

# SYSMAIN Utility - Object Maintenance

The SYSMAIN utility is used to perform object maintenance functions such as copy, move, replace and delete.

The *SYSMAIN Utility - Object Maintenance* documentation is organized in the following parts:

- General Information                      Basic SYSMAIN functionality.
- Invoking and Terminating  
SYSMAIN                                      Invoking and terminating the SYSMAIN utility.
- Description of Functions                Explanations of the functions provided by SYSMAIN.
- Listing and Finding Objects            Listing and finding objects for a single library or multiple libraries.
- Copying, Moving and  
Renaming Objects                        Copying and moving objects from a source library to a target library in menu mode. Giving the copied objects a new name in the target environment.
- Deleting Objects                         Deleting objects from a source library in menu mode.
- Importing Objects                        Copying objects from an external source to a Natural library in menu mode.
- Using the Fields in an  
Object-Specification Window            Specifying selection criteria for the objects to be processed in menu mode.
- Using SYSMAIN with  
Subprogram                                Performing SYSMAIN utility functions with a subprogram online, or in batch mode.
- XRef Considerations                    Processing cross-reference (XRef) data with SYSMAIN.