# IceGrid-NodeObserver

## IceGrid::NodeObserver

### Overview

#### interface NodeObserver

The node observer interface. Observers should implement this interface to receive information about the state of the IceGrid nodes.

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nodeInit — The `nodeInit` operation indicates the current state of nodes.
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updateAdapter — The `updateAdapter` operation is called to notify an observer that the state of an adapter changed.

### Operations

#### void nodeInit(IceGrid::NodeDynamicInfoSeq nodes)

The `nodeInit` operation indicates the current state of nodes. It is called after the registration of an observer.

Parameters

`nodes` — The current state of the nodes.

#### void nodeUp(IceGrid::NodeDynamicInfo node)

The `nodeUp` operation is called to notify an observer that a node came up.

Parameters

`node` — The node state.

#### void nodeDown(string name)

The `nodeDown` operation is called to notify an observer that a node went down.

Parameters

`name` — The node name.

#### void updateServer(string node, IceGrid::ServerDynamicInfo updatedInfo)

The `updateServer` operation is called to notify an observer that the state of a server changed.

Parameters

`node` — The node hosting the server.
`updatedInfo` — The new server state.

#### void updateAdapter(string node, IceGrid::AdapterDynamicInfo updatedInfo)

The `updateAdapter` operation is called to notify an observer that the state of an adapter changed.

Parameters

`node` — The node hosting the adapter.
`updatedInfo` — The new adapter state.


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