

User's Guide - Overview

The Natural User's Guide describes features of the Natural Studio that you will use on a daily basis to create and maintain applications. First, you are introduced to the landscape of the graphical user interface so that you always find what you need exactly when you need it. Then you are provided with a task-oriented description of each of the major editors and tools used to create applications: the Program Editor, Data Area Editor, Map Editor, DDM Editor and Dialog Editor, the Class Builder and the Component Browser.

Tutorials are provided to demonstrate how Natural applications can be structured and how to get the most out of the features of each tool. Note that it is outside the scope of this documentation to provide you with a comprehensive methodology for developing applications. This documentation cannot replace a hands-on training course in Natural programming.

- Natural Studio - Fundamentals
- Natural Studio - Introduction
- Tutorial - Getting Started with Natural
- Class Builder
- Program Editor
- Map Editor
- Data Area Editor
- DDM Editor
- Dialog Editor
- Component Browser
- Plug-In Manager
- Introduction to Event-Driven Programming
- Event-Driven Programming Techniques
- SYSMAIN Utility
- Tamino Server Extensions
- XML Toolkit

Readers of this documentation are assumed to have a fundamental working knowledge of Microsoft Windows and the terminology used to describe it. If not, consult the Windows documentation for a description of basic Windows elements, usage and terminology.

Natural Error Messages

Natural error messages can be retrieved online. You can open the menu "Help - Natural Errors" in the menu bar to get the help on errors dialog or you can type the help command into the command line.

Related Topics

- Application Shell
- Frame Gallery

