NAME

truncObj – change the size of a Shore Object

SYNOPSIS

```
VASResult shore_vas::truncObj(
            const  lrid_t     &obj,
            ObjectSize        newlen
        );

VASResult shore_vas::truncObj(
            const  lrid_t     &obj,
            ObjectSize        newlen,
            ObjectOffset      newtstart,
            bool        zeroed=true
        );
```

DESCRIPTION

TruncObj changes the size of an object to a given size, either by truncating or appending zero-valued bytes to the object.

ARGUMENTS

The argument *obj* is the full logical object identifier of the object to be read or updated. The argument *newlen* indicates the desired length of the object after the truncation occurs. If this is larger than the size of the object before truncation, the SVAS pads the object up to the desired length. Unless the default value for the argument *zeroed* is overridden, the bytes padding the object are zero-valued bytes.

TruncObj can change the location and size of the TEXT portion of the object. If the argument *newtstart* is given, it indicates the new location of the beginning of the TEXT attribute.

An exclusive lock is acquired before the truncation occurs.

ENVIRONMENT

All these methods are available on both the server and clients.

All forms of **truncObj** must be called when a transaction is active.

ERRORS

Deadlocks can occur while locks are being acquired. See **transaction(svas)** for information about deadlocks.

A complete list of errors is in **errors(svas).**

VERSION

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

SPONSORSHIP

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SEE ALSO

sysprops(svas) readObj(svas), appendObj(svas), writeObj(svas), transaction(svas), errors(svas), and **text(svas).**