

NAME

svas_server – derived class of shore_vas for VASs

SYNOPSIS

```

VASResult shore_vas::_mkDir(
    const lrld_t      &dir,
    const serial_t    &reg_file,
    const Path        name,
    mode_t            mode,
    lrld_t            *result
);

VASResult shore_vas::_rmDir(
    const lrld_t      &dir,
    const Path        name,
    bool              checkaccess=true
);

VASResult shore_vas::_chDir(
    const Path        name,
    lrld_t            *result,
    LockMode          optional = NL
);

```

DESCRIPTION

These methods are for value-added servers; they are not in the client library.

ARGUMENTS

Name identifies the object of interest. In the case of **_chDir**, it can be a full pathname, a relative pathname, or simply the file name. For the other methods, it is a file name in the directory identified by *dir*.

Mode is the permissions bits for the object. When a directory is created, the given mode is modified by the client process's **umask**.

The *result* must point to an area in the caller's address space into which the SVAS writes the OID of the resulting object. It may not be a null pointer.

The caller of **_mkDir** must identify the file in which the directory object is to be created, by passing the file's logical identifier (serial number) in *reg_file*.

ENVIRONMENT

The class `svas_server` is available only in the server library, for use by other value-added servers.

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.

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SEE ALSO

getdirentries(svas), lookup(svas), errors(svas), transaction(svas), lockObj(svas), and text(svas).