

deassign

keys:	device	<code><number></code>	device to be deassigned
options:	delete		delete disc device after deassigning
	display		deassign the current display device
	verify		verify information about the process at the console

Use **deassign** to deassign a device, making the device available to other users. Semper imposes a limit on the number of devices that can be assigned at any one time. You can nevertheless have access to any number of devices *in turn*, by deassigning one device before assigning the next one.

Examples

```
deassign
```

This command deassigns the current device. (The variable *cd* holds the current device number).

```
deassign device fs
```

This command deassigns the device number held in the variable *fs*, that is, the display device.

```
deassign display
```

This command deassigns the display device.

```
deassign delete
```

This command deassigns the current device *cd* and deletes the file associated with it.

Description

Use **deassign** to deassign a file, tape or the display. You can also deassign program and help libraries, unless a library stores a program that is currently active. Note that the command **show devices** lists currently assigned devices. For information on devices refer to the *Semper 6 Guide; Chapter 4: Devices and Storage* in the *Advanced Users' Guide*.

If you use the option **delete**, you are asked to confirm a file deletion, unless the device is a scratch workspace or a log file. Scratch workspace devices are deleted automatically. Note that you cannot delete a device that has been write-protected (see the command **assign wp**). A message confirming that a device has been deassigned or deleted is output on the console.

Notes

see also: **assign, show devices**

deassign

Defaults and Ranges

keys/options	defaults	range
device	current device, held in variable <i>cd</i>	integer in range 1 to system limits (type <i>show system</i>)
verify	verification on	