

Proxies



The introduction to proxies provided in [Terminology](#) describes a proxy as a local artifact that makes a remote invocation as easy to use as a regular function call. In fact, processing remote invocations is just one of a proxy's many responsibilities. A proxy also encapsulates the information necessary to contact the object, including its [identity](#) and addressing details such as [endpoints](#). [Proxy methods](#) provide access to configuration and connection information, and act as factories for creating new proxies. Finally, a proxy initiates the establishment of a [new connection](#) when necessary.

Topics

- [Obtaining Proxies](#)
- [Proxy Methods](#)
- [Proxy Endpoints](#)
- [Filtering Proxy Endpoints](#)
- [Proxy Defaults and Overrides](#)
- [Proxy-Based Load Balancing](#)
- [Indirect Proxy with Object Adapter Identifier](#)
- [Well-Known Proxy](#)
- [Proxy and Endpoint Syntax](#)

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See Also

- [Terminology](#)
- [Object Identity](#)
- [Proxy Methods](#)
- [Connection Establishment](#)

