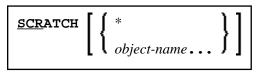
SCRATCH



This command is used to delete one or more objects - in both source and object form. The contents of the source work area is not affected.

| SCRATCH | If you enter the SCRATCH command without an <i>object-name</i> or without an <i>object-name</i> but with an asterisk (*), a list of all objects or all selected |
|------------------------|---|
| SCRATCH * | objects in the current library will be displayed. On the list you may then mark the objects to be deleted. |
| SCRATCH object-name | As <i>object-name</i> , you specify the name(s) of the object(s) to be deleted. You can only delete objects which are stored in your current library. |
| | If you wish to delete all objects whose names begin with a specific string of characters, use asterisk notation (*) for the <i>object-name</i> . |

Note:

If an FDIC system file is specified in the parameter file which is not valid, Natural will display an appropriate error message when the SCRATCH command is issued.