About this Documentation

This documentation describes all editors available in Natural.

For a tutorial on using the editors, see the *First Steps* documentation.

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.

⚠ **Warning:**
We strongly recommend that you only write source code with a Natural editor. Sources created beyond the control of Natural with a non-Natural editor cannot be read or interpreted by Natural. You can only use a non-Natural editor as an alternative to the Natural program editor if this editor is invoked with the Natural profile parameter `EDITOR`. This parameter guarantees correct source-code interpretation.

The *Editors* documentation is organized under the following headings:

🔵	Program Editor	Describes the program editor which is used to create and modify Natural programs, subprograms, subroutines, classes, copycodes, helproutines, functions and text objects.
🔵	Data Area Editor	Describes the data area editor which is used to create and modify local, global and parameter data areas.
🔵	Map Editor	Describes the map editor which is used to create and modify maps (screen layouts).
🔵	DDM Services	Describes DDM Services which are used to create, maintain and delete Natural data definition modules (DDMs).