



## Technical Articles

### *Animating an Application within Server Express when using X Windows*

There are some considerations when animating using Server Express with X windows as explained in the Debugging Guide under Starting Animator. Specifically, when the environment variable TERM=xterm. These are discussed below.

You can start Animator in a different terminal window, if the machine you're debugging on has X windows. This is especially useful for debugging threaded applications.

To get Animator to start in a different terminal window, ensure that the DISPLAY environment variable is set. If you're debugging on a different machine, you will need to ensure that the remote machine is allowed to start X clients on the local machine (using the xhost command). Then use the cobanim command:

```
cobanim [switchparams] program-name [directives]
```

or:

```
cobanim_t [switchparams] program-name [directives]
```

Note: Use cobanim\_t if your program is multi-threaded.

The parameters are:

switchparams	A set of switches. Each switch must be preceded by a plus sign (+) to turn it on, or a minus sign (-) to turn it off. Switches can be set in any order. The last setting of the switch is the one that is accepted. See the documentation topic <a href="#">Descriptions of Run-time Switches</a> for details on the switches available.
program-name	The name of the file you want to animate. If you do not specify a path, the current directory is assumed. If you do not specify an extension, a callable shared object is first searched for, followed by .gnt , .int, then .lbr files.
directives	An optional sequence of one or more Animator directives. Each directive must be separated by at least one space and must not be broken across lines. See the documentation chapter <a href="#">Directives for Animator</a> for details on the directives available.

There is one consideration when animating with TERM=xterm, if you were familiar with animating under previous versions of COBOL such as Object COBOL Developer Suite. In Object COBOL Developer Suite, if a linked executable was animated using the environment variable COBSW=+A the animation would have been in the same window. If you would prefer to animate in the same window when TERM=xterm, then make sure the DISPLAY environment variable is not set. This is explained in the Reference documentation under Run-time Switches.

#### A - Animator

Invokes Animator to animate an application which is either invoked using the cobrun command or dynamically loaded by a linked module.

Properties:  
Default: Off

Comments:

If you want to animate an application created by the cob command directly, you can use the anim command. If you use anim, there is no need to set this switch.

If this switch is on, Animator checks the DISPLAY environment variable. If DISPLAY is set, Animator attempts to open a new X window for the Animator at the location specified via the DISPLAY environment variable; otherwise Animator uses the current terminal.

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