

# Maintaining XRef Data

XRef data is only meaningful in conjunction with the program from which it is derived. Therefore applications and commands used to copy, rename, move or delete members also permit the processing of XRef data along with the members.

The different methods of maintaining XRef data are listed below.

This section contains the following topics:

- Using SYSMAIN, NATLOAD, NATUNLD or INPL
- Using SCRATCH, UNCAT, DELETE, PURGE and RENAME
- Using Predict Special Functions
- Using the Predict Coordinator

## Using SYSMAIN, NATLOAD, NATUNLD or INPL

Using the Natural utilities SYSMAIN, NATLOAD, NATUNLD or INPL XRef data can be copied, renamed, moved or deleted along with Natural members. The parameter XREF then determines how XRef data is treated:

N	Process the program alone
Y	Process both the program and its XRef data only if XRef data exists for the program in the source library
F	Process both the program and its XRef data only if XRef data for the program exists in the source library, and then only if a data dictionary object for the program exists in the target library
S	Process any XRef data present

See the respective Natural documentation for more information.

If a program is replaced by another program, the XRef data for the old program is deleted.

## Using SCRATCH, UNCAT, DELETE, PURGE and RENAME

- If a Natural member is deleted with the SCRATCH (UNCAT, DELETE or PURGE) command, its XRef data is deleted along with the **object code**.
- If a Natural object code is renamed with the RENAME command, its XRef data is renamed along with the **object code**.

## Using Predict Special Functions

XRef data documenting members that have been deleted can be deleted using functions from the Predict Maintain Active References menu, which is called from the Special Functions menu.

## Using the Predict Coordinator

XRef data can be transferred using the Predict Coordinator. See the Predict Coordinator documentation for more information.

