Documenting Natural Objects - Text

The Natural object type "text" is used to write text rather than programs.

This chapter covers the following topics:

- Use of Text Objects

- Writing Text

Use of Text Objects

You can use this type of object to document Natural objects in more detail than you can, for example, within the source code of a program.

Text objects may also be useful at sites where Predict is not available for program documentation purposes.

Writing Text

You write the text using the Natural program editor.

The only difference in handling as opposed to writing programs is that there is no lower to upper case translation, that is, the text you write stays as it is.

You can remove empty lines by setting the editor profile option **Empty Line Suppression for Text** to Y. See also *Editor Defaults* and *General Defaults* in the *Editors* documentation.

You can write any text you wish (there is no syntax check).

Text objects can only be saved (SAVE), they cannot be stowed (STOW). They cannot be executed (RUN), only displayed in the editor.