

Ice-ObjectFactory

Ice::ObjectFactory

Overview

local interface ObjectFactory

A factory for objects. Object factories are used in several places, for example, when receiving "objects by value" and when Freeze restores a persistent object. Object factories must be implemented by the application writer, and registered with the communicator.

Used By

- [Ice::Communicator::addObjectFactory](#)
- [Ice::Communicator::findObjectFactory](#)

See Also

- [Freeze](#)

Operation Index

[create](#) — Create a new object for a given object type.

[destroy](#) — Called when the factory is removed from the communicator, or if the communicator is destroyed.

Operations

Object create(string type)

Create a new object for a given object type. The type is the absolute Slice type id, i.e., the id relative to the unnamed top-level Slice module. For example, the absolute Slice type id for interfaces of type `Bar` in the module `Foo` is `::Foo::Bar`.

The leading "::" is required.

Parameters

`type` — The object type.

Return Value

The object created for the given type, or nil if the factory is unable to create the object.

void destroy()

Called when the factory is removed from the communicator, or if the communicator is destroyed.

See Also

- [Ice::Communicator::destroy](#)
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