

# Editing or Listing Referenced Objects

From the source code contained in the active object window, you can open or list other objects which are referenced in this source, assuming these objects exist. For example, if you are editing a program that calls a subprogram, you can open the subprogram, adapt it to the program, and return to the program.

## ▶ To edit a referenced object

1. Place the cursor within the name of an object referenced in the source code.
2. From the **Program** menu, choose **Open**.

Or:

Choose the following toolbar button:



Or:

Press CTRL+O.

The source code of the referenced object is displayed in modify mode in the editor window of the respective editor (for example, the map editor for an object of type map).

## ▶ To list a referenced object

1. Click or double-click on the object.
2. From the **Program** menu, choose **List**.

Or:

Choose the following toolbar button:



The source code of the referenced object is displayed in read-only mode.