

NAME

fetch – fetch object into object cache

SYNOPSIS

```
#include <ShoreApp.h>
shrc Ref<T>::fetch(LockMode lm = SH) const;
// alternative lock mode is EX
```

DESCRIPTION

The **fetch** method obtains a lock on the referenced object in the requested mode, and fetches the object into the object cache. *It is never necessary for an* application to use this method, as method invocation automatically fetches non-resident objects into the object cache (see **method(cxxlb)**). This method is provided for applications that want control over the contents of the object cache. It can also be used to determine whether a given ref is valid before calling a method on it (the **valid** method serves the same purpose, but does not fetch the object into the cache; see **valid(cxxlb)**). If the object is already in the cache and is locked in at least the requested mode, then no action is taken.

VERSION

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

SPONSORSHIP

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SEE ALSO

flush(cxxlb), is_resident(cxxlb), method(cxxlb), valid(cxxlb).