

SAVE

This command applies to all platforms.

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

The SAVE command is used to store a source object. The contents of the source work area are not affected.

<i>object-name</i>	<p>The name under which the object is to be saved.</p> <p>If a new object is being saved, an object name must be specified. If an object name is not specified, the object will be saved with the name set by the last command which caused a source object to be read into the source work area (for example, EDIT, READ or RUN).</p> <p>If an object name is specified without a library ID, Natural will determine if the object is stored under the current library ID. If the object is not stored under the current library ID, the object will be saved using the object name specified. Object names within a library must be unique.</p>
<i>library-id</i>	<p>When you save an object under a different name or save a newly created object, the object will, by default, be stored in the current library. If you wish to store it in another library, you have to specify the desired <i>library-id</i> after the <i>object-name</i>.</p> <p>Under Natural Security, you cannot specify a <i>library-id</i>; that is, you can store an object only in your current library.</p>

Note:

The SAVE command will be rejected for an object for which a cataloged object module exists and the parameter RECAT=ON is in effect. In this case, use the STOW command to ensure that the contents of source and object code match.