

# SYSBPM - Individual Object Statistics

This function is used to display and access the objects currently located in the buffer pool or the cache (if used).

## To invoke the Individual Object Statistics screen

- On the SYSBPM Main Menu, in the Code field, enter Function Code **S**.  
Or, to go directly to the statistical data about the buffer pool, in the command line, enter the direct command `DISPLAY INDIVIDUAL`.  
Or, to go directly to the statistical data about the cache, in the command line, enter the direct command `DISPLAY CINDIVIDUAL`.

The Individual Object Statistics screen lists all individual objects

1. currently located in the buffer pool (first part of the screen display) and
2. currently located in the cache (second part of the screen display).

The statistics displayed are "snapshots" of the contents of the buffer pool which are refreshed every time you press `ENTER`.

Below is information on the statistical data displayed on the screen and the commands available to navigate in the screen, access the objects displayed and manipulate their status:

- Fields and Columns
- Navigation
- Line Commands

## Fields and Columns

The Individual Object Statistics screen provides the following columns and fields:

Column	Explanation
C	In this column, you can enter a command to perform a function for the object. The functions are described below.
Library	The library from which the object was loaded.
Object	The name of the object. If the name is <code>RUNTIME</code> , the object has been invoked with the <code>RUN</code> command (buffer pool only).
DBID	The database ID of the Natural system file from which the object was loaded.
FNR	The file number of the Natural system file from which the object was loaded.



Column	Explanation
Sto	Storage that has to be allocated for the object in the buffer pool or cache. For cache objects, this value is a multiple of the text record size (4 KB).

## Navigation

To scroll in the list, you can use the following PF keys and direct commands:

PF Key	Command	Function
PF1		Help. Lists all available commands and functions.
PF4	LAST	Repeats the last command executed.
PF5	CACHE	Only applicable if cache data exists.  Scrolls to the top of the list with statistical data about cache objects.
PF6	--	Scrolls to the top of the list with statistical data about buffer pool objects.
PF7	-	Scrolls up one page.
PF8	+	Scrolls down one page.
PF9	++	Scrolls to the end of the list.
PF10	<	Displays the default screen with the fields truncated underneath the columns Use, Max, Reuse, TotalUC, ObjSize and Sto.  Press PF11 or enter the line command VA below to display the fields in full length.
PF11	>	Alternative to the line command VA below. Displays the full length of the fields positioned underneath the columns Use, Max, Reuse, TotalUC, ObjSize and Sto. (they are truncated by default).  Press PF10 to switch back to the default display.

## Line Commands

In column C of the statistics screen, for each of the objects listed the following line commands apply:

Command	Function
CL	Buffer pool only. Releases an object marked as resident.
LD	Buffer pool only. Corresponds to the function Object Directory Information.
FO	Buffer pool only. Deletes an object immediately from the buffer pool, regardless of the relevant Use counter.
DE	Marks an object to be deleted from the buffer pool or cache. The object is deleted as soon as the relevant Use counter is set to <b>0</b> . If issued for a buffer pool object, the object will be deleted from both the buffer pool and the cache. If issued for a cache object, the object will be deleted from the cache only.
RE	Buffer pool only. Marks an object as resident, which means that the object is not deleted from the buffer pool, not even if the relevant Use counter is set to <b>0</b> .
OB	Buffer pool only. Corresponds to the function Display Object Hexadecimally.
VA	Displays fields in full length. See also the alternative key PF11 above.

For each command entered, a confirmation message is displayed for the relevant line overwriting text of existing rows. Possible messages are: "failed" (in response to any function that has not been executed successfully), "deleted" (in response to the command DE or FO), "released" (in response to the command CL), "resident" (in response to the command RE).