

# SYSBPM - Delete Object from Buffer Pool

This function is used to delete one object or more from the buffer pool. Unless specified with the DELETE command (see SYSBPM Direct Commands), an object will always be deleted from the buffer pool (BP) cache too.

Objects that have a Current Use Count (see Object Directory Information) of **0** are deleted immediately. Objects of a Current Use Count greater than **0** are marked for deletion and deleted as soon as their Current Use Count is reset to **0**.

## To invoke Delete Object from Buffer Pool

- On the SYSBPM Main Menu, enter Function Code **D** and specify the object(s) to be deleted: see the valid field input values as described in Invoking and Operating SYSBPM.

Or, in the command line, enter  
DELETE *library-name object-name dbid fnr*.