

IceGrid-NodeUpdateDescriptor

IceGrid::NodeUpdateDescriptor

Overview

struct NodeUpdateDescriptor

A node update descriptor to describe the updates to apply to a node of a deployed application.

Used By

- [IceGrid::NodeUpdateDescriptorSeq](#)

Data Member Index

[name](#) — The name of the node to update.
[description](#) — The updated description (or null if the description wasn't updated.)
[variables](#) — The variables to update.
[removeVariables](#) — The variables to remove.
[propertySets](#) — The property sets to update.
[removePropertySets](#) — The property sets to remove.
[serverInstances](#) — The server instances to update.
[servers](#) — The servers which are not template instances to update.
[removeServers](#) — The ids of the servers to remove.
[loadFactor](#) — The updated load factor of the node (or null if the load factor was not updated).

Data Members

string name;

The name of the node to update.

[IceGrid::BoxedString](#) description;

The updated description (or null if the description wasn't updated.)

["java:type:java.util.TreeMap<String, String>"] [IceGrid::StringStringDict](#) variables;

The variables to update.

[Ice::StringSeq](#) removeVariables;

The variables to remove.

[IceGrid::PropertySetDescriptorDict](#) propertySets;

The property sets to update.

[Ice::StringSeq](#) removePropertySets;

The property sets to remove.

[IceGrid::ServerInstanceDescriptorSeq](#) serverInstances;

The server instances to update.

[IceGrid::ServerDescriptorSeq](#) servers;

The servers which are not template instances to update.

Ice::StringSeq removeServers;

The ids of the servers to remove.

IceGrid::BoxedString loadFactor;

The updated load factor of the node (or null if the load factor was not updated).
