

# CAN

## CAN: A Simple File System-Based Object Store

A Content Access Node (CAN) is a simple file system convention for storing digital objects. It imposes minimal architectural and policy constraints while reserving a small set of file system names (directories and files) that place certain salient object store features, if available, in well-known locations within a single directory hierarchy that comprises the object store.

Name:	CAN
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Status:	Alpha
Specification:	<a href="#">CAN: A Simple File System-Based Object Store</a>
Download:	Not Available
More information:	<a href="#">Curation home page</a>