

NAME

new – create Shore object

SYNOPSIS

```
#include <ShoreApp.h>

void *T::operator new(unsigned int size,
                      const char *path,
                      mode_t mode);

void *T::operator new(unsigned int size,
                      Ref<Pool> pool);
```

DESCRIPTION

These operators create new Shore objects of type *T*. In both cases, the *size* argument is supplied by the C++ compiler, not by the application. The first form creates a registered object named by *path* and with a mode given by *mode* (see **umask(oc)** for a description of how the actual mode is determined). The second form creates an anonymous object in the pool given by *pool*. If an error occurs during the creation of the object, then the currently installed error handler is called. An alternate interface for Shore object creation is `Ref<T>::new_persistent` (see **create(cxxlb)**).

C++ specifies that operator new must return a "void *". However, applications should never assign the result of the Shore new operators to a "void *" or "T *" variable. Instead, they should `Ref<T>::operator=` (see **assign(cxxlb)**) to assign it to variable of type `Ref<T>`.

EXAMPLE

The following example illustrates the use of operator new.

```
Ref<Part> part;
Ref<Pool> pool;

// create new registered part object
part = new("/home/test/part", 0644) Part;

// create new anonymous part object in the given pool
pool = ...
part = new(pool) Part;
```

The first call to operator new creates a registered part object with pathname "/home/test/part" and mode 0644. The second call creates an anonymous part object in the given pool.

VERSION

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

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SEE ALSO

intro(cxxlb), **assign(cxxlb)**, **create(cxxlb)**, **ref(cxxlb)**, **umask(oc)**.