

# get\_dirty\_state

The `get_dirty_state` message is sent to get state information about the need to synchronize with a dimension table.

## Get Dimension Synchronize State Information

To get dirty state information, the sequence of events is as follows:

1. The client specifies a request to obtain the dirty state information
2. The ontology server returns the dirty state information

## get\_dirty\_state Request Message

This message has no requirements or attributes settings.

**Example:**

```
<message_body>  
<get_dirty_state/>  
</message_body>
```

## get\_dirty\_state Response Message

A **status type** of `DONE` or `ERROR` is specified in the response header. The `<message_body>` provides the dirty state information.

**Example:**

```
<message_body>  
<dirty_state>NONE|ADD|DELETE_EDIT</dirty_state>  
</message_body>
```

The following **dirty\_state** codes are in use:

dirty_state code	Description
NONE	Indicates that no synchronization or update actions are required
ADD	Indicates an update action is required
DELETE_EDIT	Indicates a synchronization action is required