Options for Box Creation

Natural for MBCS provides the option to create boxes for map fields. Boxes help outline particular fields and provide for a more clearly structured screen layout.

Boxes can be created with either the outline editor or the map editor:

- **Outline Editor**

  The outline editor is the primary tool for creating boxes. It provides a convenient way to draw a box directly in the field location within the editing area. This is achieved by setting box codes, for which equivalent BX parameter values are generated into the map source.

  Detailed instructions are provided in *Using the Outline Editor*.

- **Map Editor**

  The map editor can be used to define boxes by adding or changing the BX parameter settings for the field around which you want to draw a box.

  The BX parameter can be set in the **BX** field of the extended field editing area, which is invoked with the extended field editing function described in the *Map Editor* documentation. In the **BX** field, you can enter a combination of valid parameter values as described for the BX session parameter and listed in *List of Box Codes and BX Parameter Values*.

Related Topic:

- *BX - Box Definition* in the *Parameter Reference* documentation