

Testing and Saving a Map

In this session, you will test the layout of a map, leave the map editing area, and save a map as a source object.

▶ To test a map and save it as a source object

1. In the editing area, press PF4.

The map is shown in the layout view in which it will appear on the screen when executing the program that references the map:

```
*****
07-12-14                PERSONNEL INFORMATION
15:26:05

PLEASE ENTER NAME: _____
PLEASE ENTER CITY: _____

*****
```

2. Press PF3.

The test is terminated and the map editing area appears.

3. Press PF3.

The **Field and Variable Definitions - Summary** screen appears. This screen will be discussed in a later session of this tutorial.

4. Press ENTER.

The **Edit Map** menu appears with the **Name** field set to MAP001.

5. In the **Code** field, enter an S and press ENTER.

The map is stored as a source object with the name MAP001 in the current Natural library in the current system file.

You can now proceed with *Defining Processing Rules*.