

The .NET Utility Library



Ice for C# includes a number of utility APIs in the `Ice.Util` class. This appendix summarizes the contents of these APIs for your reference.

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Communicator Initialization Methods

`Ice.Util` provides a number of overloaded `initialize` methods that [create a communicator](#).

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Identity Conversion

`Ice.Util` contains two methods to [convert object identities](#) of type `Ice.Identity` to and from strings.

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Per-Process Logger Methods

`Ice.Util` provides methods for getting and setting the [per-process logger](#).

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Property Creation Methods

`Ice.Util` provides a number of overloaded `createProperties` methods that [create property sets](#).

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Proxy Comparison Methods

Two methods, `proxyIdentityCompare` and `proxyIdentityAndFacetCompare`, allow you to [compare object identities](#) that are stored in proxies (either ignoring the facet or taking the facet into account).

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Version Information

The `stringVersion` and `intVersion` methods return the version of the Ice run time:

C#
<pre>public static string stringVersion(); public static int intVersion();</pre>

The `stringVersion` method returns the Ice version in the form `<major>.<minor>.<patch>`, for example, `3.7.1`. For beta releases, the version is `<major>.<minor>b`, for example, `3.7b`.

The `intVersion` method returns the Ice version in the form *AABBCC*, where *AA* is the major version number, *BB* is the minor version number, and *CC* is patch level, for example, 30701 for version 3.7.1. For beta releases, the patch level is set to 51 so, for example, for version 3.7b, the value is 30751.

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See Also

- [Command-Line Parsing and Initialization](#)
- [Setting Properties](#)
- [C-Sharp Streaming Interfaces](#)
- [Object Identity](#)

