

# SYSBPM - Directory Information

This function is used to display the full directory of a Natural programming object currently loaded in the buffer pool or BP cache.

## To invoke Directory Information

- On the SYSBPM Main Menu:
  - In the Code field, enter Function Code **I**.
  - In the fields Object, Library, DBID and FNR, specify the object for which to display the directory: the valid input values are described in Invoking and Operating SYSBPM.
  - In the Object Pool field, enter the code that corresponds to the object pool from which to read the object directory information:

B or asterisk (*)	Buffer pool
C	BP cache

Or, in the command line, enter:

- DISPLAY DIRECTORY *library-name object-name dbid fnr*  
(directories of the specified objects loaded in the buffer pool).
- DISPLAY CDIRECTORY *library-name object-name dbid fnr*  
(directories of the specified objects loaded in the BP cache).

The Directory Information screen is displayed. Depending on the object pool (buffer pool or BP cache) selected, the screen provides different fields as described below.

Below is information on the Directory Information screen:

- Fields for Buffer Pool Objects
- Field for BP Cache Objects
- Commands

## Fields for Buffer Pool Objects

For directories of objects loaded in the buffer pool, the Directory Information screen provides the following fields and information on a specified object:

Field	Explanation
Directory of	The type (for example, map) and name of the object.
Loaded from Library	The name of the library from which the object was loaded into the buffer pool.
Loaded on DBID/FNR	The database ID and file number of the system file FNAT or FUSER from which the object was loaded into the buffer pool.
Loaded on <i>date/time</i>	The date and time when the object was loaded into the buffer pool.
Loaded by User	The ID of the user who executed the object.
Last Action on	The date and time when a user last executed the object.
BP Directory at Address	The address of the directory of the object in the buffer pool.
Object at Address	The address of the object in the buffer pool.
Allocated Size (KB)	The size that has been allocated in the buffer pool for the object.
Object Size	The size of the object.
Status (RLD)	<p>R The object is resident in the buffer pool. Resident means that the object is not deleted from the buffer pool, not even if its Use Count is set to <b>0</b>.</p> <p>L The object is currently locked.</p> <p>D The Delete call for the object is pending. The object will be deleted from the buffer pool as soon as its Current Use Count (see below) is set to <b>0</b>.</p>
Current Use Count	The number of applications currently executing the object.
Maximum Use Count	The maximum number of applications that have executed the object since it was loaded into the buffer pool.
BP Total Use	<p>The total number of times an object has been executed since it was loaded from the system file into the buffer pool.</p> <p>If a BP cache is used, the number in BP Total Use is also kept if the object is removed from the buffer pool and saved to the BP cache. BP Total Use is only reset if the object is deleted from the buffer pool <b>and</b> the BP cache.</p>
Cataloged	The information displayed in the Cataloged section of the Directory Information screen is identical to the information provided with the Natural system command LIST DIRECTORY as described in the relevant section in the Natural System Command Reference documentation.

## Fields for BP Cache Objects

For directories of objects loaded in the BP cache, the Directory Information screen provides the following fields and information on a specified object:

<b>Field</b>	<b>Explanation</b>
<i>object-type</i>	The type (for example, map) and name of the object.
Library	The name of the library from which the object was loaded into the buffer pool.
DBID/FNR	The database ID and file number of the system file FNAT or FUSER from which the object was initially loaded into the buffer pool.
Last Put	The date and time when the object was last loaded from the BP cache into the buffer pool.
BP Load Time	The date and time when the object was first loaded into the buffer pool.
Cache Load Time	The date and time when the object was first loaded into the BP cache.
Last Get	The date and time when the object was last swapped from the buffer pool into the BP cache.
Position Index	Serially numbered internal Natural position index of the objects in the BP cache.
First Data Block Offset	The address of the directory of the object in the BP cache.
Allocated Size (KB)	The size that has been allocated in the BP cache for the object.
Object Size	The size of the object.
Status	L Locked while load function is ongoing. D Locked for delete.
Reuse	Indicates how many times the object has been returned from the BP cache to the buffer pool.
BP Total Use	The total number of times an object has been executed since it was initially loaded from the system file into the buffer pool and then into the BP cache.
Cataloged	The information displayed in the Cataloged section of the Directory Information screen is identical to the information provided with the Natural system command LIST DIRECTORY as described in the relevant section in the Natural Command Reference documentation.

## Commands

In addition to the commands listed in SYSBPM Direct Commands, in the command line of the Directory Information screen, you can enter any of the SYSBPM direct commands listed below:

<b>Command</b>	<b>Function</b>
<u>F</u> DELETE	Buffer pool only. Deletes an object immediately from the buffer pool, regardless of its Use Count.
<u>R</u> ESIDENT	Buffer pool only. Marks an object as resident. Resident means that the object is not deleted from the buffer pool, not even if its Use Count is set to <b>0</b> .
<u>C</u> LEAR	Buffer pool only. Releases an object marked as resident.
<u>D</u> ELETE	Marks an object for deletion. See Status <b>D</b> of the buffer pool or BP cache above.
<u>N</u> EXT	Only applies if a range of objects was selected: Displays one object after the other and then redisplay the screen on which NEXT was entered.