

CATALOG

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CATALOG [object-name [library-id]]
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The CATALOG command is used to compile the Natural programming object currently in the source work area of an editor and store the resulting object module in the Natural system file.



- The CATALOG command cannot be used if the profile parameter RECAT has been set to ON; in this case, use the STOW command to ensure that source code and object code match.
- For LDAs, PDAs, GDAs and Maps the CATALOG command cannot be invoked from the Next prompt.

object-name

As *object-name*, you specify the name under which the object is to be cataloged.

If you do not specify an *object-name*, the object is cataloged under the name of the object last read into the source work area (for example, EDIT, READ, RUN).

library-id

If you do not specify a *library-id*, the object is cataloged in the current library. If you want the object to be cataloged into another library, you must specify the *library-id* of that library.

Under Natural Security, you cannot specify a *library-id*; you can only store an object in your current library.