

IceGrid-AdapterDescriptor

IceGrid::AdapterDescriptor

Overview

["cpp:comparable"] struct AdapterDescriptor

An Ice object adapter descriptor.

Used By

- [IceGrid::AdapterDescriptorSeq](#)

Data Member Index

[name](#) — The object adapter name.
[description](#) — The description of this object adapter.
[id](#) — The object adapter id.
[replicaGroupId](#) — The replica id of this adapter.
[priority](#) — The adapter priority.
[registerProcess](#) — Flag to specify if the object adapter will register a process object.
[serverLifetime](#) — If true the lifetime of this object adapter is the same of the server lifetime.
[objects](#) — The well-known object descriptors associated with this object adapter.
[allocatables](#) — The allocatable object descriptors associated with this object adapter.

Data Members

string name;

The object adapter name.

string description;

The description of this object adapter.

string id;

The object adapter id.

string replicaGroupId;

The replica id of this adapter.

string priority;

The adapter priority. This is eventually used when the adapter is member of a replica group to sort the adapter endpoints by priority.

bool registerProcess;

Flag to specify if the object adapter will register a process object.

bool serverLifetime;

If true the lifetime of this object adapter is the same of the server lifetime. This information is used by the IceGrid node to figure out the server state: the server is active only if all its "server lifetime" adapters are active.

[IceGrid::ObjectDescriptorSeq](#) objects;

The well-known object descriptors associated with this object adapter.

IceGrid::ObjectDescriptorSeq allocatables;

The allocatable object descriptors associated with this object adapter.
