

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: .

Stowing Objects in Using Natural Studio

Object Naming Conventions in Using Natural Studio

STOW	If you use the command without <i>object-name</i> , the current source object in the source work area and the generated code are stored in the library under the name of the object last read into the source work area (for example, with EDIT or READ).
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 file which is not valid, Natural will display an appropriate error message when the STOW command is issued.