

Version Information in C++

The header file `IceUtil/Config.h` defines two macros that expand to the version of the Ice run time:

C++

```
#define ICE_STRING_VERSION "3.4.2" // "<major>.<minor>.<patch>"
#define ICE_INT_VERSION 30402      // AABBCC, with AA=major,
                                   // BB=minor, CC=patch
```

`ICE_STRING_VERSION` is a string literal in the form `<major>.<minor>.<patch>`, for example, `3.4.2`. For beta releases, the version is `<major>.<minor>b`, for example, `3.4b`.

`INT_VERSION` is an integer literal in the form `AABBCC`, where `AA` is the major version number, `BB` is the minor version number, and `CC` is the patch level, for example, `30402` for version `3.4.2`. For beta releases, the patch level is set to `51` so, for example, for version `3.4b`, the value is `30451`.