

IceGrid::ServerDynamicInfo

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Overview

struct ServerDynamicInfo

Dynamic information about the state of a server.

Used By

- [IceGrid::NodeObserver::updateServer](#)
- [IceGrid::ServerDynamicInfoSeq](#)

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[id](#) — The id of the server.

[state](#) — The state of the server.

[pid](#) — The process id of the server.

[enabled](#) — Indicates whether the server is enabled.

Data Members

string id;

The id of the server.

[IceGrid::ServerState](#) state;

The state of the server.

int pid;

The process id of the server.

bool enabled;

Indicates whether the server is enabled.
