

```
1  int32_t CreateServerStreamObject(  
2      IN  CREATE_OPTIONS_S  *option,  
3      OUT object_id_t  *objectId);  
4  int32_t DestroyServerStreamObject(  
5      IN  object_id_t  *objectId);  
6  int32_t AppendServerStreamObject(  
7      IN  object_id_t  *objectId,  
8      IN  IO_CONTENT_S  *io,  
9      OUT uint64_t  *offset);  
10 int32_t ReadServerStreamObject(  
11     IN  object_id_t  *objectId,  
12     IN  uint64_t  offset,  
13     IN  EAD_CTRL_S  *readCtrl,  
14     INOUT IO_CONTENT_S  *io);
```