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Our ProjX application sets additional/default connection properties for the MasterConnection and every screen connection (means SubConnection used for workscreens). The additional properties are:

```
con.setProperty(IConnectionConstants.PREFIX_CLIENT +
ILauncher.PARAM_CODEBASE,
                launcher.getParameter(ILauncher.PARAM_CODEBASE));

con.setProperty(IConnectionConstants.PREFIX_CLIENT +
ILauncher.PARAM_SERVERBASE,
                launcher.getParameter(ILauncher.PARAM_SERVERBASE));

con.setProperty(IConnectionConstants.PREFIX_SERVER +
IConnectionConstants.PREFIX_SESSION +
                "language", getLanguage());

con.setProperty(IConnectionConstants.PREFIX_CLIENT + "launcher",
                launcher.getUIResource().getClass().getName());

con.setProperty(IConnectionConstants.PREFIX_CLIENT +
ILauncher.PARAM_UIFACTORY,
                launcher.getFactory().getClass().getName());

con.setProperty(IConnectionConstants.PREFIX_CLIENT +
ILauncher.PARAM_ENVIRONMENT,
                launcher.getEnvironmentName());
```

All properties are available on the server side in your session:

```
SessionContext.getCurrentSession().getProperty(IConnectionConstants.PREFIX_C
LIENT +
                                                ILauncher.PARAM_ENVIRONMENT);
```

It's easy to handle different environments or different launcher implementations with the above properties.

From:
https://doc.sibvisions.com/ - **Documentation**

Permanent link:
https://doc.sibvisions.com/applications/connection_properties

Last update: **2020/07/08 12:58**