

Unused Objects

System Requirements

To make use of the Unused Objects feature, the following system requirements need to be matched.

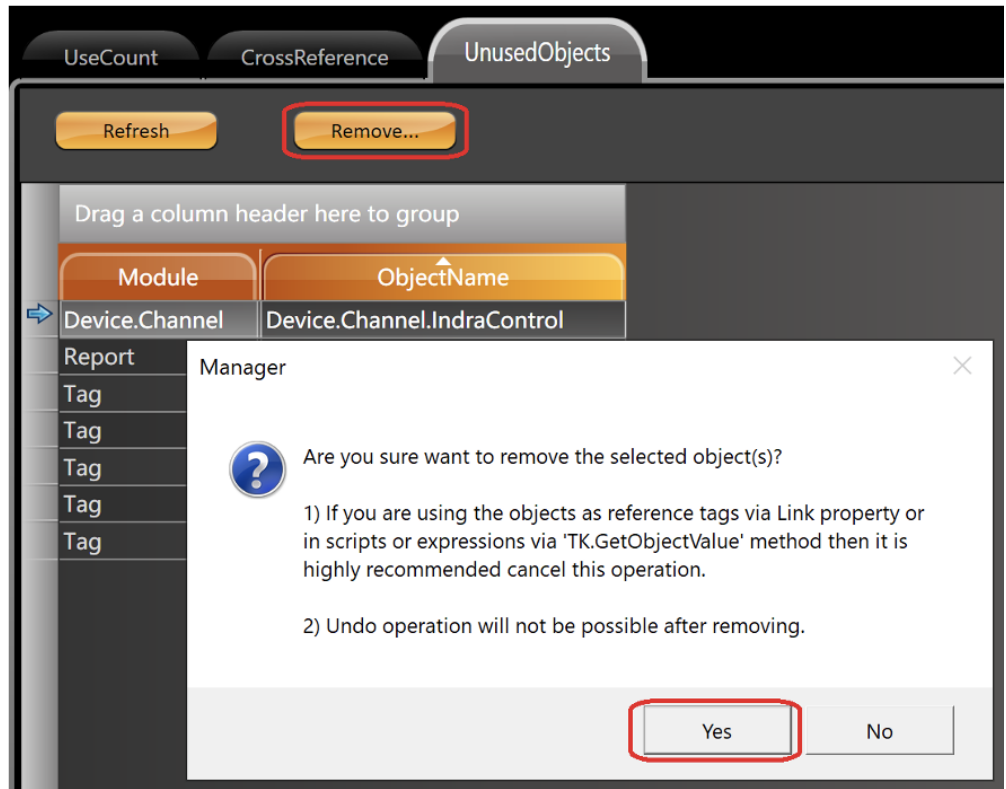
- Product version v8.1 or newer

How to Use

Access the **Run > UseCount > Unused Objects** tab, and click the "Refresh" button to get the current unused object list.



Any object that is found is an unused object. Select the object that you want to remove, and click "remove...". You can select multiples objects remove, or



you can remove all of the unused objects.

When does it Works?

When there is an object that is not in use. It can be a Tag, a Device, or even a Report page that is not being used.

When does it not work?

It does not work if the desired object is being used; either by something on the screen or by a line of code or script.

Does this functionality identify the Tags being passed as a reference by the .Link property?

No, it is very important to pay attention to the Tags that are being passed by the Link property. Our software warns you that it is highly not recommended to delete in this situation, since you cannot undo the changes. (see previous image)

If the object is used as an expression, for example the TK.GetObjectValue, will it recognize the use?

No, just like the ".Link" reference described before, the expression TK.GetObjectValue needs extra attention. Even if the object is in use, it will appear as if it was not in use. This is why we always recommend using the <Object>.GetName() method and not the "Object Name" as a typed text.