

# SCRATCH

**Note:**

This command is for UNIX/OpenVMS and Windows platforms only.

**SCRATCH** [*object-name ...*]

The SCRATCH command is used to delete one or more objects - in both source and object form.

As *object-name*, you specify the name(s) of the object(s) to be deleted. You can only delete objects which are stored in your current library.

If you wish to delete all objects whose names begin with a specific string of characters, use asterisk notation for the *object-name*.

If you enter the SCRATCH command without an *object-name* or without an *object-name* but with an asterisk, a list of all objects in the current library will be displayed; on the list you may then mark the objects to be deleted.

**Notes:**

The contents of the source work area is not affected by the SCRATCH command.

If an FDIC system file is specified in the parameter file which is not valid, Natural will display an appropriate error message when the SCRATCH command is issued.