

# Merging the Worlds of Green Screen and GUI

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Some folks are totally entrenched in the concept that if an application isn't GUI and isn't browser based, it isn't worthy of consideration. Perhaps not the most accurate statement when it comes to the most efficient way of using a system, but that's what marketing divisions have trained the user base into thinking.

But, you say, "We have a ton of DDS and RPG code that's been our bread and butter for years, and we have lots of bucks already invested in this stuff. Further, we believe that in many situations, good-old 5250 green screens are a better way to go, yet in other areas we need to appease the users with GUI. What's the best of both worlds?"

Well, several vendors are attempting to merge both worlds. I haven't had the time to look at all of the products out there, but when I heard of this one, I wanted to explore it. This month, I examine a product that helps you make the leap from the green screen to the browser, and if you want you can also run green screen-RPGsp from Profound Logic ([www.profoundlogic.com](http://www.profoundlogic.com)).

## Installation

Installation was fairly straightforward. If you don't have an HTTP server configured, you'll need to do so. There's a wizard available with the product to make that happen quickly.

## Ease of Use

Frankly, if you've used any GUI-based integrated

## Spotlight Profile

**Product:** *RPGsp*

**Company:** *Profound Logic*

**Version:** *5.3.8*

**URL:** *[www.profoundlogic.com](http://www.profoundlogic.com)*

**Overall Rating:** *3.730*

development environment (IDE), picking up the how-tos isn't difficult. Changing field attributes and screen contents was fairly simple and for the most part intuitive, once you get the hang of how Profound Logic does things.

Also, converting existing RPG and DDS code to Profound Logic's Web-based format was fairly simple and painless.

The IDE was nice for both Web-based development and RPG coding on the existing applications. Prompting for op-code parameters was easy to follow, and there's special prompting for build in functions (BIFs).

## Documentation

For the most part, you should depend on the online help in the IDE and the tool. Profound Logic appears to have spent some time in building this, and it does a nice, thorough job of walking you through functional areas as well as providing explanations.

**RPGsp gives you a glimpse of where things are heading—  
5250 conversion to GUI with the conservation of a  
company's current software investment.**