

**NAME**

get\_loid – convert ref to logical oid

**SYNOPSIS**

```
#include <ShoreApp.h>
shrc Ref<T>::get_loid(LOID &loid) const;
shrc Ref<T>::get_primary_volid(Volid &volid) const;
```

**DESCRIPTION**

**Get\_loid** retrieves the logical OID (LOID) corresponding to the given ref and stores it into *loid*. If the ref is nil, then the nil LOID (LOID::null) is retrieved. If the ref is invalid because its target was previously deleted, then no error will be signalled, but the retrieved LOID will be equivalently invalid.

**Get\_primary\_volid** stores the id of the volume on which the referenced object resides into *volid*. If the ref is nil, then the nil Volid (Volid::null) is returned. If the ref is invalid because its target was previously deleted, then the returned Volid will be that of the volume on which it used to reside.

An object's LOID can also be retrieved via Shore::stat (see **stat(oc)** ) or Ref<T>::ostat (see **ostat(cxxlb)** ), both of which return other information about the object in addition to its LOID. If only the LOID (Volid) is desired, then **get\_loid** ( or **get\_primary\_volid** ) is preferable to Shore::stat or Ref<T>::ostat, as it usually does not require communication with the Shore server, where the two stat methods always communicate with the server.

**VERSION**

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

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**SEE ALSO**

**get\_type(cxxlb), stat(oc), ostat(cxxlb).**