

NAME

ODBM_File - Tied access to odbm files

SYNOPSIS

```
use Fcntl;    # For O_RDWR, O_CREAT, etc.
use ODBM_File;

# Now read and change the hash
$h{newkey} = newvalue;
print $h{oldkey};
...

untie %h;
```

DESCRIPTION

ODBM_File establishes a connection between a Perl hash variable and a file in ODBM_File format;. You can manipulate the data in the file just as if it were in a Perl hash, but when your program exits, the data will remain in the file, to be used the next time your program runs.

Use ODBM_File with the Perl built-in `tie` function to establish the connection between the variable and the file. The arguments to `tie` should be:

1. The hash variable you want to tie.
2. The string "ODBM_File". (This tells Perl to use the ODBM_File package to perform the functions of the hash.)
3. The name of the file you want to tie to the hash.
4. Flags. Use one of:
`O_RDONLY`
Read-only access to the data in the file.
`O_WRONLY`
Write-only access to the data in the file.
`O_RDWR`
Both read and write access.

If you want to create the file if it does not exist, add `O_CREAT` to any of these, as in the example. If you omit `O_CREAT` and the file does not already exist, the `tie` call will fail.
5. The default permissions to use if a new file is created. The actual permissions will be modified by the user's `umask`, so you should probably use 0666 here. (See *"umask" in perlfunc.*)

DIAGNOSTICS

On failure, the `tie` call returns an undefined value and probably sets `$!` to contain the reason the file could not be tied.

odbm store returned -1, errno 22, key "..." at ...

This warning is emitted when you try to store a key or a value that is too long. It means that the change was not recorded in the database. See **BUGS AND WARNINGS** below.

BUGS AND WARNINGS

There are a number of limits on the size of the data that you can store in the ODBM file. The most important is that the length of a key, plus the length of its associated value, may not exceed 1008

bytes. See *"tie"* in *perlfunc*, *perldbmsfilter*, *Fcntl*