

SYSBPM - Delete Object from Buffer Pool

With this function, you can delete one or more objects from the buffer pool. Unless specified differently (see Direct Commands), an object will always be deleted from the buffer pool cache too.

To delete objects from the buffer pool

- Select this function on the SYSBPM Main Menu or enter the direct command DELETE.
- Specify the object(s) to be deleted either in the corresponding input fields on the SYSBPM Main Menu or as parameters following the direct command.
- In the Library and Object fields, you can specify a fully-qualified name, a partly-qualified name or asterisk notation (*).
- In addition, you can specify a DBID and FNR as selection criteria. Default values are "0"; that is, no specification of a database and/or file number is made.

Deleting a Single Object

To delete a specific object from the buffer pool

- Specify the full name of the object and the library, as well as the DBID and FNR.

Deleting All Objects of a Library

To delete from the buffer pool all objects that were loaded from a specific library

- Specify the library name, DBID and FNR; in the Object field, you enter an asterisk (*).

Deleting All Objects

To delete all objects currently in the buffer pool

Enter an asterisk (*) in the Library field and in the Object field, and enter a "0" in the DBID and FNR fields.

Time of Deletion

Objects that have a current use count of 0 are deleted immediately. Objects that have a non-zero current use count are deleted as soon as their current use count returns to 0.