Unused Objects Reference

Identify unused objects in your solution.

Unused Objects (Reference): provides a table listing all unused objects in the solution. This view is updated when first loading and via the Refresh button. Its purpose is to identify components that can be removed to enhance efficiency.

Access: Track Changes Unused Objects

Table Columns
Removing Unused Objects
Deleting Objects with References
Best Practices Checklist

Table Columns

Column	Description
ID	Unique object identifier
Module	Module containing object
ObjectName	Name of unused object

Removing Unused Objects

Safety Warning

This feature only detects direct usage. **Do not remove** objects that might be:

- Used via string references
- Accessed by external applications
- Referenced indirectly in scripts
- Consumed via OPC UA/MQTT

Removal Process

1. Click **Refresh** to update list
2. Select objects (Shift-click/Ctrl-click for multiple)
3. Click **Remove Selected Lines**
4. Confirm deletion

Deleting Objects with References

When Delete is Disabled

If an object appears unused but can't be deleted:

1. **Search References**
   - Use Find Results panel
   - Enter object name
   - Review all locations
2. **Remove References**
   - Double-click each reference
   - Delete or replace usage
   - Repeat until clear
3. **Final Deletion**
   - Return to object definition
   - Delete from main table
   - Or delete from Unused Objects

Example: Deleting Displays

1. Navigate to Displays List
2. Select display
3. Click Delete (X) button
4. If disabled, find and remove references first

Best Practices Checklist

- Always verify no indirect usage
- Check external system dependencies
- Document why objects were removed
- Consider archiving before deletion
- Test after cleanup

In this section...
