

# Asynchronous Dynamic Invocation and Dispatch

Ice also provides asynchronous support for the [dynamic invocation and dispatch models](#). The mappings for the `ice_invoke` proxy function and the `B1Object` class adhere to the normal asynchronous mapping rules.

## Topics

- [Asynchronous Dynamic Invocation and Dispatch in C++](#)
- [Asynchronous Dynamic Invocation and Dispatch in Java](#)
- [Asynchronous Dynamic Invocation and Dispatch in C-Sharp](#)

## See Also

- [Dynamic Invocation and Dispatch](#)