Title

> **frame drop** — Drop frames from memory

Description

`frame drop` eliminates from memory the specified frames, including any data that are in those frames.

Menu

Data > Frames Manager

Syntax

> frame drop *framename* [*framename* [...]]

Remarks and examples

`frame drop` eliminates, or removes from memory, the specified frames. Any data in the frames are dropped when the frames are dropped. The current frame cannot be dropped.

To eliminate all frames from memory, including the current frame, use `frames reset`. See [D] **frames reset**.

`frame drop` supports wildcards * and ? in *framename*: * matches zero or more characters, and ? matches exactly one character.

▷ Example 1

To drop a frame named `cars`, type

```
. frame drop cars
```

◁

▷ Example 2

To drop all frames with name starting with `auto`, type

```
. frame drop auto*
```

◁

▷ Example 3

To drop all frames with name starting with f followed by exactly three characters, type

```
. frame drop f???
```

◁

Also see