

Ice-Current

Ice::Current

Overview

local struct Current

Information about the current method invocation for servers. Each operation on the server has a `Current` as its implicit final parameter. `Current` is mostly used for Ice services. Most applications ignore this parameter.

Used By

- [Ice::Instrumentation::CommunicatorObserver::getDispatchObserver](#)
- [Ice::ServantLocator::finished](#)
- [Ice::ServantLocator::locate](#)

Data Member Index

[adapter](#) — The object adapter.
[con](#) — Information about the connection over which the current method invocation was received.
[id](#) — The Ice object identity.
[facet](#) — The facet.
[operation](#) — The operation name.
[mode](#) — The mode of the operation.
[ctx](#) — The request context, as received from the client.
[requestId](#) — The request id unless oneway (0) or collocated (-1).
[encoding](#) — The encoding version used to encode the input and output parameters.

Data Members

[Ice::ObjectAdapter](#) adapter;

The object adapter.

[Ice::Connection](#) con;

Information about the connection over which the current method invocation was received. If the invocation is direct due to collocation optimization, this value is set to null.

[Ice::Identity](#) id;

The Ice object identity.

string facet;

The facet.

string operation;

The operation name.

[Ice::OperationMode](#) mode;

The mode of the operation.

[Ice::Context](#) ctx;

The request context, as received from the client.

int requestId;

The request id unless oneway (0) or collocated (-1).

Ice::EncodingVersion encoding;

The encoding version used to encode the input and output parameters.
