

Adapter Run Time Component





An adapter represents an Ice object adapter described in the IceGrid registry that resides in a server or an IceBox service. Note that direct object adapters are not displayed since IceGrid knows nothing about them.

On this page:

- [States](#)
- [Properties](#)

States

An adapter can be either active () or inactive () .

[Back to Top ^](#)

Properties

The Adapter Properties panel shows first the Runtime Status of the object adapter, i.e. "live" values retrieved from the enclosing server or service:

- **Status**
The status of this object adapter: Active or Inactive.
- **Published Endpoints**
The endpoints that this object adapter has registered with the IceGrid registry. Blank when the adapter's status is Inactive.

The remaining Server Properties under Configuration come from the IceGrid descriptor that defined this object adapter:

- **Description**
A free-text description of this adapter.
- **Adapter ID**
This object adapter's ID. Adapter IDs are unique within an IceGrid deployment.
- **Replica Group**
When this adapter belongs to a replica group, shows the replica group ID. Blank otherwise.
- **Priority**
The adapter's priority. Used only when the adapter belongs to a replica group with the "Ordered" load balancing policy.
- **Endpoints**
The Endpoints configuration property of this object adapter.
- **Published Endpoints**
The PublishedEndpoints configuration property of this object adapter.
- **Register Process**
When the Register Process checkbox is checked, this object adapter will register an `Ice::Process` object with IceGrid upon activation. This setting is meaningful only for servers with an Ice version less than 3.3.
- **Server Lifetime**
When the Server Lifetime checkbox is checked, IceGrid considers that this object adapter is activated when the server starts up and deactivated when the server shuts down. This allows IceGrid to detect when a server is fully activated (all its object adapters with a server-lifetime have registered) and when a server is shutting down (at least one object adapter with server-lifetime has unregistered).
- **Well-known Objects**
The well-known objects defined by this object adapter.
- **Allocatable Objects**
The allocatable objects defined by this object adapter.

[Back to Top ^](#)

