

# Documenting Natural Objects - Text

The Natural object type "text" is used to write text rather than programs.

The following topics are covered:

- Use of Text Objects
  - Writing Text
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## Use of Text Objects

You can use this type of object to document Natural objects in more detail than you can, for example, within the source code of a program.

"Text" objects may also be useful at sites where Predict is not available for program documentation purposes.

## Writing Text

You write the text using the Natural program editor.

The only difference in handling as opposed to writing programs, is that the text you write stays as it is, that is, there is no lower to upper case translation or empty line suppression (provided in your editor profile Empty Line Suppression is set to "N" and Editing in Lower Case is set to "Y", see the Natural Editor documentation for more details).

You can write any text you wish (there is no syntax check).

"Text" objects can only be SAVEd, they cannot be STOWed. They cannot be RUN, only displayed in the editor.