

Ice::Object



FileSystem::File

```
+ ice_isA()
+ ice_ids()
+ ice_id()
+ receiveLatest()
+ __receiveLatest()
+ receiveVersion()
+ __receiveVersion()
+ sendFile()
+ __sendFile()
+ getHistory()
+ __getHistory()
+ __dispatch()
+ ice_staticId()
# __writeImpl()
# __readImpl()
```