

**NAME**

lookup – find object by pathname

**SYNOPSIS**

```
#include <ShoreApp.h>
static shrc Ref<T>::lookup(const char *path, REF(T) &returned_ref);

{
    const char *filename = argv[3];
    Ref<myInterfaceType>    obj;
    Ref<myInterfaceType>::lookup(filename, obj);
    if(obj) ...

    // or... using the SH_DO macros

    SH_DO(Ref<myInterfaceType>::lookup(filename,obj));
}
```

**DESCRIPTION**

**Lookup** returns a ref to the object referenced by *path* and stores the ref into *returned\_ref* upon successful completion. Lookup checks the type of the referenced object, and verifies that it is actually of type T or one of its subtypes. If the object is not of an appropriate type, the effect is undefined.

**Lookup** must be called in a transaction.

**VERSION**

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

**SPONSORSHIP**

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**SEE ALSO**

**ref(cxxlb), errors(oc), transaction(oc)**