

Using the Fields in an Object-Specification Window

This section describes the fields and input options provided in an object-specification window, in which you can specify selection criteria for the objects to be processed with a SYSMAIN function.

If a field only applies to a particular function, this is indicated by an appropriate remark.

Field	Explanation
OBJECT	<p>The name of the object to be processed or a range of names.</p> <p>The default setting is asterisk (*) which means that all objects are selected for processing.</p> <p>For valid name ranges, see <i>Specifying a Range of Names</i>.</p>
LIBRARY	<p>The name of a source or a target library or a range of names.</p> <p>The source library contains the object to be processed. The target library is an existing or a new library to which the object is to be copied or moved, or where the object is renamed or imported.</p> <p>For valid name ranges, see <i>Specifying a Range of Names</i>.</p>
DBID	<p>The database ID of a source or a target library.</p> <p>The source database contains the library and system file where the object to be processed is stored. The target database contains the library and system file to which the object is to be copied or moved, or where the object is renamed.</p> <p>Valid database IDs are 1 to 65535. If no value (or 0) is specified, the current FUSER or FNAT system file is used.</p>
FNR	<p>The file number of a source or a target system file (FNAT or FUSER).</p> <p>The source file contains the library where the object to be processed is stored. The target file contains the library to which the object is to be copied or moved, or where the object is renamed or imported.</p> <p>Valid file numbers are 1 to 65535. If no value (or 0) is specified, the current FUSER or FNAT system file is used.</p>
USER ID	<p>Not applicable to the import function.</p> <p>The ID of the user who last saved and/or cataloged the object to be processed.</p>

Field	Explanation
TYPE	<p>Not applicable to the find or list function.</p> <p>A read-only field that indicates the object types as selected from the OBJECT TYPE window:</p> <p>The field contains either all indicating all object types, an object type such as Program (import function only) or one or more object-type codes such as P for program. For possible codes, see <i>TYPE Specification</i>.</p>
REPLACE	<p>Not applicable to the find, list or delete function.</p> <p>Specifies whether the replace option is activated:</p> <p>Y An object is automatically replaced.</p> <p>N An object is only replaced after prior confirmation. This is the default setting.</p> <p>See also <i>Using the Replace Option</i>.</p>
CONFIRM	<p>Only applies to the delete function.</p> <p>Indicates whether a confirmation window appears before the selected objects are deleted. Possible input values are:</p> <p>Y A confirmation window appears, where you can enter Y to confirm the deletion or enter N to cancel it. This is the default setting.</p> <p>N All objects are deleted immediately, without prior confirmation window. This is the default setting.</p>
PATH	<p>Only applies to the import function.</p> <p>The complete OpenVMS path name of the directory from which the import function is to be executed.</p> <p>The path name can be an OpenVMS logical name such as SYS\$LOGIN. When you choose ENTER, the logical name is replaced by the full path name. The path name can also contain the name of a concealed device.</p>

Field	Explanation
MODE	<p>Only applies to the import function.</p> <p>Specifies the Natural programming mode to be set for the programming object to be imported:</p> <p>Structured Structured mode is used.</p> <p>Report Reporting mode is used.</p> <p>For further information, see <i>Natural Programming Modes</i> in the <i>Programming Guide</i>.</p>

This section covers the following topics:

- Specifying a Range of Names
- Using the Replace Option

Specifying a Range of Names

All SYSMAIN functions provide the option to specify either a name or a range of names for the libraries or the objects to be selected.

The valid asterisk (*) notations for name ranges are listed below where *value* denotes any combination of one or more characters:

Input	Objects or Libraries Selected
*	All objects or libraries.
<i>value</i> *	<p>All objects or libraries with names that start with <i>value</i>.</p> <p>Example: AB*</p> <p>Selected: AB, AB1, ABC, ABEZ</p> <p>Not selected: AA1, ACB</p>
<i>value</i> * <i>value</i> *	<p>All objects or libraries that match <i>value</i> combined with one or two asterisks (*) in any order.</p> <p>Example: A*C*</p> <p>Selected: ABCZ, AXXCBBBZ, ANCZ</p> <p>Not selected: ABDEZ, ACBBBZA</p>

Renaming Multiple Objects

If you want to rename multiple objects, *value** must be specified in both the source environment and the target environment; you cannot specify a single name for the source environment and a range of names for the target environment, or vice versa.

If *value** is used, the number of characters before the asterisk (*) in the source environment determines the number of characters to be replaced. For example, if you specify ABC for the source environment and WXYZ for the target environment, each object in the target environment that starts with ABC will be replaced by an object name that starts with WXYZ. The remainder of each name (after the first four characters, in this example) is retained.

Using the Replace Option

If the target library already contains an object with the same name as the object to be copied, moved, renamed or imported, the specified object is not processed and processing continues with the next object. You can use the replace option to override this default feature and overwrite the object in the target library. If an object is replaced, it is also deleted from the Natural buffer pool; any existing cross-reference records are also deleted.

▶ To activate or deactivate the replace option in menu mode

- In the **REPLACE** field of a SYSMAIN object-specification window:

Enter N to activate the replace option.

You are prompted to confirm each object replacement.

Or:

Enter Y to deactivate the replace option (this is the default setting).

All objects are replaced without prior confirmation message.

▶ To activate the replace option using a command in the MAINUSER subprogram

- In the command string, specify the keyword **REPLACE** as described in *Using SYSMAIN with Subprogram*.