

**NAME**

flush – remove object from object cache

**SYNOPSIS**

```
#include <ShoreApp.h>
shrc Ref<T>::flush() const;
```

**DESCRIPTION**

The **flush** method removes the referenced object from the object cache. If the object is modified, then it is first written back to the server. If the object is not in the cache, then no action is taken.

It is never necessary for an application to call this method, as all objects are flushed from the object cache when a transaction commits. However, applications can use this method to control the contents of the object cache. Note that this method does not release any locks held on the object; all locks are held until the end of the transaction in which they were obtained.

To fetch an object into the cache, use the **fetch** method (see **fetch(cxxlb)** ).

**VERSION**

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

**SPONSORSHIP**

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**SEE ALSO**

**fetch(cxxlb)**, **is\_resident(cxxlb)**, **valid(cxxlb)**.