

# Ice-NoObjectFactoryException

---

## Ice::NoObjectFactoryException

### Overview

**local exception NoObjectFactoryException extends [Ice::MarshalException](#)**

This exception is raised if no suitable object factory was found during unmarshaling of a Slice class instance.

See Also

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

### Data Member Index

[type](#) — The Slice type ID of the class instance for which no no factory could be found.

### Data Members

**string type;**

The Slice type ID of the class instance for which no no factory could be found.

---