

The .NET Utility Library

Ice for .Net includes a number of utility APIs in the `Ice.Util` class. This appendix summarizes the contents of these APIs for your reference.

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Communicator Initialization Methods

`Ice.Util` provides a number of overloaded `initialize` methods that [create a communicator](#).

Identity Conversion

`Ice.Util` contains two methods to [convert object identities](#) of type `Ice.Identity` to and from strings.

Per-Process Logger Methods

`Ice.Util` provides methods for getting and setting the [per-process logger](#).

Property Creation Methods

`Ice.Util` provides a number of overloaded `createProperties` methods that [create property sets](#).

Proxy Comparison Methods

Two methods, `proxyIdentityCompare` and `proxyIdentityAndFacetCompare`, allow you to [compare object identities](#) that are stored in proxies (either ignoring the facet or taking the facet into account).

Stream Creation

Two methods, `createInputStream` and `createOutputStream` create [streams](#) for use with dynamic invocation.

Version Information

The `stringVersion` and `intVersion` methods return the version of the Ice run time:

C#

```
public static string stringVersion();
public static int intVersion();
```

The `stringVersion` method returns the Ice version in the form `<major>.<minor>.<patch>`, for example, `3.4.2`. For beta releases, the version is `<major>.<minor>b`, for example, `3.4b`.

The `intVersion` method returns the Ice version in the form `AABBCC`, where `AA` is the major version number, `BB` is the minor version number, and `CC` is patch level, for example, `30402` for version `3.4.2`. For beta releases, the patch level is set to 51 so, for example, for version `3.4b`, the value is `30451`.

See Also

- [Command-Line Parsing and Initialization](#)
- [Setting Properties](#)
- [C-Sharp Streaming Interfaces](#)
- [Object Identity](#)