

SYSBPM - Object Directory Information

This function displays the full directory of an object currently contained in the buffer pool.

You can either select this function on the SYSBPM Main Menu, or invoke it by entering the direct command `DISPLAY DIRECTORY`.

The "Object Directory Information" screen is then displayed. The screen is divided into three sections:

The upper section of the screen shows the name, library name, database identification and file number of the specified object. In addition, it shows when, and requested by which user, the object was loaded into the buffer pool, and the date and time of the most recent action performed on the object.

The middle section of the screen provides the following information:

Item	Explanation
BP Directory at Address	The storage address of the directory of the specified object in the buffer pool.
Object at Address	The storage address of the specified object in the buffer pool.
Allocated Size	The size that has to be allocated to contain the specified object. It is a multiple of the text record size.
Object Size	The size of the specified object.
Status	<p>R The object is set to be resident in the buffer pool.</p> <p>L The object is currently being loaded into the buffer pool.</p> <p>D The object is pending a delete request. It is deleted from the buffer pool as soon as its current use count becomes 0.</p>
Current Use Count	The number of Natural users who are executing this object at this specific point in time.
Maximum Use Count	The maximum number of concurrent executes of this object since it has been loaded into the buffer pool.
Total Use	<p>The total number of executes of this object since it has been loaded into the buffer pool.</p> <p>If a cache is used, this value is not lost if the object is removed from the buffer pool and saved to the cache. Therefore, this value indicates the number of uses of this object since it has been loaded from the system file.</p>

The information shown in the lower section of the screen is similar to the information you receive with the Natural system command `LIST DIRECTORY`.

Functions for the Objects Displayed

For the object displayed, you can perform one of the following functions by entering one of the following direct commands in the command line:

Command	Function
<u>F</u> DELETE	Deletes an object immediately from the buffer pool, regardless of its use count.
<u>R</u> ESIDENT	Marks an object as resident, which means that the object is not deleted from the buffer pool, not even if its use count becomes "0".
<u>C</u> LEAR	Releases an object marked as resident.
<u>D</u> ELETE	Marks an object for deletion.