

# Preload List Maintenance

This function only applies to buffer pools of the type Natural.

**Preload List Maintenance** is used to maintain preload lists. In a preload list, you can specify the names of Natural objects that are to be loaded into the buffer pool when the buffer pool is initialized.

The source code of a preload list is stored as a Natural source object of the type Text in the Natural system library SYSBPM. The first line of a preload list source contains the comment **\*\*BPL\*\*** (buffer pool preload list).

For further information on the preload list, see the relevant section in *Natural Buffer Pool in the Operations* documentation.

## To invoke Preload List Maintenance

- In the SYSBPM **Main Menu**, enter the following function code:

P
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Or:

Enter the following SYSBPM direct command:

PRELOADLIST
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The **Preload List Maintenance** menu appears.

The functions provided in the **Preload List Maintenance** menu are explained in the following section. This section also provides information on additional preload list maintenance functions.

- List Preload Lists
- Edit Preload List
- Generate Preload List from Buffer Pool
- Delete Preload List
- Additional Maintenance Functions with Utilities

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## List Preload Lists

This function invokes the **List Preload Lists** screen which displays a list of all existing preload lists.

## To invoke List Preload Lists

- In the **Preload List Maintenance** menu, enter function code L and the name of a preload list. Asterisk (\*) notation is also allowed for a preload list name.

Or:

Enter the following SYSBPM direct command:

```
LIST PRELOADLIST list-name
```

Asterisk (\*) notation is also allowed for *list-name*.

The **List Preload Lists** screen appears.

For a list of available line commands, enter a question mark (?) in the leftmost screen column (prefix information).

For a list of commands that can be entered in the command line of the **List Preload Lists** screen, invoke the **Help** window by entering a question mark (?) in the command line. If required, press PF7 to scroll backward and PF8 to scroll forward in the window.

## Edit Preload List

This function invokes the **Edit Preload List** screen where you can create a new preload list, add objects to an existing list or delete objects from it.

### Important:

The editing functions provided on the **Edit Preload List** screen are a subset of the functions provided by the Software AG Editor (described in the *Editors* documentation). Therefore, before you start a Natural session to edit a preload list, set the Natural profile parameter EDPSIZE to a value greater than 0 (zero); see also *Profile Parameters* in the *Parameter Reference* documentation. We recommend that you set EDPSIZE to a minimum of 100.


For a list of available line commands, enter a question mark (?) in the leftmost screen column (prefix information).

For a list of commands that can be entered in the command line of the **Edit Preload List** screen, invoke the **Help** window by entering a question mark (?) in the command line. If required, press PF7 to scroll backward and PF8 to scroll forward in the window.

This section covers the following topics:

- Creating Preload Lists
- Modifying Preload Lists

## Creating Preload Lists

 To create a preload list

- In the **Preload List Maintenance** menu, specify the following:
  - Enter function code **E**.
  - Clear the contents of the field **Preload List Name**, that is, do *not* enter the name of a preload list.
  - In the fields **Library** and **Objects**, leave the default asterisk (\*).

The **Edit Preload List** screen appears.

- In the relevant input fields, enter the name of the library where the objects are stored, the names of the objects and the corresponding database IDs (DBID) and file numbers (FNR).

If DBID and FNR are left blank, they will be taken from the current system file FUSER or FNAT in libraries whose names start with SYS (except the library SYSTEM).

The resident flag will be set to Y (Yes) in column **R** on the editing screen if no value is entered. Resident means that the object is not deleted from the buffer pool, not even if its **Use Count** changes to 0 (zero). (**Use Count** corresponds to **Current Use Count** described in *Directory Information*.)

- To save the preload list as a source object of the type Text in the library SYSBPM, in the command line of the **Edit Preload List** screen, enter the following command:

```
SA set-name
```

See also *Generate Preload List from Buffer Pool*.

## Modifying Preload Lists

### To add a new object to a preload list

- In the **Preload List Maintenance** menu, enter function code **E** and the name of a preload list.

Or:

On the **List Preload Lists** screen, in the leftmost column, next to the preload list required, enter the following line command:

```
E
```

Or:

Enter the following SYSBPM direct command:

```
EDIT PRELOADLIST list-name
```

The **Edit Preload List** screen appears with the specified preload list.

2. Complete the input fields by entering the name of the library where the objects are stored, the names of the objects and the corresponding database IDs (DBID) and file numbers (FNR).

If DBID and FNR are left blank, they will be taken from the current system file FUSER or FNAT in libraries whose names start with SYS (except the library SYSTEM).

3. To save the modifications, in the command line of the **Edit Preload List** screen, enter the following:

```
SA
```

### ▶ To modify an object of a preload list

1. In the **Preload List Maintenance** menu, enter function code E, a library name and the name of a preload list.

Or:

On the **List Preload Lists** screen, in the leftmost column, next to the preload list required, enter the following line command:

```
E
```

Or:

Enter the following SYSBPM direct command:

```
EDIT PRELOADLIST list-name
```

The **Edit Preload List** screen appears with the specified preload list.

2. In the relevant input field(s), replace the existing entries with new values.
3. To save the modifications, in the command line of the **Edit Preload List** screen, enter the following:

```
SA
```

### ▶ To delete an object from a preload list

1. In the **Preload List Maintenance** menu, enter function code E, a library name and the name of a preload list.

Or:

On the **List Preload Lists** screen, in the leftmost column, next to the preload list(s) required, enter the following line command:

```
E
```

Or:

Enter the following SYSBPM direct command:

```
EDIT PRELOADLIST list-name
```

The **Edit Preload List** screen appears with the specified preload list.

2. In the leftmost column, next to the object required, enter the following line command:

```
D
```

The specified object is removed from the preload list.

3. To save the modification, in the command line of the **Edit Preload List** screen, enter the following:

```
SA
```

## Generate Preload List from Buffer Pool

This function is used to generate a new preload list by using the names of the objects currently loaded in the buffer pool. From the objects that are currently in the buffer pool, you can select those you wish to be included in the preload list.

 **To generate a preload list, use either of the following options:**

1. In the **Preload List Maintenance** menu, enter function code G and the name of a preload list. In the fields **Library**, **Objects**, **Resident**, **Use Count** and **Total Use Count**, specify the objects to be included in the list:
  - To include all objects that are currently in the buffer pool, enter an asterisk (\*) in the fields **Library**, **Objects** and **Resident**, and leave the fields **Use Count** and **Total Use Count** blank.
  - Or:  
To include specified objects in the buffer pool, in the fields described below, you can enter the following values:

<b>Library</b>	A single name or asterisk (*) notation.
<b>Objects</b>	A single name or asterisk (*) notation.
<b>Resident</b>	An asterisk (*) for all objects or Y (Yes) for all objects currently marked as resident in the buffer pool.
<b>Use Count</b>	A numeric start <i>value</i> (>), for example >10. Selects all objects with a <b>Use Count</b> greater than or equal to <i>value</i> .  This field corresponds to <b>Current Use Count</b> described in <i>Directory Information</i> .
<b>Total Use Count</b>	A numeric start <i>value</i> (>), for example >10. Selects all objects with a <b>Total Use Count</b> greater than or equal to <i>value</i> .  This field corresponds to <b>BP Total Use</b> described in <i>Directory Information</i> .

- Enter either of the following SYSBPM direct commands:

```
GENERATE PRELOADLIST list-name
```

or

```
GENERATE PRELOADLIST list-name gen-library
```

(See also the explanations of field values above).

A message appears confirming that the preload list was generated from the buffer pool.

All preload list objects will be generated as resident (entry Y in column **R**) by default. Choose manually, which objects you want to remove from the list.

Objects from the library SYSBPM will not be included in the generated preload list as it can be assumed that these are objects which were only loaded into the buffer pool in order to execute this function.

## Delete Preload List

### To delete a preload list

- In the **Preload List Maintenance** menu, enter function code L and the name of a preload list.

Or:

Enter the following SYSBPM direct command:

```
LIST PRELOADLIST list-name
```

The **List Preload Lists** screen appears.

2. In the leftmost column, next to the object required, enter the following line command:

D
---

The **DELETE** window appears.

3. Confirm the deletion by entering the name of the preload list.

A confirmation message appears.

## Additional Maintenance Functions with Utilities

The Natural utilities SYSMAIN and Object Handler provide additional functions for maintaining preload lists. Functions include transferring preload lists between different Natural libraries and system files and/or different mainframe platforms and deleting or finding preload lists in a different environment.

When using a Natural utility, an preload lists is treated like any other source object of the type Text.

For details, refer to the relevant sections in the *Utilities* documentation.