NAME

　　destroy − destroy anonymous object

SYNOPSIS

```
#include <ShoreApp.h>
shrc Ref<T>::destroy() const;
```

DESCRIPTION

　　Destroy destroys the referenced anonymous object. To destroy a registered object, use **Shore::unlink.** If the object is currently resident in the object cache, then it is removed from the cache, releasing the memory held by the object. **Destroy** obtains an EX (exclusive) mode lock on the destroyed object.

VERSION

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

SPONSORSHIP

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SEE ALSO

　　unlink(oc).