Freeze-BackgroundSaveEvictor

Freeze::BackgroundSaveEvictor

Overview

local interface BackgroundSaveEvictor extends [Freeze::Evictor](#)

A background-save evictor is an evictor that saves updates asynchronously in a background thread.

Operation Index

[keep](#) — Lock this object in the evictor cache.
[keepFacet](#) — Like [keep](#), but with a facet.
[release](#) — Release a lock acquired by [keep](#).
[releaseFacet](#) — Like [release](#), but with a facet.

Operations

void keep([Ice::Identity](#) id)

Lock this object in the evictor cache. This lock can be released by [release](#) or `remove`. [release](#) releases only one lock, while `remove` releases all the locks.

Parameters

`id` — The identity of the Ice object.

Exceptions

[Ice::NotRegisteredException](#) — Raised if this identity was not registered with the evictor.
[Freeze::DatabaseException](#) — Raised if a database failure occurred.

See Also

- [keepFacet](#)
- [release](#)
- `remove`

void keepFacet([Ice::Identity](#) id, string facet)

Like [keep](#), but with a facet. Calling `keep(id)` is equivalent to calling [keepFacet](#) with an empty facet.

Parameters

`id` — The identity of the Ice object.
`facet` — The facet. An empty facet means the default facet.

Exceptions

[Ice::NotRegisteredException](#) — Raised if this identity was not registered with the evictor.
[Freeze::DatabaseException](#) — Raised if a database failure occurred.

See Also

- [keep](#)
- [releaseFacet](#)
- `removeFacet`

void release([Ice::Identity](#) id)

Release a lock acquired by [keep](#). Once all the locks on an object have been released, the object is again subject to the normal eviction strategy.

Parameters

`id` — The identity of the Ice object.

Exceptions

Ice::NotRegisteredException — Raised if this object was not locked with keep or keepFacet.

See Also

- keepFacet
- release

void releaseFacet(Ice::Identity id, string facet)

Like release, but with a facet. Calling `release(id)` is equivalent to calling releaseFacet with an empty facet.

Parameters

`id` — The identity of the Ice object.
`facet` — The facet. An empty facet means the default facet.

Exceptions

Ice::NotRegisteredException — Raised if this object was not locked with keep or keepFacet.

See Also

- keep
- releaseFacet