Subroutines

▶ **Accessible Using**

1. "Dialog > Inline subroutines"; or

2. CTRL+ALT+S.

Purpose

Enter standard sections of Natural code to be used in several event handler sections.

Entries

Entry	Function
Subroutine name	This selection box lists the names of the existing subroutines for the dialog.
Editor	Invokes the program editor for the currently displayed subroutine. Before you use the program editor, the dialog box must be closed using the 'OK' push button.
Rename	This push button opens a dialog box where you can rename a subroutine.
New	This push button opens a dialog box where you can enter the name of a new subroutine. Subroutine names specified in the dialog editor are limited to 120 characters. The first 32 characters must be unique.
Delete	This push button opens a message box where you can specify whether you want to delete the code and the name of a subroutine.
Action:	Here you enter your Natural code in free form, that is, without having to specify the DEFINE SUBROUTINE and END-SUBROUTINE statements.
OK	Saves the code and name of the subroutine and exits the dialog box.
Cancel	Exits the dialog box without saving the settings.
Help	Provides online help.