

Proxy Endpoints



Proxy endpoints are the client-side equivalent of [object adapter endpoints](#). A proxy endpoint identifies the protocol information used to contact a remote object, as shown in the following example:

```
tcp -h frosty.zeroc.com -p 10000
```

This endpoint states that an object is reachable via TCP on the host `frosty.zeroc.com` and the port `10000`.

A proxy must have, or be able to obtain, at least one endpoint in order to be useful. A [direct proxy](#) contains one or more endpoints:

```
MyObject:tcp -h frosty.zeroc.com -p 10000:ssl -h frosty.zeroc.com -p 10001
```

In this example the object with the identity `MyObject` is available at two separate endpoints, one using TCP and the other using SSL.

If a direct proxy does not contain the `-h` option (that is, no host is specified), the Ice run time uses the value of the `Ice.Default.Host` property. If `Ice.Default.Host` is not defined, the `localhost` interface is used.

An [indirect proxy](#) uses a [locator](#) to retrieve the endpoints dynamically. One style of indirect proxy contains an [adapter identifier](#):

```
MyObject @ MyAdapter
```

When this proxy requires the endpoints associated with `MyAdapter`, it requests them from the locator.

The other style of indirect proxy is a proxy with just an object identity, called a [well-known proxy](#):

```
MyObject
```

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See Also

- [Terminology](#)
- [Object Adapter Endpoints](#)
- [Locators](#)

