

## PStoreStorageAdaptor

Texas [persistent store](http://ftp.cs.utexas.edu/pub/garbage/texas/). more references: [ftp://ftp.cs.utexas.edu/pub/garbage/texas/](http://ftp.cs.utexas.edu/pub/garbage/texas/) and [ftp://ftp.cs.utexas.edu/pub/garbage/texaspstore.ps](http://ftp.cs.utexas.edu/pub/garbage/texaspstore.ps)

This storage adaptor is a great facility! For one thing it preserves object identity over restarts - pointer compare as same for ever. Next it loads only those parts of the data, which are accessed (actually page wise, hence a few more objects loaded). The actual file is also compressed. This is **way** faster (for reads) than any other conceivable way. The last advantage plays hand in hand with the Askemos implementation, which tries to share data between objects.

## Debugging with pstore enabled

If you use pstore, be careful. Never keep references to objects in the data base over garbage collection time in the persistent store. Doing so might corrupt your data base. If you don't understand what I'm talking about: just explore it but refrain from modifying the data base and you're safe. Or: don't switch pstore off for debugging.

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Last modifikation: Tue, 18 Nov 2008 13:09:48 +0100

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Document number A849640f672ed0df0958abc0712110f3c page PStoreStorageAdaptor delivered to public at Tue, 07 Sep 2010 11:39:12 +0200