(4) Dependencies

(In some editors this is known as *Used By.*) Here the dependencies between database objects can be viewed. It also contains user-defined domains used in the object definition.

This summary can, for example, be useful if a database table should need to be deleted or table structures altered, or for assigning user rights to foreign key referenced tables. It displays both those objects that are dependent upon the table (left side), and those objects that the table depends upon (right side).

By entering a search string in the Filter field, you can filter certain object names in the dependency tree. Field names are also taken into account here.

The object tree can be expanded or collapsed by using the mouse or [+] and [-] keys, or using the context-sensitive right-click menu items Expand All or Collapse All. Further options included in the right-click menu include:

- **Apply block to selected objects:** this option allows users to process selected objects using custom IBEBlocks.
- **Recompile all/selected procedures/triggers:** here you can recompile all or all selected procedures/triggers listed in the dependencies tree.
- **Drop Object:** this option logically appears only when standing on a main database object node.
- **Display Dependencies Tree...:** this option opens a new window to display the dependencies for a selected node.
- **Refresh**
- **Expand All**

- **Collapse All**
- **Display Operations:** shows the actions S (=SELECT), U (=UPDATE), I (=INSERT) or D (=DROP). UPDATE OR INSERT and MERGE statements are also supported.
- **Print Dependencies Tree:** allows you to print either the left- or right-hand tree structure fully expanded with operations:

Object	S	U	I	D
Domains				
Tables				
SALES				
CUST_NO				
Views				
Procedures				
MAIL_LABEL	+			
ADDRESS_LINE1				
ADDRESS_LINE2				
CITY				
CONTACT_FIRST				
CONTACT_LAST				
COUNTRY				
CUSTOMER				
CUST_NO				
POSTAL_CODE				
STATE_PROVINCE				
SHIP_ORDER	+	+		
CUST_NO				
ON_HOLD		+		
Triggers				
Exceptions				
UDFs				
Generators				

The object code can be viewed and edited in the Table Editor lower panel, provided the *Inplace Objects' Editors* option has been checked in the IBExpert Options menu item Environment Options / Tools. If this option is not checked, then the code may only be viewed in the lower panel, and the object editor must be opened by double-clicking on the respective object name, in order to make any changes to it. This also applies to all triggers listed on the Triggers page.

From:
http://ibexpert.com/docu/ - **IBExpert**

Permanent link:
http://ibexpert.com/docu/doku.php?id=01-documentation:01-13-miscellaneous:glossary:dependencies

Last update: **2023/08/14 16:30**