

SYSBPM - Delete Objects

This function deletes one object or more from the buffer pool (BP) and/or the BP cache. To specify the object pool from which the object(s) is to be deleted, use the DELETE command as described in SYSBPM Direct Commands.

Objects that have a Current Use Count (see Directory Information) of **0** are deleted immediately. Objects of a Current Use Count greater than **0** are marked for deletion and deleted as soon as their Current Use Count is reset to **0**.

To invoke Delete Objects

- On the SYSBPM Main Menu, enter Function Code **D** and specify the object(s) to be deleted: see the valid field input values as described in Invoking and Operating SYSBPM.

Or, in the command line, enter
DELETE *library-name object-name dbid fnr*.