

# Importing Objects

This section provides instructions for importing external objects (files) in menu mode.

For the points that must be considered before importing objects, see the description of the import function.

▶ **To import single or multiple objects**

1. In the SYSMAIN menu, select **Import** or enter I.

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

```

+----- IMPORT -----+
|                                     |
|           - Source -               |
|                                     |
| PATH:                               |
| OBJECT:          CODE: X (S)ource   |
|                                     |
|                                     |
|                                     |
|           - Target -               |
|                                     |
| LIBRARY:          USER ID:          |
| DBID:            MODE:              |
| FNR:                                                     |
+-----+
    
```

2. In the **Source** section, enter all object selection criteria required for specifying the source environment. For explanations of the fields contained in this window section and valid input values, see *Using the Fields in an Object-Specification Window*.
3. Confirm your entries with ENTER:
  - If you entered a single name in the **OBJECT** field and a matching object is found, skip to Step 5.
  - If you entered a name range in the **OBJECT** field, all objects within the range specified are listed similar to the example shown below:

```

+----- Select for  IMPORT -----+
| X Object      Type          S/C    |
| - - - - - - - - - - - - - - - - - |
| CHECKSUB     Subprogram     Source |
| CHECKUSR     Program        Source |
| MAP-001      Map            Source |
| STPCRES      Copycode       Source |
| STPCSET      Copycode       Source |
| STPLDATA     Local Data     Source |
| STPVERS      Subprogram     Source |
| SYSDDM       DDM            Source |
+-----+
    
```

For explanations of the columns contained in this window, see the result window shown and explained earlier.

4. Select the objects you want to import.

The object-specification window appears, which indicates the number of objects selected.

5. In the **Target** section, enter all specifications required. For explanations of the fields contained in this window section and valid input values, see *Using the Fields in an Object-Specification Window*.

If the target library already contains objects with the same names as the objects to be imported and if the **REPLACE** option is set to N, a confirmation window appears. Proceed as described earlier in Step 13 of *Copying, Moving or Renaming Objects*.

6. When the import function completed successfully, an appropriate confirmation message similar to the example below appears:

```

+----- IMPORT -----+
| 3 Object(s) sele+-----+(s) imported |
|                 | 3 Object(s) imported |
|                 +-----+             |
| PATH:           /NAT/nathome/sag/      |
| OBJECT: STPVERS   CODE: Source         |
| TYPE:           Subprogram             |
|                                     |
|                 - Target -            |
| LIBRARY: TESTLIB   USER ID: SAG        REPLACE: n |
| DBID:           99     MODE: X Structured |
| FNR:           51     Report           |
+-----+
    
```