

**NAME**

writeObj – update a Shore object

**SYNOPSIS**

```
VASResult shore_vas::writeObj(  
    const lrid_t    &obj,  
    ObjectOffset    offset,  
    const vec_t     &data  
);
```

**DESCRIPTION**

**WriteObj** updates an object, using data in the caller's address space. It cannot be used to change the size of an object.

**ARGUMENTS**

The argument *obj* is the full logical object identifier of the object to be updated.

The argument *offset* indicates the first byte of the object to be written.

The argument *data* is a scatter vector that identifies the data in the caller's address space that is to be written to the object.

The vector may be empty.

An exclusive lock is acquired before the write occurs.

**ENVIRONMENT**

**WriteObj** is available on both the server and clients.

**WriteObj** must be called when a transaction is active.

**ERRORS**

Deadlocks can occur while locks are being acquired. See **transaction(svas)** for information about deadlocks.

A complete list of errors is in **errors(svas)**.

**VERSION**

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

**SPONSORSHIP**

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**SEE ALSO**

**sysprops(svas)**, **readObj(svas)**, **truncObj(svas)**, **appendObj(svas)**, **transaction(svas)**, and **errors(svas)**.