

**NAME**

unlink – remove a directory entry

**SYNOPSIS**

```
#include <ShoreApp.h>
static shrc Shore::unlink(const char *path);
```

**DESCRIPTION**

**Unlink** decrements the link count of the object referenced by *path* and removes the directory entry named by *path*. If this operation causes the link count of the object to fall to zero, the referenced object is destroyed. This method is used to destroy registered objects. Anonymous objects are removed by **OCRef::destroy**.

If **unlink** does cause the referenced object to be destroyed, an EX (exclusive-mode) lock is obtained on the object.

**VERSION**

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

**SPONSORSHIP**

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**SEE ALSO**

**destroy(cxxlb).**