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.

Operation Index

nodeInit — The `nodeInit` operation indicates the current state of nodes.
nodeUp — The `nodeUp` operation is called to notify an observer that a node came up.
nodeDown — The `nodeDown` operation is called to notify an observer that a node went down.
updateServer — The `updateServer` operation is called to notify an observer that the state of a server changed.
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.