

Invoking and Leaving the Map Editor

This section describes how to invoke and leave the map editor.

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Invoking the Editor

There are different commands you can use to invoke the editor for creating a new map or editing an existing one.

To invoke the map editor for a new map

- Enter either of the following system commands:

```
EDIT MAP
```

Or:

```
E M
```

(command abbreviation)

If there is already a map in the source area, the map definition of this map is displayed in the map editing area (see also *Editing a Map*). You can clear the source area by entering the system command `CLEAR` before you invoke the map editor.

If the source area is empty, an **Edit Map** menu similar to the example below appears:

```

13:50:41          ***** NATURAL MAP EDITOR *****          2007-08-07
User SAG              - Edit Map -              Library SYSTEM

          Code      Function
          ----      -
          D      Field and Variable Definitions
          E      Edit Map
          O      Outline Editor
          X      Migration of Maps created with KAPRI
          I      Initialize new Map
          H      Initialize a new Help Map
          M      Maintenance of Profiles & Devices
          S      Save Map
          T      Test Map
          W      Stow Map
          ?      Help
          .      Exit

          Code .. I      Name .. _____      Profile .. SYSPROF_

Command ===>

Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit Test Edit

```

Note:

The menu options **Outline Editor** and **Migration of Maps created with KAPRI** only appear if Natural for MBCS is installed.

The **Edit Map** menu is the main menu of the map editor. The fields contained in the menu are described below:

Field	Explanation
User	The Natural user ID of the current user.
Library	The Natural library ID currently in effect.
Code	The code of the function to be executed (see <i>Functions in the Edit Map Menu</i>).
Name	<p>The source object which contains the map or help map.</p> <p>For multi-lingual maps, one digit of the source object name should be reserved for the language code. For example:</p> <p>USERMAP1 (language code is 1)</p> <p>The map above is called from the program by:</p> <pre>INPUT USING MAP 'USERMAP&'</pre> <p>where & is replaced with the content of the system variable *LANGUAGE at execution time.</p>
Profile	<p>The session profile currently in effect.</p> <p>The profile name is set to the current library ID. If this profile ID is not available, it is set to the current user ID. If this profile ID is not available, the profile name is set to SYSPROF.</p>

▶ **To invoke the map editor for an existing map**

- Enter the following system command:

```
EDIT map-name
```

or use the abbreviation

```
E map-name
```

where *map-name* denotes the name of the map to be edited.

If a map with the specified name exists as a source object in the current library and has not been locked by another user, the map definition of this map is displayed in the editing area of the map editor (see also *Editing a Map*).

Locking of a map avoids concurrent source updates and depends on the current setting of the profile parameter SLOCK (see also *SLOCK - Source Locking* in the *Parameter Reference* documentation).

Or:

If the map you want to edit is still contained in the source area from an earlier editor session, you can also use the following command:



Leaving the Editor

To leave the map editor

- In the **Edit Map** menu, press PF3 or enter a period (.) in the **Code** field.

Or:

In the command line, enter a period (.) or the command `EXIT`.

Note:

The map editor uses the current setting of the editor profile option **Leave Editor with Unlock** which determines whether to unlock source code when leaving the map editor. This option is described in *General Defaults in Editor Profile* in the section *General Information*.