

Ice-Router

Ice::Router

Overview

interface Router

The Ice router interface. Routers can be set either globally with [Ice::Communicator::setDefaultRouter](#), or with `ice_router` on specific proxies.

Derived Classes and Interfaces

- [Glacier2::Router](#)

Operation Index

[getClientProxy](#) — Get the router's client proxy, i.e., the proxy to use for forwarding requests from the client to the router.
[getServerProxy](#) — Get the router's server proxy, i.e., the proxy to use for forwarding requests from the server to the router.
[addProxy](#) — Add new proxy information to the router's routing table. (*Deprecated*)
[addProxies](#) — Add new proxy information to the router's routing table.

Operations

["nonmutating"] Object* getClientProxy()

Get the router's client proxy, i.e., the proxy to use for forwarding requests from the client to the router.

Return Value

The router's client proxy.

["nonmutating"] Object* getServerProxy()

Get the router's server proxy, i.e., the proxy to use for forwarding requests from the server to the router.

Return Value

The router's server proxy.

void addProxy(Object* proxy)

Add new proxy information to the router's routing table.

This operation is deprecated, and only used for old Ice clients (older than version 3.1).

addProxy() is deprecated, use addProxies() instead.

Parameters

`proxy` — The proxy to add.

Ice::ObjectProxySeq addProxies(Ice::ObjectProxySeq proxies)

Add new proxy information to the router's routing table.

Parameters

`proxies` — The proxies to add.

Return Value

Proxies discarded by the router.
