

NAME

options – configuration options used by the Shore Value-Added Server

SYNOPSIS

```
oc_option_name:  value
```

DESCRIPTION

Each of the following options must appear on the command line or in a configuration file. On the command line, each option is prepended with a dash ('-'); in a configuration file, it is prepended by a *type*, a *class*, and a *program name* (in the style of X configuration options).

For applications, the *type* is "shore", and the *class* and *program name* are determined by the application.

For application processes, the *type* is "shore", the *class* is "client", and *program name* is determined by the application program (an argument to **process_options**).

Wild cards "?" and "*" may be used as with X configuration options.

Examples are:

```
shore.client.uf.oc_pstats: yes
shore.client.?.oc_pstats: yes
*.client.?.oc_pstats: yes
```

OBJECT CACHE OPTIONS

The following options are available to programs that use the Shore language-independent library, which includes all applications that use SDL.

oc_mlimit

Limit (in bytes) on the size of of the object cache. Default is 2 megabytes.

oc_batch

The number of update messages that can be collected before they are sent to the server. -1 means that a heuristic is used. Default is -1.

oc_nobatch

If set to true/yes, batching of updates is prevented. Default is false/no.

oc_prefetch

If set to true/yes, all the objects on a page are fetched into the object cache when the server ships a page to the client process. If set to false/no, objects that appear gratis are not read into the object cache. Pre-fetching only applies when the server ships more than one object, which happens only when the requested object is small (it does not consume the entire page) and anonymous (all objects on the page have the same ownership and permissions). An application that makes sparse reads of a large database might benefit by having this set to false, but in most cases, it pays to prefetch. Default is true/yes.

oc_pstats

If set to true/yes, the object cache prints statistics to the standard output stream every time a

transaction is committed. Default is false/no.

oc_auditlevel

This is a small positive integer. The larger the integer, the more auditing (debugging) code is run in the object cache. The largest meaningful value is 5. The default is 0.

oc_pagecluster

If set to true/yes, the object cache caches all objects on a page when the server ships a whole page of objects. (This happens only when the object requested is a small anonymous object). The default is "yes".

oc_refcount

If set to true/yes, the object cache updates reference counts to type objects (modules, really) when committing a transaction that created or destroyed instances. For debugging purposes only. Use with caution! If you create an object with reference-counting turned off, and destroy it with reference-counting turned on (or vice versa) the results and the behavior of the system are undefined. You can also cause problems by using reference counts when creating objects, then destroying the objects through NFS or by destroying a pool. Default is false/no.

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

Copyright © 1994, 1995, 1996, 1997, Computer Sciences Department, University of WisconsinMadison. All Rights Reserved.

SEE ALSO

options(svas) and **environment(svas)**