

# Find - GUIs

**Only applies if the Advanced-User mode is activated.**

This function is used to locate objects in your Natural environment. In addition to the view function (see the relevant section), the find provides options to specify further criteria for the object selection.

For information on the table columns and cells that appear in the boxes generated by the find function, refer to the section Object Specification.

## **To invoke the find function**

- In the View window, or any unload, load or scan window (Advanced-User mode only), from the Actions menu, select Find and the type(s) of object(s) provided for selection:
  - Natural Library Objects
  - Natural System Error Messages
  - Natural Command Processor Sources
  - FDTs
  - DDMs  
(remote environments only)
  - SELECTION or LIST
- Choose a type of object.  
Depending on the type selected, a box appears asking for input of selection criteria.
- Enter the data required and choose Find.  
If the object(s) specifications match the items available in your environment, a window appears listing the corresponding hits.
- From any of the object selection tables generated by the find command, you have the following choices as described in the section View:
  - Deleting Objects
  - Saving Object Selections
- If the load or unload function of the Object Handler has been activated, you can load or unload objects selected by choosing Load or Unload from the Objects menu. See Advanced User Unload or Advanced User Load/Scan in the section Advanced User for further information.

## **To terminate the find function**

- From the Object menu, choose Close.  
Or click the standard Windows close button.