# Ice.PluginLoadOrder

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## Synopsis

`Ice.PluginLoadOrder=`*names*

## Description

Determines the order in which plug-ins are loaded (loaded is a synonym for created in this context). The Ice run time loads the plug-ins in the order they appear in *names*, where each plug-in name is separated by a comma or white space. Any plug-ins not mentioned in *names* are loaded afterward, in an undefined order.

C++ plug-ins for which factories were registered through `Ice::registerPluginFactory` with the last parameter set to `true` are always loaded first, in registration order, and are not affected by this property.