

Ice Trace Properties

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Ice.Trace.GC

Synopsis

`Ice.Trace.GC=num`

Description

Ice for C++ includes a [garbage collector](#) for Slice objects. This property controls the trace level for the garbage collector:

0	No garbage collector trace (default).
1	Show the total number of instances collected, the total number of instances examined, the time spent in the collector in milliseconds, and the total number of runs of the collector.
2	Like 1, but also produces a trace message for each run of the collector.

Ice.Trace.Locator

Synopsis

`Ice.Trace.Locator=num`

Description

The Ice run time makes [locator](#) requests to resolve the endpoints of object adapters and well-known objects. Requests on the locator registry are used to update object adapter endpoints and set the server process proxy. This property controls the trace level for the Ice run time's interactions with the locator:

0	No locator trace (default).
1	Trace Ice locator and locator registry requests.
2	Like 1, but also trace the removal of endpoints from the cache.

Ice.Trace.Network

Synopsis

`Ice.Trace.Network=num`

Description

Controls the trace level for low-level network activities such as connection establishment and read/write operations:

0	No network trace (default).
1	Trace successful connection establishment and closure.
2	Like 1, but also trace attempts to bind, connect, and disconnect sockets.

3	Like 2, but also trace data transfer, the published endpoints for an object adapter, and the current list of local addresses for an endpoint that uses the wildcard address.
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Ice.Trace.Protocol

Synopsis

`Ice.Trace.Protocol=num`

Description

Controls the trace level for Ice [protocol](#) messages:

0	No protocol trace (default).
1	Trace Ice protocol messages.

Ice.Trace.Retry

Synopsis

`Ice.Trace.Retry=num`

Description

Ice supports [automatic retries](#) in case of a request failure. This property controls the trace level for retry attempts:

0	No request retry trace (default).
1	Trace Ice operation call retries.
2	Also trace Ice endpoint usage.

Ice.Trace.Slicing

Synopsis

`Ice.Trace.Slicing=num`

Description

The Ice data encoding for [exceptions](#) and [classes](#) enables a receiver to slice an unknown exception or class type to a known type. This property controls the trace level for slicing activities:

0	No trace of slicing activity (default).
1	Trace all exception and class types that are unknown to the receiver and therefore sliced.

Ice.Trace.ThreadPool

Synopsis

`Ice.Trace.ThreadPool=num`

Description

Controls the trace level for the Ice [thread pool](#):

0	No trace of thread pool activity (default).
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1	Trace the creation, growing, and shrinking of thread pools.
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