

# UNCATALOG

<b>UNCATALOG</b> [ <i>object-name ...</i> ]
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This command is used to delete one or more object modules.

To prevent inconsistencies, you are recommended to use the menu command **Delete** and to delete both source code and object module of an object. See *Deleting Objects* in *Using Natural Studio*.

You can only delete objects which are stored in the library to which you are currently logged on. The contents of the source work area is not affected by the UNCATALOG command.

<b>UNCAT</b>	If you enter the UNCATALOG command without an <i>object-name</i> or with an asterisk (*), a list of all cataloged objects in the current library will be displayed; on the list, you can then mark the object(s) to be deleted.
<b>UNCAT *</b>	
<b>UNCAT <i>object name</i></b>	<p>As <i>object-name</i>, you specify the name of the object to be deleted.</p> <p>If more than one object is to be deleted, the <i>object-names</i> must be separated by one or more blanks (or the currently defined delimiter character).</p> <p>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>. A list containing all objects selected will be displayed. On the list, you can then mark the object(s) to be deleted.</p>

**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 UNCATALOG command is issued.