

# SYSBPM Direct Commands

The SYSBPM utility provides commands to directly execute SYSBPM functions or navigate in screens in online or batch mode.

SYSBPM direct commands that refer to the BP cache or buffer pool hash table only apply to buffer pools of the type Natural.

The SYSBPM direct commands listed in the table below can be entered in the command line of any SYSBPM screen. An underlined portion of a SYSBPM command represents an acceptable abbreviation. Letters in italics represent variable information. You must supply a valid value when specifying this term.

Command	Parameters	Function
<u>ADD</u> <u>BL</u> ACKLIST	none	Invokes the Maintain Blacklist screen.
<u>ADD</u> <u>SET</u>	<i>library-name set-name</i>	Adds all objects of a specified object set to the blacklist as described in Add Object Set to Blacklist.
<u>BL</u> ACKLIST	none	Invokes the Blacklist Maintenance menu.
<u>BO</u> TTOM	none	Scrolls to the end of a list.
<u>C</u> ANCEL	none	Same as EXIT.
<u>C</u> HECK <u>H</u> ASH <u>C</u> HECK <u>H</u> T	none	Checks the BP hash table for consistency and returns the number of inconsistencies found.  See also REBUILD HASH.
<u>C</u> LOSE BPC	none	BP cache required.  Invokes the function Close BP Cache. The buffer pool runs without BP cache afterwards. You can restart the BP cache by using the INITIALIZE BPC command.

Command	Parameters	Function
<u>DELETE</u>	none	Deletes all objects from the buffer pool and the BP cache (BPC).  If entered on the Directory Information screen: see DELETE under Commands in the relevant section.
<u>DELETE</u>	<i>library-name object-name dbid fnr</i>	Deletes the specified object(s) from the buffer pool and the BP cache (BPC) as described in Delete Objects.
<u>DELETE ALL</u>	none	Deletes all objects from the blacklist as described in Delete Object from Blacklist.
<u>DELETE BUFFERPOOL</u> <u>DELETE BP</u>	none	Deletes all objects from the buffer pool only.
	<i>library-name object-name dbid fnr</i>	Deletes the specified object(s) from the buffer pool only.
<u>DELETE BPC</u>	none	BP cache required.  Deletes all objects from the BP cache (BPC) only.
	<i>library-name object-name dbid fnr</i>	BP cache required.  Deletes the specified object(s) from the BP cache (BPC) only.
<u>DELETE BLACKLIST</u>	none	Invokes the Maintain Blacklist screen where you can delete blacklist entries.
<u>DELETE SET</u>	<i>library-name set-name</i>	Deletes all objects of the specified object set from the blacklist as described in Delete Object Set from Blacklist.
<u>DISPLAY ALL</u>	none	Same as DISPLAY LIST.
<u>DISPLAY BUFFERPOOL</u> <u>DISPLAY BP</u>	none	See Display Buffer Pools in Select Buffer Pool.

<b>Command</b>	<b>Parameters</b>	<b>Function</b>
<u>D</u> ISPLAY <u>B</u> LACKLIST	none	Invokes the Maintain Blacklist screen.
<u>D</u> ISPLAY <u>C</u> DIRECTORY	none	BP cache required. Invokes the Directory Information screen.
<u>D</u> ISPLAY <u>C</u> GENERAL	none	BP cache required. Invokes the General BP Cache Statistics screen.
<u>D</u> ISPLAY <u>C</u> HASH	none	Invokes the function BP Cache Hash Table Statistics and displays the Cache Hash Table Collisions screen.
<u>D</u> ISPLAY <u>C</u> LIST	<i>library-name object-name dbid fnr</i>	BP cache required. Invokes the List Objects screen.  In contrast to the command DISPLAY LIST, this command generates a statistics report that displays data about BP cache objects at the beginning of the list.
<u>D</u> ISPLAY <u>C</u> LOAD	none	BP cache required. Invokes the BP Cache Call Statistics screen.
<u>D</u> ISPLAY <u>C</u> STATISTICS	none	BP cache required. Invokes the BP Cache Statistics Main Menu.
<u>D</u> ISPLAY <u>D</u> IRECTORY	<i>library-name object-name dbid fnr</i>	Invokes the Directory Information screen.
<u>D</u> ISPLAY <u>F</u> RAGMENTATION	none	Invokes the Buffer Pool Fragmentation screen.
<u>D</u> ISPLAY <u>F</u> UNCTION	none	Invokes the Internal Function Usage screen.
<u>D</u> ISPLAY <u>G</u> ENERAL	none	Invokes the General Buffer Pool Statistics screen.

<b>Command</b>	<b>Parameters</b>	<b>Function</b>
<u>D</u> ISPLAY <u>H</u> ASH <u>D</u> ISPLAY <u>H</u> T	none	Invokes the function Buffer Pool Hash Table Statistics and displays the Hash Table Collisions screen.
<u>D</u> ISPLAY <u>H</u> DIRECTORY	<i>library-name object-name dbid fnr</i>	Invokes the Directory Information Hex screen that displays in hexadecimal format the directory information of an object.
<u>D</u> ISPLAY <u>H</u> EX	<i>library-name object-name dbid fnr</i>	Invokes the Hexadecimal Display screen that displays in hexadecimal format the source of an object.
<u>D</u> ISPLAY <u>L</u> IST	<i>library-name object-name dbid fnr</i>	Invokes the List Objects screen.  In contrast to the command DISPLAY CLIST, this command generates a statistics report that displays data about buffer pool objects at the beginning of the list.
<u>D</u> ISPLAY <u>L</u> OAD	none	Invokes the Buffer Pool Load/Locate Statistics screen.
<u>D</u> ISPLAY <u>S</u> TATISTICS	none	Invokes the BP Statistics Main Menu.
<u>E</u> DIT <u>P</u> RELOADLIST	<i>list-name</i>	Invokes the Edit Preload List screen.
<u>E</u> DIT <u>S</u> ET	<i>library-name set-name</i>	Invokes the Edit Object Set screen as described in Blacklist Maintenance.
<u>E</u> XIT	none	Leaves the current function/screen and displays the previous screen.
<u>F</u> LIP	none	Switches the PF-key line, if applicable.
<u>G</u> ENERATE <u>P</u> RELOADLIST	<i>list-name gen-library</i>	Invokes the function Generate Preload List from Buffer Pool.

Command	Parameters	Function
INITIALIZE	none, 1, 2, 4, 8, 12, 16	<p>Reinitializes the buffer pool and the BP cache. If no text record size is specified, the current text record size will be taken.</p> <p>Only use this function if the Current Use Count (see Directory Information) is equal to zero (see Warning below) or if the buffer pool has been destroyed.</p> <p><b>Warning:</b> If you try to reinitialize the buffer pool while objects are being executed by active sessions in this buffer pool, the window Confirm Initialization appears with the Current Use Count for this buffer pool (not counting the SYSBPM user himself). If Current Use Count is <b>not</b> equal to zero and you enter <b>Y</b> to confirm the reinitialization of the buffer, the results of the active sessions are unpredictable and Natural can even abend.</p>
INITIALIZE BP	none, 1, 2, 4, 8, 12, 16	<p>Reinitializes the buffer pool only. If no text record size is specified, the current text record size will be used.</p> <p>See also Warning above.</p>
INITIALIZE BPC	none	<p>BP cache required.</p> <p>Reinitializes the BP cache only. The text record size of the BP cache is fixed (4 KB).</p>

Command	Parameters	Function
LAST	none	Displays the SYSBPM direct command entered most recently. The equivalent PF key is PF4.
<u>LIST</u> <u>PRELOADLIST</u>	<i>list-name</i>	Invokes the List Preload Lists screen for the specified object.
<u>LIST</u> <u>SET</u>	<i>library-name set-name</i>	Invokes the List Object Sets screen for the specified library or object as described in Blacklist Maintenance.  Asterisk (*) is also allowed for <i>set-name</i> .
MENU	none	Invokes the SYSBPM Main Menu as described in Invoking and Operating SYSBPM.
<u>PRELOADLIST</u>	none	Invokes the Preload List Maintenance menu.
QUIT	none	Same as EXIT.
<u>REBUILD</u> <u>HASH</u> <u>REBUILD</u> <u>HT</u>	none	This function is used to rebuild hash tables if inconsistencies are found with CHECK HASH.  REBUILD HASH deletes the current hash table and rebuilds a new hash table from the current buffer pool contents.
<u>RESET</u> <u>BUFFERPOOL</u> <u>RESET</u> <u>BP</u>	none	See Reset Buffer Pool in Select Buffer Pool.
<u>SELECT</u> <u>BUFFERPOOL</u> <u>SELECT</u> <u>BP</u>	none	Only applies to buffer pools of the type Natural, DL/I or Sort.  See Select Buffer Pool.
<u>SORT</u> <u>BPC</u>	(syntax below)	Sorts the BP cache as described in Display Sorted Extract.

<b>Command</b>	<b>Parameters</b>	<b>Function</b>
<u>Sort</u> <u>BufferPool</u>	(syntax below)	Sorts the buffer pool as described in Display Sorted Extract.
STOP	none	Leaves the SYSBPM utility.
<u>TOP</u>	none	Scrolls to the beginning of a list.
<u>WRITE BP</u> <u>WRITE BPC</u> <u>WRITE ALL</u>		Writes object directory data to a local file or a PC text file.  See also Write to Work File.
+	none	Scrolls one page down in a list.
-	none	Scrolls one page up in a list.

## SORT

$\text{SORT} \left[ \left\{ \begin{array}{c} \text{BUFFERPOOL} \\ \text{BP} \end{array} \right\} \right] \left\{ \begin{array}{c} \text{OBJECT} \\ \text{TOTAL} \\ \text{LAST} \end{array} \right\} \left[ \left\{ \begin{array}{c} \text{D} \\ \text{A} \end{array} \right\} \right]$
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## SORT BPC

$\text{SORT BPC} \left\{ \begin{array}{c} \text{OBJECT} \\ \text{TOTAL} \\ \text{LAST} \end{array} \right\} \left[ \left\{ \begin{array}{c} \text{D} \\ \text{A} \end{array} \right\} \right]$
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