

Ice-BadMagicException

Ice::BadMagicException

Overview

local exception BadMagicException extends [Ice::ProtocolException](#)

This exception indicates that a message did not start with the expected magic number ('I', 'C', 'E', 'P').

Data Member Index

[badMagic](#) — A sequence containing the first four bytes of the incorrect message.

Data Members

[Ice::ByteSeq](#) badMagic;

A sequence containing the first four bytes of the incorrect message.
