

The Current Object

Up to now, we have tacitly ignored the trailing parameter of type `Ice::Current` that is passed to each skeleton operation on the server side. The `Current` structure is defined as follows:

```

Slice

module Ice {
    local dictionary<string, string> Context;

    enum OperationMode { Normal, \Idempotent };

    local struct Current {
        ObjectAdapter  adapter;
        Connection     con;
        Identity       id;
        string          facet;
        string          operation;
        OperationMode  mode;
        Context        ctx;
        int            requestId;
    };
};

```

Note that the `Current` value provides access to information about the currently executing request to the implementation of an operation in the server:

- `adapter`
The `adapter` member provides access to the object adapter via which the request is being dispatched. In turn, the adapter provides access to its communicator (via the [getCommunicator](#) operation).
- `con`
The `con` member provides information about the [connection](#) over which this request was received.
- `id`
The `id` member provides the [object identity](#) for the current request.
- `facet`
The `facet` member provides access to the [facet](#) for the request.
- `operation`
The `operation` member contains the name of the operation that is being invoked. Note that the operation name may indicate one of the [operations on Ice::Object](#), such as `ice_ping` or `ice_isA`. (`ice_isA` is invoked if a client performs a `checkedCast`.)
- `mode`
The `mode` member contains the invocation mode for the operation (`Normal` or `Idempotent`), which influences the [retry behavior](#) of the Ice run time.
- `ctx`
The `ctx` member contains the current [request context](#) for the invocation.
- `requestId`
The Ice [protocol](#) uses request IDs to associate replies with their corresponding requests. The `requestId` member provides this ID. For oneway requests (which do not have replies), the request ID is 0. For collocated requests (which do not use the Ice protocol), the request ID is -1.

If you implement your server such that it uses a separate servant for each Ice object, the contents of `Current` are not particularly interesting. (You would most likely access `Current` to read the `adapter` member, for example, to activate or deactivate a servant.) However, as we will see in our discussion of [default servants](#) and [servant locators](#), the `Current` object is essential for more sophisticated (and more scalable) servant implementations.

See Also

- [Object Identity](#)
- [Default Servants](#)
- [Servant Locators](#)
- [Request Contexts](#)
- [Facets and Versioning](#)
- [Using Connections](#)

- [The Ice Protocol](#)