

LIST

This system command is used to display the source code of a single object or to list one or more objects which are contained in the current library.

Note:

This command is not executable in batch mode.

This chapter covers the following topics:

- Syntax Overview
- Displaying an Individual Source
- Displaying a List of Objects
- Displaying Directory Information
- Displaying Views
- Displaying File Information of Resource Objects
- Displaying File Information of Error Message Containers

See also the descriptions of the commands `LIST XREF` and `LIST COUNT`.

Syntax Overview

<pre> LIST [[<i>[object-type] object-name</i>]] [DIRECTORY <i>[object-name]</i>] [{ VIEW <i>[view-name]</i> }] [RESOURCE <i>[name]</i>] [ERROR <i>[name]</i>] </pre>
--

object-type

```

*
{  CLASS  }
  4
COPYCODE
DATA-AREAS
  GLOBAL
  LOCAL
  PARAMETER
{  DIALOG  }
  3
7 (for function)
8 (for adapter)
MAP
{  PROCESSOR  }
  CP
  5
PROGRAM
ROUTINES
  HELPROUTINE
  {  SUBPROGRAM  }
  N
  SUBROUTINE
TEXT

```

object-name

In place of *object-name*, you may specify the name of an object (8 characters long at maximum). You may also specify asterisk notation (*), see the examples below.

Displaying an Individual Source

LIST	If you enter only the LIST command itself, without any parameters, the contents of the source of the object currently selected will be listed.
LIST <i>object-name</i>	If you enter a single object name with the LIST command, you need not specify the <i>object-type</i> .
LIST <i>object-type</i> <i>object-name</i>	If you specify an <i>object-type</i> , you must also specify an <i>object-name</i> . In both cases, the object's source code will be listed.

Displaying a List of Objects

LIST <i>object-name</i>	To have all objects in the current library listed, except DDMs, you specify an asterisk (*) for the <i>object-name</i> , but no <i>object-type</i> .
LIST <i>object-type</i> <i>object-name</i>	To have all objects of a certain type listed, you specify a certain <i>object-type</i> and an asterisk (*) for the <i>object-name</i> . If you wish a certain range of objects to be listed, you can use asterisk notation (*) for the <i>object-name</i> and/or wildcard notation (?).

Examples

- List all objects in the current library, except views, resources, errors - regardless of their types:

```
LIST *
```

- List all subroutines in the current library:

```
LIST S *
```

- List all objects (of any type) whose names begin with SYS:

```
LIST SYS*
```

- List all maps whose names begin with SYS:

```
LIST M SYS*
```

- List directory information of object PRG01 in current library:

```
LIST DIR PRG01
```

- List all objects such as NATAL, NATURAL, NAT v_r AL (where v_r stands for the relevant version and release numbers):

```
LIST N?T*AL
```

Performing a Function on an Object

To perform a function on an object from the selection list, you simply mark the object with the appropriate function code in the left-hand column.

The function codes are:

Code	Function
C	Check the object's source code.
D	Read the object's source code.
E	Edit the object's source (equivalent to the system command EDIT).
L	List the object's source code.
I	List directory information of the object's source code (equivalent to LIST DIRECTORY <i>object-name</i>).
H	Print hardcopy of the object's source.
R	Run (that is, compile and execute) the object's source (equivalent to the system command RUN).
X	Execute the object (equivalent to the system command EXECUTE).
S	Stow the object in source and object form (equivalent to the system command STOW).
U	Delete the object's source and object form.
.	End.

Enter a question mark (?) or use F2 to display the list of the available function codes for the selected object.

Displaying Directory Information

LIST DIRECTORY	<p>Displays the directory information about the last active object currently in the source work area:</p> <ul style="list-style-type: none"> ● Source code: "Saved-on" date and time, library name, user ID, programming mode (reporting or structured), Natural version, code page information (if available), operating system, size, encoding. ● Object code: "Cataloged-on" date and time, library name, user ID, programming mode, Natural version, code page information (if available), operating system/version, size, Endian mode. <p>Directory information on the saved source code cannot be always exact, because the source code can be edited with non-Natural editors which are not under the control of Natural.</p>
LIST DIRECTORY <i>object-name</i>	<p>Displays the directory information about the specified object. If you use asterisk notation (*) for <i>object-name</i>, the directory information of the existing objects is displayed sequentially.</p>

Note:

The code page information displayed shows the first 32 characters of the code page only.

Displaying Views

LIST VIEW	Displays a list of all views (DDMs).
LIST VIEW <i>view-name</i>	<p>If you specify a single view name, the specified view will be displayed.</p> <p>For the <i>view-name</i>, you can use asterisk notation to display a list of all views (*) or a certain range of views (for example: A*).</p>

Displaying File Information of Resource Objects

LIST RESOURCE <i>name</i>	<p>Displays the file information about the specified resource object. For <i>name</i>, you may only use asterisk notation (*).</p>
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Example - Display the file information of all resource objects whose name starts with a W:

LIST RESOURCE W*

Displaying File Information of Error Message Containers

LIST ERROR <i>name</i>	Displays the file information about the specified error message container <code>NnnAPMSL.MSG</code> , where <i>nn</i> is the language code. For <i>name</i> , you may only use asterisk notation (*).
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