

Ice-Instrumentation-ObserverUpdater

Ice::Instrumentation::ObserverUpdater

Overview

local interface ObserverUpdater

The observer updater interface. This interface is implemented by the Ice run-time and an instance of this interface is provided by the Ice communicator on initialization to the [Ice::Instrumentation::CommunicatorObserver](#) object set with the communicator initialization data. The Ice communicator calls [Ice::Instrumentation::CommunicatorObserver::setObserverUpdater](#) to provide the observer updater. This interface can be used by add-ins implementing the [Ice::Instrumentation::CommunicatorObserver](#) interface to update the observers of connections and threads.

Used By

- [Ice::Instrumentation::CommunicatorObserver::setObserverUpdater](#)

Operation Index

[updateConnectionObservers](#) — Update connection observers associated with each of the Ice connection from the communicator and its object adapters.

[updateThreadObservers](#) — Update thread observers associated with each of the Ice thread from the communicator and its object adapters.

Operations

void updateConnectionObservers()

Update connection observers associated with each of the Ice connection from the communicator and its object adapters. When called, this method goes through all the connections and for each connection [Ice::Instrumentation::CommunicatorObserver::getConnectionObserver](#) is called. The implementation of `getConnectionObserver` has the possibility to return an updated observer if necessary.

void updateThreadObservers()

Update thread observers associated with each of the Ice thread from the communicator and its object adapters. When called, this method goes through all the threads and for each thread [Ice::Instrumentation::CommunicatorObserver::getThreadObserver](#) is called. The implementation of `getThreadObserver` has the possibility to return an updated observer if necessary.
