














Program Editor

The Natural program editor is used to create and modify the source code of a Natural object of the type program, subprogram, subroutine, helproutine, copycode, text, class or function.

Related Topic:

For information on Unicode and code page support for Natural editors, see *Editors in the SPoD Environment* in the *Unicode and Code Page Support* documentation.

This *Program Editor* documentation is organized in the following parts:

| | |
|---|--------------------------------|
|  | Invoking the Program Editor |
|  | Terminating the Program Editor |
|  | Top Information Line |
|  | Editor Command Line |
|  | Prefix Area |
|  | Editing Area |
|  | Split-Screen Mode |
|  | Editor Commands for Scrolling |
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|  | Editor Commands |
|  | Editor Profile |
|  | Editor Buffer-Pool Settings |
|  | Saving and Cataloging Sources |