

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.

Possible settings	OFF	Changes are not propagated to any other global buffer pool. Note for z/OS: Any setting other than OFF requires that the Authorized Services Manager is active.
	GLOBAL	Changes are propagated to all other global buffer pools. In a z/OS Parallel Sysplex environment: 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. (*) Note for BS2000/OSD: The setting GPLEX has the same effect as GLOBAL.
Default setting	OFF	
Dynamic specification	yes	
Specification within session	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.