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Documentation Center

Getting Started with Ice

Start here if you're new to Ice:

- [Ice Overview](#)
- Hello World in your favorite language: [C++](#), [C#](#), [Java](#), [JavaScript](#), [Objective-C](#), [Python](#), [PHP](#), [Ruby](#).
- [Download Ice](#)
- Start developing with Ice on [Windows](#), [Linux](#), [macOS](#)

Need help? [Open an issue](#) or [start a discussion](#) on GitHub.

Ice 3.7 Resources

The latest Ice release includes a host of new features and improvements.

- [What's new in Ice 3.7?](#)
- [Upgrading to Ice 3.7](#)
- [Ice Manual](#)
- [Release Notes](#)
- [Slice API Reference](#)
- [Download Ice](#)

Looking for an earlier Ice release? Visit the documentation for [Ice 3.6](#), [Ice 3.5](#), or visit our [table of previous releases](#) to find what you need.



Ice Touch and Ice-E have been incorporated into Ice as of Ice 3.7.

DataStorm Resources

DataStorm is a new publish-subscribe service, currently in alpha testing.

- [DataStorm Manual](#)
- [Release Notes](#)
- [C++ API Reference](#)
- [Download DataStorm](#)

Additional Resources

Freeze

Freeze has been unbundled from Ice as of version 3.7 and is now available as a separate, standalone package. Documentation and installation instructions are available in the [Freeze Manual](#).

Frequently Asked Questions

Our list of [Frequently Asked Questions](#) provides detailed answers to the questions we get asked most frequently. If you don't find the answer to your question here or in the Ice manual, feel free to [open an issue](#) or [start a discussion](#) on GitHub..

Articles

We have written a number of [technical articles](#) with in-depth treatments on specific topics that might interest you. For example, the article about our [ch at demo](#) describes how we designed and implemented a real-world application that incorporates client applications in multiple programming languages and deployment platforms, security and firewall considerations, and session-based server implementation techniques.

