

# Starting the IceBox Server

Incorporating everything we discussed previously, we can now configure and start IceBox servers.

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## Starting the C++ IceBox Server

The configuration file for our example C++ service is shown below:

```
IceBox.Service.Hello=HelloService:create
Hello.Endpoints=tcp -p 10001
```

Notice that we define an endpoint for the object adapter created by the `Hello` service.

Assuming these properties reside in a configuration file named `config`, we can start the C++ IceBox server as follows:

```
$ icebox --Ice.Config=config
```

Additional command line options are supported, including those that allow the server to run as a [Windows service](#) or [Unix daemon](#).

## Starting the Java IceBox Server

Our Java configuration is nearly identical to the C++ version, except for the entry point specification:

```
IceBox.Service.Hello=HelloServiceI
Hello.Endpoints=tcp -p 10001
```

Notice that we define an endpoint for the object adapter created by the `Hello` service.

Assuming these properties reside in a configuration file named `config`, we can start the Java IceBox server as follows:

```
$ java IceBox.Server --Ice.Config=config
```

## Starting the C# IceBox Server

The configuration file for our example C# service is shown below:

```
IceBox.Service.Hello=helloservice.dll:HelloService
Hello.Endpoints=tcp -p 10001
```

Notice that we define an endpoint for the object adapter created by the `Hello` service.

Assuming these properties reside in a configuration file named `config`, we can start the C# IceBox server as follows:

```
$ iceboxnet --Ice.Config=config
```

## IceBox Server Failures

At startup, an IceBox server inspects its configuration for all properties having the prefix `IceBox.Service` and initializes each service. If initialization fails for a service, the IceBox server invokes the `stop` operation on any initialized services, reports an error, and terminates.

### See Also

- [The Server-Side main Function in C++](#)
- [IceBox Properties](#)