

# SYSMAIN

<b>SYSMAIN</b>
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This command is used to invoke the *SYSMAIN* utility. You use this utility to perform operations such as copy, move and delete on Natural objects. The *SYSMAIN* utility is also used to transfer objects within the Natural system from one environment to another using the import function.

For further information, see *SYSMAIN Utility - Object Maintenance* in the *Utilities* documentation.