

Program Editor

The Natural program editor is used to create and modify the source code of a Natural object of the type program, subprogram, function, subroutine, copycode, help routine or text. Additionally, you can edit but not create an object of the type class or adapter. For detailed descriptions of these object types, refer to the section *Object Types* in the *Programming Guide*.

You can open multiple editor sessions, making it possible to copy or move source code from one object to another.

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.

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

- [Invoking and Leaving the Program Editor](#)
- [Creating and Modifying Source Code](#)
- [Finding Text](#)
- [Replacing Text](#)
- [Setting Bookmarks](#)
- [Going to a Line Number](#)
- [Importing Data Fields](#)
- [Editing or Listing Referenced Objects](#)
- [Setting Display Modes](#)
- [Saving Source Code](#)
- [Using Context-Sensitive Help](#)

Related Topics:

- [Setting Breakpoints and Watchpoints - Debugger](#) documentation
- [Setting the Options and Program Editor Options - Using Natural Studio](#) documentation
- [Shortcut Keys and Program Editor Shortcut Keys - Using Natural Studio](#) documentation