IcePatch2 Object Identities

An IcePatch2 service hosts one well-known object, which implements the `IcePatch2::FileServer` interface and has the default identity `IcePatch2/server`. If an application requires the use of multiple IcePatch2 services, it is a good idea to assign unique identities to the well-known objects by configuring the services with different values for the `IcePatch2.InstanceName` property, as shown in the following example:

```
$ icepatch2server --IcePatch2.InstanceName=PublicFiles ...
```

This property changes the category of the server object's identity, which becomes `PublicFiles/server`.

See Also

- Object Identity
- IcePatch2 Properties