

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.

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

	Program Editor	Describes the program editor which is used to create and/or modify Natural programs, subprograms, subroutines, classes, adapters, copycodes, help routines, 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 Editor	Describes the DDM editor which is used to create, maintain and delete Natural data definition modules (DDMs).
	Dialog Editor	Describes the dialog editor which is used to create and modify applications with the following basic components: dialogs, dialog elements, attributes, event handlers, data areas (local and parameter; global data areas can be referenced) and inline subroutines.
	Class Builder	Describes the class builder which is used to display Natural classes in structured hierarchical orders and to manage the classes and their components.
	Editor Features With SPoD	Describes the different editor features that can apply when working with Natural Studio in a remote development environment using Natural's Single Point of Development.