

NAME

ostat – retrieve information about an object

SYNOPSIS

```
#include <ShoreApp.h>
shrc Ref<T>::ostat(OSTat *osp) const;
```

DESCRIPTION

Ostat fills in the given OStat structure with information about the given object. An alternate interface for objects that have pathnames is Shore::stat (see **stat(oc)**). The OStat structure, defined in OCTypes.h, actually consists of three types. OStat, itself, contains fields that are valid for all objects, registered or anonymous. AnonStat has fields that are valid only for anonymous objects, and RegStat has fields that are valid only for registered objects. The *kind* field of OStat indicates whether an object is registered or anonymous. The structures are defined as follows:

```
struct AnonStat
{
    LOID pool;           // loid of pool in which obj resides
};

struct RegStat
{
    short nlink;         // num. dir. entries pointing to object
    mode_t mode;         // permissions flags
    uid_t uid;           // owner
    gid_t gid;           // group
    time_t atime;        // access time
    time_t mtime;        // modify time
    time_t ctime;        // props change time
};

struct OStat
{
    LOID loid;           // object's logical oid
    LOID type_loid;      // loid of object's type object
    ObjectSize csize;    // core size
    ObjectSize hsize;    // heap size
    int nindices;        // number of indices in object
    ObjectKind kind;     // KindRegistered or KindAnonymous
    AnonStat astat;      // if kind == KindAnonymous
    RegStat rstat;       // if kind == KindRegistered
};
```

The values of the *kind* field are defined in `vas_types.h`. Although more values are defined in that file, only two of those values, `KindRegistered` and `KindAnonymous`, can be found in the *kind* field.

Ostat obtains a SH-mode (share-mode) lock on the given object.

VERSION

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

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SEE ALSO

stat(oc).