

About this Documentation

This documentation describes all editors available in Natural.

For a tutorial on using the editors, see the *First Steps* documentation.

For information on Unicode and code page support for Natural editors, see *Development Environment* in the *Unicode and Code Page Support* documentation.

The *Editors* documentation is organized under the following headings:

●	Locking of Source Objects	Describes the locking and unlocking of Natural source objects.
●	Editors - General Information	Contains an overview of which Natural objects are edited with which Natural editor. In addition, it contains information on split-screen mode and the editor profile.
●	Program Editor	Describes the program editor which is used to create and modify Natural programs, subprograms, subroutines, classes, copycodes, help routines and text objects.
●	Data Area Editor	Describes the data area editor which is used to create and modify local, global and parameter data areas.
●	Map Editor	Describes the map editor which is used to create and modify maps (screen layouts).
●	Map Editor Tutorial	Contains a series of tutorial sessions that introduce you to the use of the Natural map editor.
●	SYSDDM Utility	Describes the SYSDDM utility which is used to create, maintain and delete Natural data definition modules (DDMs).
●	Software AG Editor	Describes the Software AG Editor which is used to edit objects in Natural and other Software AG products.