

# LIST

This document describes the use of the LIST command in a Natural for UNIX environment. Separate documents exist for Natural for Mainframes and for Windows.

<b>LIST</b>	[[ <i>object-type</i> ] <i>object-name</i> ]
	<b><u>DIRECTORY</u></b> [ <i>object-name</i> ]
	<b><u>VIEW</u></b> [ <i>view-name</i> ]
	<b><u>RESOURCE</u></b> [ <i>object-name</i> ]
	<b><u>ERROR</u></b> [ <i>object-name</i> ]
	<b><u>XREF</u></b>

To display the information of several objects, you use asterisk notation for the *object-name*, see Examples below.

## *object-type*

*
<b><u>P</u>ROGRAM</b>
<b><u>M</u>AP</b>
<b><u>D</u>ATA-AREAS</b>
<b><u>G</u>LOBAL</b>
<b><u>L</u>OCAL</b>
<b><u>P</u>ARAMETER</b>
<b><u>R</u>OUTINES</b>
<b><u>H</u>ELPROUTINE</b>
<b><u>S</u>UBPROGRAM   <u>N</u></b>
<b><u>S</u>UBROUTINE   <u>F</u>UNCTION</b>
<b><u>C</u>OPYCODE</b>
<b><u>T</u>EXT</b>
<b><u>R</u>ECORDING</b>
<b><u>D</u>IALOG   <u>3</u></b>
<b><u>C</u>LASS   <u>4</u></b>
<b><u>P</u>ROCESSOR   <u>C</u>P</b>
<b><u>V</u>IEW</b>

The LIST command is used to list one or more objects which are contained in the current library.

The following topics are covered below:

- Displaying an Individual Source
- LIST *object-type object-name*
- Displaying Directory Information
- Displaying DDMs

- Displaying File Information of Resource Objects
- Displaying File Information of Error Message Containers
- Displaying XRef Data

## Displaying an Individual Source

<b>LIST</b>	If you enter only the LIST command itself, without any parameters, the contents of the source work area will be listed.
<b>LIST</b> <i>object-name</i>	If you enter a single <i>object-name</i> with the LIST command, you need not specify the <i>object-type</i> ; the object's source code will be listed.

### **LIST** *object-type object-name*

If you specify an *object-type*, you must also specify an *object-name*.

To have all objects in the current library listed, you specify "\*" for the *object-type*, but no *object-name*.

To have all objects of a certain type listed, you specify a certain *object-type* and "\*" for the *object-name*.

If you wish a certain range of objects to be listed, you can use asterisk notation for the *object-name*:

#### **Examples:**

**LIST \*** Lists all objects in the current library, except DDMs - regardless of their types.

**LIST S \*** Lists all subroutines in the current library.

**LIST SYS\*** Lists all objects (of any type) whose names begin with "SYS".

**LIST M SYS\*** Lists all maps whose names begin with "SYS".

**LIST DIR PRG01** Lists directory information of object PRG01 in current library.

To select an object from the selection list for a function, you simply mark the object with the appropriate function code in the left-hand column.

The function codes are:

Code	Function
C	Check the object's source code.
D	Read the object's source code.
E	Edit the object's source (equivalent to the system command EDIT).
H	Print hardcopy of the object's source.
L	List the object's source code.
I	List Directory of the object's source code.
R	Run (that is, compile and execute) the object's source (equivalent to the system command RUN).
S	Stow the object in source and object form (equivalent to the system command STOW).
U	Delete the object's source and object form.
X	Execute the object (equivalent to the system command EXECUTE).
.	End.

Enter "?" or use F2 to display the list of the available function codes for the selected object.

## Displaying Directory Information

<b>LIST DIR</b>	<p>Displays the directory information about the last active object in the source work area:</p> <ul style="list-style-type: none"> <li>● <b>Source code:</b> "Saved-on" date and time, library name, user ID, programming mode (Reporting or Structured), operating system, Natural version, size</li> <li>● <b>Object code:</b> "Cataloged-on" date and time, library name, user ID, programming mode, operating system/version, Natural version, size, Endian mode</li> </ul> <p>In UNIX environments, directory information on the saved source code cannot be always exact, because the source code can be edited with non-Natural editors which are not under the control of Natural.</p>
<b>LIST DIR</b> <i>object-name</i>	Displays the directory information about the specified object.
<b>LIST DIR *</b>	Displays the directory information of several objects.

## Displaying Views

<b>LIST VIEW</b>	Displays a list of all views (DDMs).
<b>LIST VIEW</b> <i>view-name</i>	<p>If you specify a single view name, the specified view will be displayed.</p> <p>For the <i>ddm-name</i> you can use the same range notations (*, ?, &lt;, &gt;) as for <i>object-name</i> to display a list of a certain range of views.</p>

## Displaying File Information of Resource Objects

<b>LIST RES</b> <i>object-name</i>	Displays the file information about the specified resource object.
<b>LIST RES</b> *	Displays the file information of all resource objects of a library.

### Example:

LIST RESOURCE W\* Displays the file information of all objects whose name starts with a W.

## Displaying File Information of Error Message Containers

<b>LIST ERR</b> <i>object-name</i>	Displays the file information about the specified error message container.
<b>LIST ERR</b> *	Displays the file information of all error message containers of a library.

## Displaying XREF Data

<b>LIST XREF</b>	Displays all active cross-reference data for the current library. This command is only available if Predict with active cross-references is installed. See the Predict documentation.
------------------	---