

^ID – Object Delete

Description The ^ID command deletes objects, graphics, fonts, and stored formats from storage areas. Objects can be deleted selectively or in groups. This command can be used within a printing format to delete objects before saving new ones, or in a stand-alone format to delete objects.

The image name and extension support the use of the asterisk (*) as a wild card. This allows you to easily delete a selected groups of objects.

Format ^IDd:o.x

Parameters	Details
d = location of stored object	<i>Accepted Values:</i> R:, E:, B:, and A: <i>Default Value:</i> R:
o = object name	<i>Accepted Values:</i> any 1 to 8 character name <i>Default Value:</i> if a name is not specified, UNKNOWN is used
x = extension	<i>Accepted Values:</i> any extension conforming to Zebra conventions <i>Default Value:</i> .GRF



Example 1 • To delete stored formats from DRAM:

```
^XA
^IDR:*.ZPL^FS
^XZ
```



Example 2 • To delete formats and images named SAMPLE from DRAM, regardless of the extension:

```
^XA
^IDR:SAMPLE.*^FS
^XZ
```



Example 3 • To delete the image SAMPLE1.GRF prior to storing SAMPLE2.GRF:

```
^XA
^F025,25^AD,18,10
^FDDelete^FS
^F025,45^AD,18,10
^FDthen Save^FS
^IDR:SAMPLE1.GRF^FS
^ISR:SAMPLE2.GRF^FS^XZ
```



Example 4 • In this the * is a wild card, indicating that all objects with the .GRF extension are deleted:

```
^XA
^IDR:*.GRF^FS
^XZ
```

Comments When an object is deleted from **R:**, the object can no longer be used and memory is available for storage. This applies only to **R:** memory. With the other memory types (**A:**, **B:**, **E:**) the deleted object is no longer available. The memory space recovers when an automatic defragmentation or initialization occurs.

The **^ID** command also frees up the uncompressed version of the object in DRAM.

If the name is specified as ***.ZOB**, all downloaded bar code fonts (or other objects) are deleted.

If the named downloadable object cannot be found in the **R:**, **E:**, **B:**, and **A:** device, the **^ID** command is ignored.