Invoking and Terminating the DDM Editor

The DDM editor is used to edit the source of a DDM.

This section describes how to invoke and terminate the DDM editor for an existing DDM source.

To invoke the DDM editor for an existing DDM

1. In the **Logical View**, expand a DDMs node or subnode, and select and open the required DDM.

Or:

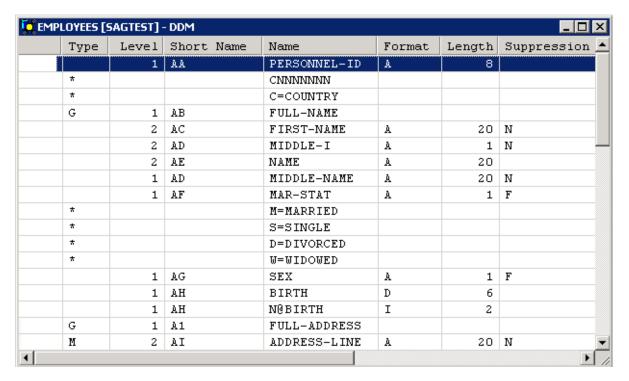
Enter the following system command:

EDIT VIEW object-name

where *object-name* denotes the name of the DDM to be edited.

For information on all options available with EDIT, see the relevant section in the *System Commands* documentation.

A DDM editor window similar to the example below appears:



To terminate the DDM editor

• After editing, saving and cataloging the DDM source (see *Using the DDM Editor Window* and *Saving and Cataloging a DDM*), choose the standard Windows close function.