



NATURAL

Natural

Editors

Version 5.1.1 for Windows

Version 3.1.6 for Mainframes

Version 5.1.1 for Unix and OpenVMS

 **SOFTWARE AG**



This document applies to Natural Version 5.1.1 for Windows, Version 3.1.6 for Mainframes, Version 5.1.1 for UNIX and OpenVMS, and to all subsequent releases. Specifications contained herein are subject to change and these changes will be reported in subsequent release notes or new editions.

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Editors - Overview

This document provides an overview of the Natural editors and a short summary of their functions.



Natural objects should never be edited with Non-Natural editorssuch as Notepad, etc., as the code will be unreadable in Natural!

The following topics are covered:

- **Program Editor** You use the program editor to write and maintain Natural programs, subprograms, subroutines, classes, copycode, help routines and text elements.
- **Data Area Editor** Three different types of data areas can be created and edited with the data area editor:
 - **Local data areas (LDAs)**
LDAs are used to define the data to be used within a single Natural program.
 - **Global data areas (GDAs)**
GDAs are used to define the data to be used by one or more Natural programs.
 - **Parameter data areas (PDAs)**
PDAs are used to specify the data parameters to be passed between a Natural program and a subprogram, external subroutine, help routine, dialog or method.
- **Map Editor** You use the map editor to create and edit maps. After a map is created, you can store it in a library and invoke it using an INPUT USING MAP statement.
- **DDM Editor** A DDM (data definition module) is a set of field definitions for a database file. DDMs are used to describe any type of database file, and are not restricted to Adabas database files. Using the DDM editor, you can create a DDM from a database file or from other DDMs.

The utility SYSDDM is used to create and maintain Natural data definition modules (DDMs). With SYSDDM, you can perform all functions needed for the creation and maintenance of DDMs.
- **Dialog Editor** The dialog editor can be used to create an application with the following basic components: dialog(s), dialog elements, attributes, event handlers, data areas (local and parameter), global data areas can be referenced, inline subroutines.