

Deleting Objects

This section provides instructions for using the delete function in menu mode.

▶ To delete single or multiple objects

1. In the SYSMAIN menu, select **Delete** or enter D and then select **Programming Objects**.

An object-specification window similar to the example below appears:

```

+----- DELETED -----+
|
| OBJECT:
| LIBRARY: SYSTEM          CODE: X (S)ource
| DBID:    99   FNR:   51   X (C)ataloged
| USER ID:
| DATE:    -   -   :   CONFIRM: y
|
+-----+

```

2. Enter the selection criteria required for specifying the objects to be deleted. For explanations of the fields contained in this window and valid input values, see *Using the Fields in an Object-Specification Window*.

Note:

Since XRef data is always deleted when you delete an object, you can ignore the **XREF** setting.

3. Confirm your object specifications with ENTER:
 - If you entered single names in the **OBJECT** and **LIBRARY** fields and a matching object is found, skip to Step 9.
 - If you entered a name range in the **LIBRARY** field, all libraries within the range specified are listed for selection (see the example window shown earlier).
4. Select the library required.

The object-specification screen appears with the selected library entered in the **LIBRARY** field.

5. Choose ENTER to continue:
 - If you entered a single name in the **OBJECT** field and a matching object is found, skip to Step 9.
 - If you entered a name range in the **OBJECT** field, the **OBJECT TYPE** window appears (shown and described earlier).
6. Select one or more object types required.

A window similar to the example below appears:

```
+-----+
|X Select the specified Object(s) for delete |
| Delete ALL specified Object(s)           |
+-----+
```

7. If you do not want to select all matching objects individually from a list, mark **Delete ALL specified Object(s)** by choosing DOWN ARROW, then skip to Step 9.

Or:

If you want to select all matching objects individually from a list, mark **Select the specified Object(s) for delete** by choosing UP ARROW if required (marked by default):

- If a single object is found, skip to Step 9.
 - If multiple objects are found, a selection window appears that looks similar to the result window shown and explained earlier.
8. Select the objects you want to delete.
 9. If the **CONFIRM** option is set to Y (Yes; this is the default setting), a window similar to the one below appears :

```
+-----+
| Are you sure you want to delete this Object ?   Y/N |
+-----+
```

- Enter Y (Yes) to confirm each object replacement.
 - Or:
Enter N (No) to reject each object replacement.
10. When the delete function completed successfully, an appropriate confirmation message appears in the object-specification window.