

BPSFI - Object Search First in Buffer Pool

This Natural profile parameter is for:

- Mainframes
- UNIX and Windows

With this parameter, you determine the sequence in which a requested object that is to be executed is searched for in the buffer pool and in the system file(s). You can choose between two search sequences:

Possible settings	ON	<p>Search Sequence 1 is used (search buffer pool first for all libraries, then the system file(s)).</p> <p>Natural looks for the object in the following sequence until it is found:</p> <ol style="list-style-type: none"> 1. in the buffer pool, first in the current library, then in one steplib after another, then in the two SYSTEM libraries; 2. in the system file(s), first in the current library, then in one steplib after another, then in the two SYSTEM libraries. <p>For performance reasons, it is recommended that you set BPSFI=ON in production environments.</p>
	OFF	<p>Search Sequence 2 is used (alternating search in buffer pool and system file(s) for each library).</p> <p>Natural looks for the object in the following sequence until it is found:</p> <ol style="list-style-type: none"> 1. in the current library, first in the buffer pool, then in the system file(s); 2. in one steplib after another, first in the buffer pool, then in the system file(s) for each steplib; 3. in the two SYSTEM libraries, first in the buffer pool, then in the system file(s) for each library. <p>BPSFI=OFF is recommended in development environments to always get the most current object from your own current library.</p>
Default setting	OFF	
Dynamic specification	YES	
Specification within session	NO	