

# IceGrid-NodeUnreachableException

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## IceGrid::NodeUnreachableException

### Overview

#### exception NodeUnreachableException

This exception is raised if a node could not be reached.

#### Used By

- [IceGrid::Admin::enableServer](#)
- [IceGrid::Admin::getNodeHostname](#)
- [IceGrid::Admin::getNodeInfo](#)
- [IceGrid::Admin::getNodeLoad](#)
- [IceGrid::Admin::getNodeProcessorSocketCount](#)
- [IceGrid::Admin::getServerAdmin](#)
- [IceGrid::Admin::getServerPid](#)
- [IceGrid::Admin::getServerState](#)
- [IceGrid::Admin::isServerEnabled](#)
- [IceGrid::Admin::patchServer](#)
- [IceGrid::Admin::sendSignal](#)
- [IceGrid::Admin::shutdownNode](#)
- [IceGrid::Admin::startServer](#)
- [IceGrid::Admin::stopServer](#)
- [IceGrid::Admin::writeMessage](#)
- [IceGrid::AdminSession::openNodeStdErr](#)
- [IceGrid::AdminSession::openNodeStdOut](#)
- [IceGrid::AdminSession::openServerLog](#)
- [IceGrid::AdminSession::openServerStdErr](#)
- [IceGrid::AdminSession::openServerStdOut](#)

### Data Member Index

[name](#) — The name of the node that is not reachable.

[reason](#) — The reason why the node couldn't be reached.

### Data Members

#### **string name;**

The name of the node that is not reachable.

#### **string reason;**

The reason why the node couldn't be reached.

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