SAVE

SAVE [*object-name* [*library-id*]]

Related commands: STOW | CATALOG.

This command is used to save the source code of the programming object currently in the work area of the editor and store it as a source object in the Natural system file.

See also:

Object Naming Conventions in *Using Natural*
Natural Compiler in Natural *System Architecture* for background information

Caution:
The SAVE command cannot be used if the profile parameter RECAT has been set to ON; in this case, use the STOW command to compile and store the object.

SAVE	If you use the command without *object-name*, the current source object in the source work area will be saved in the current library. An existing source code will be replaced.
SAVE *object-name*	A new source object is created. As *object-name*, you specify the name under which the source object is to be saved. The new source object is stored in the current library. If the source object exists, the command is rejected.
SAVE *object-name* *library-id*	When you save a source object under a different name or save a newly created object, the source object will, by default, be stored in the current library. If you wish to store it in another library, you have to specify the desired *library-id* after the *object-name*. A new source object is created, if the source object exists, the command is rejected.