

System Environment Related System Variables

This chapter covers the following topics:

- *CODEPAGE
 - *HARDWARE
 - *HOSTNAME
 - *INIT-ID
 - *INIT-PROGRAM
 - *LOCALE
 - *MACHINE-CLASS
 - *OPSYS
 - *OS
 - *OSVERS
 - *TP
 - *TPSYS
 - *TPVERS
 - *WINMGR
 - *WINMGRVERS
-

*CODEPAGE

Format/length: A64

Content modifiable: No

This system variable returns the IANA name of the default code page which is internally used by Natural for conversions to and from Unicode and which is set by the Natural profile parameter CP.

Note:

*CODEPAGE is also the default if a code page is not specified in a MOVE ENCODED statement.

Example:

windows-1252

*HARDWARE

Format/length: A16

Content modifiable: No

This system variable contains the name of the hardware platform on which Natural is running. This value is supplied by the operating system.

*HOSTNAME

Format/length: A64

Content modifiable: No

The name of the machine Natural runs on.

*INIT-ID

Format/length: A8

Content modifiable: No

*INIT-ID contains the value PC_WIN.

*INIT-PROGRAM

Format/length: A8

Content modifiable: No

*INIT-PROGRAM contains the value Natural.

*LOCALE

Format/length: A8

Content modifiable: No

This system variable contains the language and country of the current locale, which specifies the Unicode collation sequence.

Example:

en_US

*MACHINE-CLASS

Format/length: A16

Content modifiable: No

This system variable contains the name of the machine class on which Natural is running.

It can contain one of the following values:

MAINFRAME

PC

UNIX

VMS

*OPSYS

Format/length: A8

Content modifiable: No

This system variable contains the Natural name of the operating system that is being used.

It can contain one of the following values:

| | | |
|----------|----------|----------|
| ATT_OSX | FUJI M73 | SINIX_52 |
| AVIION | HP_HPUX | SINIX_54 |
| BS2000 | MSDOS | SUN_SOLA |
| BS2/XS | MS_OS/2 | SUN_SUNO |
| BULL/BOS | MVS/ESA | UNISYS 5 |
| CMS | MVS/XA | UNISYS 6 |
| CMS/ESA | NCR 3000 | VSE/ESA |
| DEC-OSF/ | OS | WNT-X86 |
| DOS/VS | OS/400 | |
| DPS300 | RS_6000 | |
| DRS 6000 | SCO | |

Note:

Instead of *OPSYS, it is recommended that the system variables *MACHINE-CLASS, *HARDWARE and *OS be used, as they allow a more precise distinction of the environment in which Natural is running.

*OS

Format/length: A32

Content modifiable: No

This system variable contains the name of the operating system under which Natural is running. This value is supplied by the operating system and may be subject to change.

*OSVERS

Format/length: A16

Content modifiable: No

This system variable contains the version number of the operating system under which Natural is running. This value is supplied by the operating system and may be subject to change.

*TP

Format/length: A8

Content modifiable: No

It contains the name of the TP subsystem under which Natural is running. This value is supplied by the operating system and may be subject to change.

*TPSYS

Format/length: A8

Content modifiable: No

This system variable contains the Natural name of the TP monitor or environment that is being used.

It can contain one of the following values:

AIM/DC

CICS

COMPLETE

IMS/DC

OS/400

SERVSTUB (Natural Development Server)

TIAM

TSO

TSS

UTM

VM/CMS

On mainframe platforms, *TPSYS will be blank in batch mode.

On Windows, UNIX and OpenVMS platforms, *TPSYS will be NONE.

***TPVERS**

Format/length: A8

Content modifiable: No

It contains the version of the TP subsystem under which Natural is running. This value is supplied by the operating system and may be subject to change.

If no TP monitor is used, *TPVERS will be blank.

***WINMGR**

Format/length: A16

Content modifiable: No

If a graphical user interface is used, this system variable contains the name of the window manager being used (for example, MOTIF or PM).

If a character-oriented user interface is used, *WINMGR will be blank.

The type of user interface is indicated by the value of the system variable *UI.

***WINMGRVERS**

Format/length: A16

Content modifiable: No

If a graphical user interface is used, this system variable contains the version number of the window manager being used.

If a character-oriented user interface is used, *WINMGRVERS will be blank.

The type of user interface is indicated by the value of the system variable *UI.