

STOW

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

Related commands: SAVE | CATALOG.

This command is used to compile and store a Natural programming object (in both source and object form) in the Natural system file. You can regard this command as a CATALOG followed by a SAVE.

See also:

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

STOW	If you use the command without <i>object-name</i> , the source code held in the source area as well as the generated code will be stored under the same name in the current library. Existing source and object code will be replaced.
STOW <i>object-name</i>	Use this command syntax to store a new object (source and generated code) named <i>object-name</i> in the current library. If the object exists in either source or cataloged form, the command is rejected.
STOW <i>object-name</i> <i>library-id</i>	If both <i>object-name</i> and <i>library-id</i> are specified, a new object will be created and stored under that name in the specified library ID. If the object exists in either source or cataloged form, 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 STOW command is issued.