

STOW

This command applies to all platforms.

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

The STOW command is used to store an object (in both source and object form) in the Natural system file.

<i>object-name</i>	<p>The name of the object to be stored.</p> <ul style="list-style-type: none"> ● An object name need not be specified if an object is being stored that was read from the system file and is being stored under the same name. ● If the object is being stored under a different name, the new object name must be specified. ● If a new object is being stored, an object name must be specified. The new object name must not already exist in either source or object form.
<i>library-id</i>	<p>The ID of the library into which the object is to be stored.</p> <ul style="list-style-type: none"> ● If both the object name and the library ID are specified, the object name will be stored under the specified library ID. ● If the object name already exists under the library ID, an error message will be issued. ● If Natural Security is active, a library ID cannot be specified.

Notes:

- For LDAs, GDAs and Maps the STOW command cannot be invoked from the Next prompt.
- 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.