CATALOG

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

Related commands: SAVE | STOW | UNCATALOG.

This command is used to compile the Natural programming object currently in the source work area of an editor and (if the syntax has been found to be correct) store the resulting object module in the Natural system file.

See also:

Natural Compiler in Natural *System Architecture*
Object Naming Conventions in *Using Natural*

Important:
The CATALOG 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.

CATALOG	If you do not specify an *object-name*, the object is cataloged in the current library under the name of the object last read into the source work area (for example, with EDIT or READ). An existing object code will be replaced.
CATALOG *object-name*	A new object is created. As *object-name*, you specify the name under which the new object is to be cataloged. It is stored in the current library. If the object exists, the command is rejected.
CATALOG *object-name* *library-id*	If you want the new object to be cataloged into another library, you must specify the *library-id* of that library. If the object exists, the command is rejected.

Note:
If an FDIC system file is specified in the parameter module which is not valid, Natural will display an appropriate error message when the CATALOG command is issued.