Find

This function is used to locate objects in your Natural environment and generate a report list of the objects found. In addition to the view function (see the relevant section), the find function provides options to specify further criteria for the object selection.

▶ **To invoke the find function**

- Activate advanced-user mode and use the **Find** menu option as described below.

  Or:
  Use the **Find objects** function of the unload wizard as described in the section *Wizard*.

This section covers the following topic:

- Find in Advanced User Mode

Find in Advanced User Mode

▶ **To invoke the find function in advanced-user mode**

1. From the **Actions** menu, choose **Find**.

   A window appears where you select one object type:

   - Natural library objects

   - Natural system error messages

   - Natural command processor sources

   - DDMs
     (remote environments only)

   - Natural-related objects

   - FDTs

   - Use Selection or List

2. Choose the **OK** command button.

3. Depending on the object type selected, one or more additional windows appear where you can specify selection criteria and option or parameter settings:

   - For the keywords and valid values that apply to each object type, see the relevant explanations in the section *Object Specification*.

   - For possible settings, see the section *Settings*.

4. After you have made all object specifications and specified the settings, choose the **Find** command button to execute the find function.

   The find window appears with an object selection table of all objects available in your current Natural environment that match the object specifications made earlier.

   For information on the table columns, refer to the section *Object Specification*.

   For the options provided in the find window, see *Table Functions* below.

5. To terminate the find function:

   From the **Object** menu, choose **Close**.

   Or:
   Choose the standard Windows close button.

This section covers the following topic:

- Table Functions

Table Functions

Listed below are the options provided in the object selection table of the find window, along with explanations and instructions on how to invoke them:

Option	Explanation/Instruction
Refresh Table	Rebuilds the table to show the latest status. Choose this function from the context or **Object** menu.
Details	Invokes the scroll bar for displaying additional table columns. From the **Options** menu, choose **Details** so that you can scroll to list further table columns with more information on the objects found.
Single Objects	Lists source objects (Src) and cataloged objects (Gp) in separate table rows. Set this option in the **Options** menu.
Sort Objects	Sorts the table by columns. Select the entire column by which you want to sort the table and double-click on this column. Alternatively, select the column by which you want to sort the table and, from the context or **Edit** menu, choose **Sort Objects**.
Unload	Unloads objects. This function can only be applied, if the unload function of the Object Handler has been activated (see also *Advanced User Unload* in the section *Advanced User*). Select one or more objects and, from the context or **Object** menu, choose **Unload**.
Load	Loads objects. This function can only be applied, if the load function of the Object Handler has been activated (see also *Advanced User Load* in the section *Advanced User*). Select one or more objects and, from the context or **Object** menu, choose **Load**.
Save Into	Saves a list of selected objects as Workplan of the type LIST. Select one or more objects and, from the context or **Object** menu, choose **Save Into**.
Delete	Deletes objects. Select one or more objects and, from the context or **Object** menu, choose **Delete**.