

Opening the Map Editor

In this session, you will invoke the map editor, specify map settings and open the map editing screen.

▶ To invoke the Map editor

1. In the Natural **Main Menu**, select **Development Functions** and press ENTER.

The **Development Functions** menu appears.

2. If you are working in reporting mode, change the programming mode to structured mode:

Enter an S in the first position of the **Mode** input field and press ENTER.

The **Mode** field now indicates Structured.

3. Enter an E (for **Edit Object**) in the **Code** field and an M (Map) in the **Type** field. Ignore the **Name** field.

4. Press ENTER.

The **Edit Map** menu appears:

```

14:08:08          ***** NATURAL MAP EDITOR *****          2007-12-14
User SAG              - Edit Map -                          Library SAGTEST

          Code      Function
          ----      -
          D          Field and Variable Definitions
          E          Edit Map
          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

```



```

14:10:19                Define Map Settings for MAP                2007-12-14

Delimiters                Format                Context
-----
Cls Att CD Del          Page Size ..... 31          Device Check .... _____
T   D   BLANK          Line Size ..... 79          WRITE Statement  _
T   I   ?              Column Shift ... 0 (0/1)      INPUT Statement  X
A   D   _              Layout ..... _____    Help _____
A   I   )              dynamic ..... N (Y/N)      as field default N (Y/N)
A   N   ~              Zero Print ..... N (Y/N)
M   D   &              Case Default ... UC (UC/LC)
M   I   :              Manual Skip .... N (Y/N)      Automatic Rule Rank 1
O   D   +              Decimal Char ... .          Profile Name .... SYSPROF
O   I   (              Standard Keys .. N (Y/N)
                          Justification .. L (L/R)
                          Print Mode ..... _
                          Control Var .... _____

                          Filler Characters
                          -----
                          Optional, Partial .... _
                          Required, Partial .... _
                          Optional, Complete ... _
                          Required, Complete ... _

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

```

This will cause any blank positions within an input field on the map to be filled with the underscore (_). You can then see the exact position and length of a field which makes entering input easier.

- Ignore the other map settings and press ENTER *twice*.

The map editing screen appears:

```

Ob  _                Ob D CLS ATT  DEL      CLS ATT  DEL
.                   .   T  D   Blnk    T  I   ?
.                   .   A  D   _        A  I   )
.                   .   A  N   7        M  D   &
.                   .   M  I   :        O  D   +
.                   .   O  I   (
.
001  --010---+-----+-----030---+-----+-----050---+-----+-----070---+-----

Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help  Mset  Exit  Test  Edit  --   -   +   Full  <   >   Let

```

The screen appears in split-screen mode: the top half displays the delimiter characters, which are valid for the map to be created, and the bottom half is the editing area where you actually design a map.

You can now proceed with *Creating, Positioning and Deleting Map Fields*.