

# BPPROP - Global Buffer Pool Propagation

This Natural profile parameter only applies under z/OS and BS2000/OSD.

It controls the propagation of changes to an object in a buffer pool. If a modification occurs affecting a Natural object residing in one (global or local) buffer pool, this modification can be propagated to other global buffer pools - this will ensure the consistency of the buffer pools.

<b>Possible settings</b>	OFF	Changes are not propagated to any other global buffer pool.  <b>Note for z/OS:</b> Any setting other than OFF requires that the Authorized Services Manager is active.
	GLOBAL	Changes are propagated to all other global buffer pools.  <b>In a z/OS Parallel Sysplex environment:</b> The changes are only propagated within the current z/OS image. (*)
	PLEX	Changes are propagated to all other global buffer pools of the same name within the entire z/OS Parallel Sysplex environment. (*)
	GPLEX	Changes are propagated to all other global buffer pools within the entire z/OS Parallel Sysplex environment. (*)  <b>Note for BS2000/OSD:</b> The setting GPLEX has the same effect as GLOBAL.
<b>Default setting</b>	OFF	
<b>Dynamic specification</b>	yes	
<b>Specification within session</b>	no	

\* **Under z/OS:** The propagation is always restricted to the Natural subsystem in which the change has occurred; that is, the scope of the propagation, as set with the BPPROP parameter, applies only within that subsystem, but not to other subsystems. For details, see *Natural Subsystem* in the *Operations* documentation.

For further information on the propagation, see *Natural Global Buffer Pool* in the *Operations* documentation.