

Contents

- [Operations that change the EntityState](#)

This topic identifies many of the things you can do to an entity that change its [EntityState](#).

Operations that change the EntityState

Here's a brief summary of the [EntityState](#)-changers you'll run into most frequently:

Operation	Summary
Query	A successful query returns entities that are attached to the EntityManager. A newly-queried entity is <i>Unchanged</i> unless it happens to already be in cache. If the entity is already in cache, it retains its current <i>EntityState</i> by default. See the MergeStrategy topic for details.
AddEntity	Attaches the entity to the EntityManager as an <i>Added</i> entity. The entity is presumed to be new and unknown to the database. It would be inserted if saved.
AddToManager()	Attaches the entity to an inner, hidden EntityManager as a new entity. Call for an entity you created with <i>EntityManager.CreateEntity()</i> . See the special topic on this method .
AttachEntity	Attaches the entity to the EntityManager as an <i>Unchanged</i> entity. The entity is presumed to be in the database already.
RemoveFromManager	Detaches the entity from its current EntityManager. The new state is <i>Detached</i> .
Set a property	An <i>Unchanged</i> entity becomes <i>Modified</i> . Entities in other states retain their <i>EntityState</i> values.
Save	If the save succeeds, <i>Added</i> and <i>Modified</i> entities become <i>Unchanged</i> . <i>Deleted</i> entities are removed from cache and become <i>Detached</i> .
RejectChanges	<i>Modified</i> and <i>Deleted</i> entities are rolled back to their pre-change values; their new <i>EntityState</i> is <i>Unchanged</i> . <i>Added</i> entities are removed from the EntityCache and become <i>Detached</i> .
AcceptChanges	As with save, <i>Added</i> and <i>Modified</i> entities become <i>Unchanged</i> . <i>Deleted</i> entities are removed from cache and become <i>Detached</i> . Save actually calls <i>AcceptChanges</i> . Beware: calling <i>AcceptChanges</i> does not save them. Call it with a good reason, e.g., building test and design-time entities.
SetAdded	Change the entity from its current, non- <i>Detached</i> , state to the <i>Added</i> state. A feature most useful when building test and design-time entities.
SetModified	Change the entity from its current, non- <i>Detached</i> , state to the <i>Modified</i> state. A feature most useful when building test and design-time entities.