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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
	Line Commands
	Editor Commands
	Editor Profile
	Editor Buffer-Pool Settings
	Saving and Cataloging Sources