NAME

lid_t, lvid_t – Logical ID Classes

SYNOPSIS

```
#include <lid_t.h>

// Logical Volume ID
struct lvid_t {
    // usually generated from net addr of creating server
    uint4 high;
    // usually generated from time of day when created
    uint4 low;

    lvid_t();
    lvid_t(uint4 hi, uint4 lo);

    operator==(const lvid_t& s) const;
    operator!=(const lvid_t& s) const;

    friend ostream& operator<<(ostream&, const lvid_t&);
    friend istream& operator>>(istream&, lvid_t&);

    static const lvid_t null;
};

// Logical ID
struct lid_t {
    lvid_t  lvid;
    serial_t    serial;

    lid_t();
    lid_t(const lvid_t& lvid_, const serial_t& serial_);
    lid_t(uint4 hi, uint4 lo, uint4 ser, bool remote);

    operator==(const lid_t& s) const;
    operator!=(const lid_t& s) const;
    friend ostream& operator<<(ostream&, const lid_t& s);
    friend istream& operator>>(istream&, lid_t& s);

    static const lid_t null;
};

typedef     lid_t lrid_t;
```

DESCRIPTION

Class **lvid_t** represents a globally unique, 8-byte long volume ID. Serial numbers, **serial_t** are IDs unique to the volume containing them. Class **lid_t** represents a complete ID for a file, index or record. It is a combination of the volume ID and serial number.

VERSION

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SEE ALSO

serial_t(common) lid(ssm)