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Class

MemoryPersistDriver

In memory driver for persist system for storing persistent cross request key/value pairs

```
actor MemoryPersistDriver<C> where C : Clock, C.Duration == Duration
```

Topics

Initializers

`init(C)`

Instance Methods

`func create(key: String, value: some Codable & Sendable, expires: Duration?) async throws`

create key/value pair. If key already exist throw `PersistError.duplicate` error

`func get<Object>(key: String, as: Object.Type) async throws -> Object?`

get value for key

`func remove(key: String) async throws`

remove value associated with key

`func run() async throws`

```
func set(key: String, value: some Codable & Sendable, expires: Duration?) async throws
```

set value for key. If value already exists overwrite it

Default Implementations

- ☰ Actor Implementations
 - ☰ PersistDriver Implementations
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Relationships

Conforms To

PersistDriver
ServiceLifecycle.Service
Swift.Sendable
_Concurrency.Actor

See Also

Storage

protocol PersistDriver

Protocol for driver supporting persistent Key/Value pairs across requests

struct PersistError

Errors return by persist framework
