# Freeze-ObjectRecord

# Freeze::ObjectRecord

### Overview

#### struct ObjectRecord

ObjectRecord is the value-type for the persistent maps maintained by evictors when using Ice encoding version is 1.0.

# **Data Member Index**

servant — The servant implementing the object. stats — The statistics for the object.

# **Data Members**

#### **Object servant;**

The servant implementing the object.

#### Freeze::Statistics stats;

The statistics for the object.