

# The 4GL Editor



The 4GL Editor is a text editor with special additional functions for editing Adelia 4GL sources. As with any other type of text editor, it can also be used to create text files using the ANSI coding system.

The 4GL Editor can be used to modify the source of **program**, **management rule**, **program template** and **macro-instruction** objects.

These objects can be created using the [Object manager](#) or with the dialog boxes in the 4GL Editor's repository.

You can use the 4GL Editor to open a number of different sources and texts simultaneously in the same work session. There is no limit to the number of documents that can be opened in the [Editor window](#).

[Top of page](#)