

Syntax Element	Description
<i>operand1</i>	<p>Object Handle:</p> <p><i>operand1</i> must be defined as an object handle (HANDLE OF OBJECT). The object handle is filled when the object is successfully created. When not successfully returned, <i>operand1</i> contains the value NULL-HANDLE.</p>
OF CLASS <i>operand2</i>	<p>Class-Name:</p> <p><i>operand2</i> is the name of the class of which the object is to be created. For classes that are not registered as DCOM classes, it must contain the class name defined in the DEFINE CLASS statement. For classes that are registered as DCOM classes, it must contain either the ProgID of the class or the class GUID. For Natural classes that are registered as DCOM classes, the ProgID corresponds to the class name specified in the DEFINE CLASS statement.</p> <p>For further information, see the section <i>Registration with Natural</i>.</p> <p>CREATE OBJECT #01 OF CLASS "Employee" or CREATE OBJECT #01 OF CLASS "653BCFE0-84DA-11D0-BEB3-10005A66D231"</p>
ON NODE <i>operand3</i>	<p>Node:</p> <p>As <i>operand3</i> you specify the node where the object is created. This is only possible if the class is registered as a DCOM class.</p> <p>If the node clause is specified, an attempt is made to create the object on that node.</p> <p>If the node clause is not specified or contains a blank value, the object is created on the node that is specified in the system registry under the key RemoteServerName for that class. If this registry key is not specified, the object is created in the local Natural session. For example</p> <p>CREATE OBJECT #01 OF CLASS "Employee" ON NODE "volcano.iceland.com"</p>
GIVING <i>operand4</i>	<p>GIVING Clause:</p> <p>If this clause is specified, <i>operand4</i> contains either the Natural message number if an error occurred, or zero on success.</p> <p>If this clause is not specified, Natural run time error processing is triggered if an error occurs.</p>