

# Map Editor

The Natural map editor is used to create a Natural object of type map. A map is a screen layout that can be referenced in a Natural object such as a program by using either an `INPUT USING MAP` statement (for input maps) or a `WRITE USING MAP` statement (for output maps).

A map contains text fields and data fields. Text fields are literal strings and data fields are variables. Data fields can be either user-defined variables or Natural system variables.

Once a map has been created, it can be stored as a source object and a cataloged object in a library in a Natural system file.

**Note:**

When using Natural Studio in a Windows environment, the map editor supports fields with Unicode format and Unicode strings. However, when reading the source of a Unicode map into the editing area of a map editor in a local mainframe or UNIX environment, all Unicode strings will be removed from the source.

The *Map Editor* documentation is organized in the following parts:

- Components of the Map Editor
- Summary of Map Creation
- Invoking and Leaving the Map Editor
- Functions in the Edit Map Menu
- Initializing a Map
- Editing a Map
- Defining Map Fields
- Extended Field Editing
- Post Assignment of Fields
- Array and Table Definitions
- Processing Rules

**Related Topics:**

- *Map Editor Tutorial*
- *Editors in the Unicode and Code Page Support* documentation