

Delete Objects

This function deletes one object or more from the buffer pool (BP) and/or the BP cache. To specify the object pool from which the object(s) is to be deleted, use the DELETE command as described in *SYSBPM Direct Commands*.

An object that has a **Current Use Count** (see *Directory Information*) of 0 (zero) is deleted immediately. 0 denotes that such an object is no longer used. An object with a **Current Use Count** greater than 0 is marked for deletion and deleted as soon as its **Current Use Count** changes to 0.

Start of instruction set **To invoke Delete Objects**

- In the SYSBPM **Main Menu**, enter function code D and specify the object(s) to be deleted: see the valid field input values described in *Invoking and Operating SYSBPM*.

Or:

Enter the following SYSBPM direct command:

```
DELETE library-name object-name dbid fnr
```