

NAME

pool – create or remove a pool

SYNOPSIS

```
#include <ShoreApp.h>

shrc REF(Pool)::create( const char *path,
                        mode_t mode, REF(Pool) &returned_ref);
shrc REF(Pool)::destroy_contents();
shrc Shore::pool(const char *path);
```

DESCRIPTION

Creating a pool is similar to creating an object of any other type, except that you cannot create an anonymous pool, and the Pool class has its own method for creation of pools.

To destroy a pool, you must first destroy all the objects in the pool with **destroy_contents**. An empty pool can be removed with **Shore::unlink**.

SEE ALSO

ref(cxxlb), **create(cxxlb)**. and **unlink(oc)**.