

Locators



In [Terminology](#), we described briefly how the Ice run time uses an intermediary, known as a *location service*, to convert the symbolic information in an indirect proxy into an endpoint that it can use to communicate with a server. This section expands on that introduction to explain in more detail how the Ice run time interacts with a location service. You can create your own location service or you can use [IceDiscovery](#) or [IceGrid](#), which are both implementations of a location service. Describing how to implement a location service is outside the scope of this manual.

A *locator* is an Ice object that is implemented by a location service. A locator object must support the Slice interface `Ice::Locator`, which defines operations that satisfy the location requirements of the Ice run time. Applications do not normally use these operations directly, but the locator object may support an implementation-specific interface derived from `Ice::Locator` that provides additional functionality. For example, IceGrid's locator object provides access to an `IceGrid::Query` object so that applications can perform [more sophisticated queries](#).

Topics

- [Locator Semantics for Clients](#)
- [Locator Configuration for a Client](#)
- [Locator Semantics for Servers](#)
- [Locator Configuration for a Server](#)

[Back to Top](#) ^

See Also

- [Terminology](#)
- [IceDiscovery](#)
- [IceGrid](#)
- [Querying Well-Known Objects](#)

