NAME

assign – REF(T) assignment

SYNOPSIS

```
#include <ShoreApp.h>
REF(T)   &REF(T)  ::operator=(const REF(T) &ref);
REF(any) &REF(any)::operator=(const LOID &loid);
```

DESCRIPTION

There are two public forms of the C++ assignment assignment operator. The first form allows assignment between refs of the same type. The second form is only available on REF(any); it allows assignment between refs and logical oids.

REF(T) has one additional overloading of **operator=:**

```
REF(T)   &REF(T)::operator=(const T *p);
```

This form of operator= should only be used to assign the result of **T::operator new** to a REF(T) variable. Other uses of this assignment operator are unsafe.

EXAMPLE

To create a reference to an object, when the object's logical object identifier (LOID) is known:

```
//
// Suppose we know the object's oid is 0.0.0.0:10.33333
// and also suppose that the object's type is T.
//
LOID        loid(0,10,33333);

// construct a Ref<any> for that oid.
Ref<any>    anyref(loid);
// equivalently:
Ref<any>    anyref2 = loid;

// Convert to a Ref<T> -- see man page for get_type
Ref<T>            tref = TYPE_OBJECT(T).isa(anyref);
// Now we have a Ref<T> pointing object 0.0.0.0:10.33333
//
```

To create a reference to a registered object, when the object's path name is known, use **lookup(cxxlb).**

VERSION

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

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SEE ALSO

ref(cxxlb), construct(cxxlb), equal(cxxlb), get_type(cxxlb), lookup(cxxlb), and **new(cxxlb).**