

CreateEngine Constants

Use these constants with the [CreateEngine](#) function.

```
equ CREATE_ENGINE_OPEN_EXISTING$ to 0x000
// Connect to an existing engine if possible, else create a new one
// Use this to create an engine connected to another database
equ CREATE_ENGINE_CREATE_NEW$ to 0x001
// Always create a new engine
// Engine will be created on the same machine as the calling engine
equ CREATE_ENGINE_OPEN_ALWAYS$ to 0x002
// Only connect to engines that already exist
// For OI4.1, the best way to connect to a remote engine
equ CREATE_ENGINE_INDEXER$ to 0x010
// Create an engine in indexing mode
equ CREATE_ENGINE_WAIT_ON_CLOSE$ to 0x020
```