

Ice-PluginManager

Ice::PluginManager

Overview

local interface PluginManager

Each communicator has a plug-in manager to administer the set of plug-ins.

Used By

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

Operation Index

[initializePlugins](#) — Initialize the configured plug-ins.

[getPlugins](#) — Get a list of plugins installed.

[getPlugin](#) — Obtain a plug-in by name.

[addPlugin](#) — Install a new plug-in.

[destroy](#) — Called when the communicator is being destroyed.

Operations

void initializePlugins()

Initialize the configured plug-ins. The communicator automatically initializes the plug-ins by default, but an application may need to interact directly with a plug-in prior to initialization. In this case, the application must set `Ice.InitPlugins=0` and then invoke [initializePlugins](#) manually. The plug-ins are initialized in the order in which they are loaded. If a plug-in raises an exception during initialization, the communicator invokes `destroy` on the plug-ins that have already been initialized.

Exceptions

[Ice::InitializationException](#) — Raised if the plug-ins have already been initialized.

Ice::StringSeq getPlugins()

Get a list of plugins installed.

Return Value

The names of the plugins installed.

See Also

- [getPlugin](#)

Ice::Plugin getPlugin(string name)

Obtain a plug-in by name.

Parameters

`name` — The plug-in's name.

Return Value

The plug-in.

Exceptions

[Ice::NotRegisteredException](#) — Raised if no plug-in is found with the given name.

void addPlugin(string name, [Ice::Plugin](#) pi)

Install a new plug-in.

Parameters

name — The plug-in's name.

pi — The plug-in.

Exceptions

[Ice::AlreadyRegisteredException](#) — Raised if a plug-in already exists with the given name.

void destroy()

Called when the communicator is being destroyed.
