for further object specifications: see also the relevant sections in *Object Specification*.
- Choose the **Settings** button to specify load options and parameters as described in the section *Settings*.

4. Choose the **Load** command button.

A message appears confirming the load.