

# IcePatch2 Object Identities

An IcePatch2 service hosts two well-known objects, which implement the `IcePatch2::FileServer` and `IcePatch2::Admin` interfaces and have the default identity `IcePatch2/server` and `IcePatch2/admin`, respectively. If an application requires the use of multiple IcePatch2 services, it is a good idea to assign unique identities to the well-known objects by configuring the servers with different values for the `IcePatch2.InstanceName` property, as shown in the following example:

```
$ icepatch2server --IcePatch2.InstanceName=PublicFiles ...
```

This property changes the category of the objects' identities, which become `PublicFiles/server` and `PublicFiles/admin`, respectively. The client's configuration must also be changed to reflect the new identity:

```
$ icepatch2client --IcePatch2.Endpoints="tcp -h somehost.com \  
> -p 10000" --IcePatch2.InstanceName=PublicFiles .
```

## See Also

- [Object Identity](#)
- [IcePatch2 Properties](#)