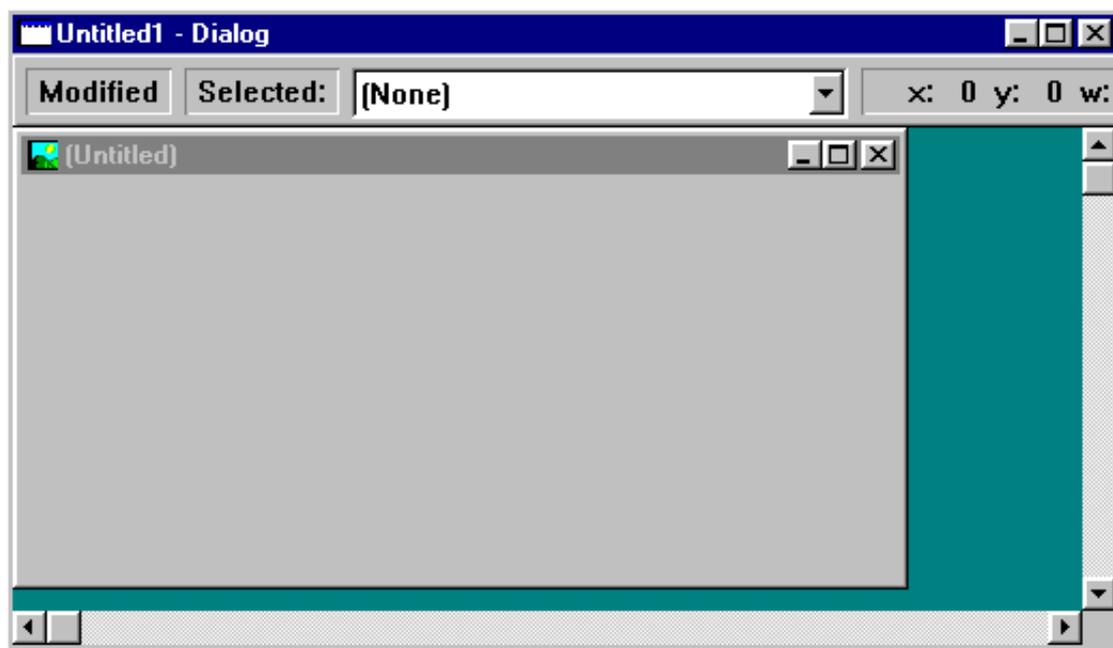


# Creating a Dialog

## ▶ To create a new Dialog

1. Invoke Natural.
2. From the Natural menu, select "Object > New > Dialog".

The Natural window displays the dialog editor's menu bar and toolbar. It displays an editing window called "Untitled1-Dialog". You can resize this editing window. The editing window contains the new dialog window, titled "(Untitled)". You can also resize this new dialog window, or use the editing window's scroll bars.



[Back to Introduction to Event-Driven Programming.](#)