

# NaturalX

This part describes how to develop and distribute object-based applications.

The following topics are covered:

- Introduction to NaturalX
- Developing NaturalX Applications
- Distributing NaturalX Applications
- ActiveX Component SoftwareAG.NaturalX.Utilities
- Interface INaturalXUtilities
- Interface IRunningObjects
- ActiveX Component SoftwareAG.NaturalX.Enumerator
- Interface IEnumerator