

CREATE OBJECT

```

CREATE OBJECT operand1 OF [CLASS] operand2
                [ON [NODE] operand3]
                [GIVING operand4]
```

Operand	Possible Structure		Possible Formats												Referencing Permitted	Dynamic Definition				
Operand1		S																O	no	no
Operand2	C	S					A												yes	no
Operand3	C	S					A												yes	no
Operand4		S				N							I						yes	no

Function

The CREATE OBJECT statement is used to create an instance of a class. When a CREATE OBJECT statement is executed on Windows platforms, Natural checks if the name of the class specified in the statement is registered as a DCOM class. If this is the case, it creates the object using DCOM. If this is not the case, it searches for a class with that name in the current Natural library or in the steplibs and creates the object locally.

Object Handle - operand1

Operand1 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, *operand1* contains the value NULL-HANDLE.

Class-Name - operand2

Operand2 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. For further information, see the section Registration with Natural.

```

CREATE OBJECT #01 OF CLASS "Employee" or
CREATE OBJECT #01 OF CLASS "653BCFE0-84DA-11D0-BEB3-10005A66D231"
```

Node - operand3

This clause applies only on Windows platforms.

As *operand3* you specify the node where the object is created. This is only possible if the class is registered as a DCOM class. If the node clause is specified, an attempt is made to create the object on that node. 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

```
CREATE OBJECT #01 OF CLASS "Employee" ON NODE "volcano.iceland.com"
```

GIVING - operand4

If the GIVING clause is specified, *operand4* contains either the Natural message number if an error occurred, or zero on success.

If the GIVING clause is not specified, Natural run time error processing is triggered if an error occurs.