

NAME

intro – introduction to the Shore object cache

SYNOPSIS

```
#include <ShoreApp.h>
class Shore;
class OCREf;
class PoolScan;
```

DESCRIPTION

The Shore Object Cache Manager is a part of the Shore Language-Independent Library. Every Shore application process has its own cache manager, which communicates with the Shore Value-Added Server (SVAS) on behalf of Shore applications to begin, commit, and abort transactions, to cache persistent objects for use by application programs, and to resolve pathnames and logical OIDs (LOIDs). Applications use the Object Cache Manager through the `Shore` class, the language binding (for C++, it is the class `REF(t)` (or its equivalent, `Ref<T>`)), and others described in manual pages listed below.

ERRORS

A complete list of errors that can result from calls to the Shore Object Cache is given in **errors(oc)**.

VERSION

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

SPONSORSHIP

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SEE ALSO

For information about the Unix-compatibility classes and other functions that are available through the object cache, see **chdir(oc)**, **errors(oc)**, **getcwd(oc)**, **init(oc)**, **mkdir(oc)**, **options(oc)**, **pool(oc)**, **process_options(oc)**, **readlink(oc)**, **rename(oc)**, **rmdir(oc)**, **stat(oc)**, **statistics(oc)**, **symlink(oc)**, **transaction(oc)**, **umask(oc)**, **unixcompat(oc)**, **unlink(oc)** and **utimes(oc)**.

For information about the C++ language binding, see **intro(cxxlb)** and **sdlcxx(sdl)**.