

Editor Command Line

The editor command line is indicated by **Command ==>**. In the command line, you can enter one of the following:

- Any Natural system command.

For example: The system command CHECK can be used for checking the syntax of source code and SAVE for saving source code (see also *Saving and Cataloging Sources*).

For other system commands related to maintaining and using object sources, see *Editing and Storing Programming Objects* in the *System Commands* documentation.

- An editor command (see *Editor Commands* and *Editor Commands for Scrolling*).
- The name of a Natural program to be executed.

Additionally, the command line contains the following information (from left to right):

- **Mode**

The programming mode: structured (STRUCT) or reporting (REPORT) currently in effect. When a Natural object is read into the source work area, the mode is set to the one which was in effect when the object was saved (see also *Saving and Cataloging Sources*).

For information on the differences between structured and reporting mode, see *Purpose of Programming Modes* in the *Programming Guide*.

To switch from reporting to structured mode or vice versa, enter an S in the first position of REPORT or an R in the first position of STRUCT and press ENTER.

If you want to check whether structured mode has been activated or switch structured mode on, you can also set the programming mode for the current Natural session by proceeding as described in *Setting/Changing the Programming Mode* in the *Programming Guide*.

- **Lib**

The library to which you are currently logged on.