NAME

access − determine read, write, exec access to an object

SYNOPSIS

```
#include <ShoreApp.h>
shrc Shore::access(const char *path, int mode, int &error);
```

DESCRIPTION

Access is similar to the Unix system call. It checks the registered object named by *path* for the permissions indicated by *mode*.

ARGUMENTS

Path can name any registered object.

Mode must be one of

```
R_OK        test for read permission
W_OK        test for update permission
X_OK        test for search or execute permission
```

If the operation is successful but the access indicated by *mode* is denied, the error code EACCES is returned in *error*. If an error occurs during the remote operation, *error* contains a value indicating what the error is. If the operation is successful and the access is permitted, *error* has the value 0.

Only the access bits are checked.

RESULTS

Only local (object cache) errors can be returned by the function, (e.g., SH_NotInitialized). An error code is returned only if the error occurred before the remote operation was attempted.

BUGS

The mode F_OK is not supported.

VERSION

This manual page applies to Version 1.1 of the Shore software.

SPONSORSHIP

The Shore project is sponsored by the Advanced Research Project Agency, ARPA order number 018 (formerly 8230), monitored by the U.S. Army Research Laboratory under contract DAAB07-91-C-Q518.

COPYRIGHT

SEE ALSO

errors(oc)