

**NAME**

is\_resident – determine cache residency of object

**SYNOPSIS**

```
#include <ShoreApp.h>
shrc Ref<T>::is_resident(bool &res) const;
```

**DESCRIPTION**

**Is\_resident** indicates whether the referenced object is currently in the object cache. Upon return, if *res* is true, then the referenced object is resident. Otherwise, it is not. If the given ref is not valid, then an error is signalled.

**VERSION**

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

**SPONSORSHIP**

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**SEE ALSO**

**fetch(cxxlb), flush(cxxlb), valid(cxxlb).**