

# Invoking the Software AG Editor

The screen from which you enter the Software AG Editor depends on the application you are using and the type of object you wish to edit or display.

For example, if you wish to edit a Natural object in Natural ISPF, you might enter the Software AG Editor from the Natural object entry screen.

The ways of entering the Software AG Editor are described under the appropriate section headings in the documentation for the application you are using.

The commands available to you depend on the application you are using.

Examples of defined objects using the Software AG Editor are given in the appropriate sections of the documentation for the application you are using.