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Transport API Java Edition V3.2.x

VALUE ADDED COMPONENTS

DEVELOPERS GUIDE JAVA EDITION



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Contents

Chapter 1	Introduction	1
1.1	About this Manual	1
1.2	Audience	1
1.3	Programming Language.....	1
1.4	Acronyms and Abbreviations	1
1.5	Additional References and Resources.....	3
1.6	Documentation Feedback	3
1.7	Document Conventions.....	3
1.7.1	<i>Typographic</i>	3
1.7.2	<i>Document Structure</i>	3
1.7.3	<i>Diagrams</i>	4
Chapter 2	Product Description and Overview	5
2.1	What is the Transport API?	5
2.2	What are Transport API Value Added Components?	5
2.3	Transport API Reactor	6
2.4	OMM Consumer Watchlist	7
2.4.1	<i>Data Stream Aggregation and Recovery</i>	7
2.4.2	<i>Additional Features</i>	7
2.4.3	<i>Usage Notes</i>	7
2.5	Administration Domain Model Representations	8
2.6	Value Added Utilities	8
2.7	Payload Cache.....	8
Chapter 3	Building an OMM Consumer	9
3.1	Overview	9
3.2	Leverage Existing or Create New Reactor	9
3.3	Implement Callbacks and Populate Role	9
3.4	Establish Connection using Reactor.connect.....	10
3.5	Issue Requests and/or Post Information	10
3.6	Log Out and Shut Down.....	10
3.7	Additional Consumer Details.....	11
Chapter 4	Building an OMM Interactive Provider	12
4.1	Overview	12
4.2	Leverage Existing or Create New Reactor.....	12
4.3	Create a Server.....	13
4.4	Implement Callbacks and Populate Role	13
4.5	Associate Incoming Connections Using Reactor.accept.....	13
4.6	Perform Login Process.....	14
4.7	Provide Source Directory Information	14
4.8	Provide or Download Necessary Dictionaries	15
4.9	Handle Requests and Post Messages	15
4.10	Disconnect Consumers and Shut Down	16
4.11	Additional Interactive Provider Details	16
Chapter 5	Building an OMM Non-Interactive Provider	17
5.1	Building an OMM Non-Interactive Provider Overview.....	17
5.2	Leverage Existing or Create New Reactor	17
5.3	Implement Callbacks and Populate Role	17

5.4	Establish Connection using <code>Reactor.connect</code>	18
5.5	Download the Dictionary	18
5.6	Provide Content	18
5.7	Log Out and Shut Down.....	19
5.8	Additional Non-Interactive Provider Details.....	19
Chapter 6	Reactor Detailed View.....	20
6.1	Concepts	20
6.1.1	<i>Functionality: Transport API Versus Transport API Reactor</i>	21
6.1.2	<i>Reactor Error Handling</i>	22
6.1.3	<i>Reactor Error Info Codes</i>	22
6.1.4	<i>Transport API Reactor Application Lifecycle</i>	23
6.2	Reactor Use	24
6.2.1	<i>Creating a Reactor</i>	24
6.2.2	<i>Destroying a Reactor</i>	25
6.3	Reactor Channel Use.....	26
6.3.1	<i>Reactor Channel Roles</i>	27
6.3.2	<i>Reactor Channel Role: OMM Consumer</i>	29
6.3.3	<i>Reactor Channel Role: OMM Provider</i>	31
6.3.4	<i>Reactor Channel Role: OMM Non-Interactive Provider</i>	32
6.4	Managing Reactor Channels.....	33
6.4.1	<i>Adding Reactor Channels</i>	33
6.4.2	<i>Removing Reactor Channels</i>	37
6.5	Dispatching Data.....	38
6.5.1	<i>Reactor Dispatch Methods</i>	38
6.5.2	<i>Reactor Callback Methods</i>	40
6.5.3	<i>Reactor Callback: Channel Event</i>	41
6.5.4	<i>Reactor Callback: Default Message</i>	44
6.5.5	<i>Reactor Callback: RDM Login Message</i>	45
6.5.6	<i>Reactor Callback: RDM Directory Message</i>	46
6.5.7	<i>Reactor Callback: RDM Dictionary Message</i>	48
6.6	Writing Data	50
6.6.1	<i>Writing Data using <code>ReactorChannel.submit(Msg...)</code></i>	50
6.6.2	<i>Writing Data Using <code>ReactorChannel.submit(TransportBuffer...)</code></i>	54
6.7	Creating and Using Tunnel Streams	61
6.7.1	<i>Authenticating a Tunnel Stream</i>	62
6.7.2	<i>Opening a Tunnel Stream</i>	62
6.7.3	<i>Negotiating Stream Behaviors: Class of Service</i>	64
6.7.4	<i>Tunnel Stream Callback Methods and Event Types</i>	68
6.7.5	<i>Code Sample: Opening and Managing a Tunnel Stream</i>	70
6.7.6	<i>Accepting Tunnel Streams</i>	71
6.7.7	<i>Receiving Content on a <code>TunnelStream</code></i>	76
6.7.8	<i>Sending Content on a <code>TunnelStream</code></i>	76
6.7.9	<i>Closing a Tunnel Stream</i>	78
6.8	Reactor Utility Methods	78
6.8.1	<i>General Reactor Utility Methods</i>	79
6.8.2	<i><code>ReactorChannelInfo</code> Class Members</i>	79
6.8.3	<i><code>ReactorChannel.ioctl</code> Option Values</i>	79
Chapter 7	Administration Domain Models Detailed View	80
7.1	Concepts	80
7.2	Message Base	81
7.2.1	<i>Message Base Members</i>	81
7.2.2	<i>Message Base Method</i>	81
7.2.3	<i>RDM Message Types</i>	82

7.3	RDM Login Domain	83
7.3.1	Login Request	83
7.3.2	Login Refresh	86
7.3.3	Login Status	93
7.3.4	Login Close	96
7.3.5	Login Consumer Connection Status	96
7.3.6	Login Post Message Use	98
7.3.7	Login Ack Message Use	98
7.3.8	Login Attributes	98
7.3.9	Login Message	100
7.3.10	Login Message Utility Messages	101
7.3.11	Login Encoding and Decoding	101
7.4	RDM Source Directory Domain	106
7.4.1	Directory Request	106
7.4.2	Directory Refresh	108
7.4.3	Directory Update	110
7.4.4	Directory Status	112
7.4.5	Directory Close	114
7.4.6	Directory Consumer Status	114
7.4.7	Directory Service	115
7.4.8	Directory Service Info Filter	116
7.4.9	Directory Service State Filter	119
7.4.10	Directory Service Group Filter	120
7.4.11	Directory Service Load Filter	121
7.4.12	Directory Service Data Filter	122
7.4.13	Directory Service Link Info Filter	123
7.4.14	Directory Service Link	124
7.4.15	Directory Message	125
7.4.16	Directory Message Utility Methods	125
7.4.17	Directory Encoding and Decoding	126
7.5	RDM Dictionary Domain	132
7.5.1	Dictionary Request	132
7.5.2	Dictionary Refresh	133
7.5.3	Dictionary Status	135
7.5.4	Dictionary Close	135
7.5.5	Dictionary Messages	136
7.5.6	Dictionary Message: Utility Methods	136
7.5.7	Dictionary Encoding and Decoding	136
7.6	RDM Queue Messages	142
7.6.1	Queue Data Message Persistence	142
7.6.2	Queue Request	142
7.6.3	Queue Refresh	143
7.6.4	Queue Status	143
7.6.5	Queue Close	143
7.6.6	Queue Data	144
7.6.7	QueueDataExpired	147
7.6.8	Queue Ack	148
Chapter 8	Payload Cache Detailed View	149
8.1	Concepts	149
8.2	Payload Cache	150
8.2.1	Payload Cache Management	150
8.2.2	Cache Error Handling	150
8.2.3	Payload Cache Instances	151
8.2.4	Managing RDM Field Dictionaries for Payload Cache	152

8.2.5	<i>Payload Cache Utilities</i>	154
8.3	Payload Cache Entries.....	155
8.3.1	<i>Managing Payload Cache Entries</i>	155
8.3.2	<i>Applying Data</i>	156
8.3.3	<i>Retrieving Data</i>	157

Appendix A Value Added Utilities 160

List of Figures

Figure 1.	Network Diagram Notation	4
Figure 2.	UML Diagram Notation.....	4
Figure 3.	OMM APIs with Value Added Components	5
Figure 4.	Transport API Value Added Components	6
Figure 5.	Transport API Reactor Thread Model	20
Figure 6.	Transport API Reactor Application Lifecycle	23
Figure 7.	Flow Chart for writing data via ReactorChannel.submit(TransportBuffer...)	54
Figure 8.	Tunnel Stream Illustration	61
Figure 9.	Consumer Application using Cache to Store Payload Data for Item Streams	149

List of Tables

Table 1:	Acronyms and Abbreviations	1
Table 2:	Transport API Functionality and Transport API Reactor Comparison.....	21
Table 3:	ReactorErrorInfo Members	22
Table 4:	Reactor Error Info Codes	22
Table 5:	Class Members.....	24
Table 6:	Reactor Creation Method	24
Table 7:	ReactorOptions Class Members.....	24
Table 8:	ReactorOptions Utility Method	25
Table 9:	Reactor Destruction Method.....	25
Table 10:	ReactorChannel Class Members.....	26
Table 11:	ReactorRole Class Members	27
Table 12:	ReactorRoleTypes Enumerated Values.....	28
Table 13:	ConsumerRole Class Members	29
Table 14:	ConsumerRole. di cti onaryDownl oadMode Enumerated Values.....	30
Table 15:	OMM Consumer Role Watchlist Options	30
Table 16:	ConsumerRole Utility Method	30
Table 17:	ProviderRole Class Members	31
Table 18:	ProviderRole Utility Method	31
Table 19:	NI ProviderRole Class Members.....	32
Table 20:	NI ProviderRole Utility Method	32
Table 21:	Reactor. connect Method.....	33
Table 22:	ReactorConnectOptions Class Members.....	34
Table 23:	ReactorConnectInfo Class Members	34
Table 24:	ReactorConnectOptions Utility Method.....	34
Table 25:	Reactor. accept Method.....	36
Table 26:	ReactorAcceptOptions Class Members.....	36
Table 27:	RssI ReactorAcceptOptions Utility Method	36
Table 28:	ReactorChannel. cl ose Function	37
Table 29:	Reactor Dispatch Methods.....	38
Table 30:	ReactorDispatchOptions Class Members	39
Table 31:	ReactorDispatchOptions Utility Method.....	39
Table 32:	ReactorCall backReturnCodes Callback Return Codes.....	40
Table 33:	ReactorEvent Class Members	40
Table 34:	ReactorChannel Event Class Member.....	41
Table 35:	ReactorChannel EventType Enumeration Values.....	41
Table 36:	ReactorChannel Event Utility Methods	42
Table 37:	ReactorMsgEvent Class Members.....	44
Table 38:	ReactorMsgEvent Utility Method.....	44
Table 39:	RDMLogi nMsgEvent Class Member	45
Table 40:	RDMLogi nMsgEvent Utility Method.....	45
Table 41:	RDMDI rectoryMsgEvent Class Member.....	47
Table 42:	RDMDI rectoryMsgEvent Utility Method	47
Table 43:	RDMDI cti onaryMsgEvent Class Member	49
Table 44:	RDMDI cti onaryMsgEvent Utility Method.....	49
Table 45:	ReactorChannel. submi t(Msg. . .) Method	50
Table 46:	ReactorSubmi tOptions Class Members.....	51
Table 47:	ReactorChannel. submi t(Msg. . .) Return Codes	51
Table 48:	ReactorRequestMsgOptions Class Members	52
Table 49:	ReactorSubmi tOptions Utility Method	52
Table 50:	ReactorChannel Buffer Management Methods.....	55
Table 51:	ReactorChannel. getBuffer Return Values	56

Table 52:	ReactorChannel . submit(TransportBuffer...) Method	56
Table 53:	ReactorChannel . submit(TransportBuffer...) Return Codes	57
Table 54:	ReactorChannel . packBuffer Method	58
Table 55:	ReactorChannel . packBuffer Return Values	59
Table 56:	Tunnel StreamAuthInfo Members	62
Table 57:	ReactorChannel . openTunnel Stream Method	62
Table 58:	Tunnel StreamOpenOptions	63
Table 59:	Cl assOfServi ce. common Members	64
Table 60:	Cl assOfServi ce. authenti cation Members	65
Table 61:	Cl assOfServi ce. fl owControl Members	65
Table 62:	Cl assOfServi ce. dataIntegri ty Members	66
Table 63:	Cl assOfServi ce. guarantee Members	67
Table 64:	Tunnel Stream Callback Methods	68
Table 65:	Tunnel Stream Callback Event Types	69
Table 66:	Tunnel StreamRequestEvent Members	72
Table 67:	ReactorChannel . acceptTunnel Stream Method	72
Table 68:	Tunnel StreamAcceptOptions Options	73
Table 69:	ReactorChannel . rejectTunnel Stream Method	73
Table 70:	Tunnel StreamRej ectOptions Options	73
Table 71:	Tunnel Stream Buffer Methods	76
Table 72:	Tunnel Stream Submit Method	76
Table 73:	Members	77
Table 74:	Tunnel Closure Method	78
Table 75:	Reactor Utility Methods	79
Table 76:	ReactorChannel Info Class Members	79
Table 77:	Domains Representations in the Administration Domain Model Value Added Component	80
Table 78:	MsgBase Members	81
Table 79:	MsgBase Method	81
Table 80:	Domain Representations Message Types	82
Table 81:	Logi nRequest Members	83
Table 82:	Logi nRequest Flags	85
Table 83:	Logi nRequest Utility Method	85
Table 84:	Logi nRefresh Members	86
Table 85:	Logi nRefresh Flags	88
Table 86:	Logi nSupportFeatures Members	89
Table 87:	Logi nSupportFeaturesFl ags	90
Table 88:	Logi nConnecti onConfi g Members	91
Table 89:	Logi nConnecti onConfi g Methods	91
Table 90:	ServerInfo Members	92
Table 91:	ServerInfo Flags	92
Table 92:	ServerInfo Methods	92
Table 93:	Logi nStatus Members	93
Table 94:	Logi nStatus Flags	94
Table 95:	Logi nCl ose Member	96
Table 96:	Logi nConsumerConnecti onStatus Members	96
Table 97:	Logi nConsumerConnecti onStatus Flags	97
Table 98:	Logi nWarmStandbyInfo Members	97
Table 99:	Logi nWarmStandbyInfo Methods	97
Table 100:	Logi nAttri b Members	98
Table 101:	Logi nAttri b Methods	100
Table 102:	Logi nAttri bFl ags	100
Table 103:	Logi nMsg Interfaces	100
Table 104:	Logi nMsg Utility Methods	101
Table 105:	Login Encoding and Decoding Methods	101
Table 106:	Di rectoryRequest Members	106

Table 107:	DirectoryRequest Flags.....	107
Table 108:	DirectoryRequest Utility Methods.....	107
Table 109:	DirectoryRefresh Members	108
Table 110:	DirectoryRefresh Flags.....	109
Table 111:	DirectoryUpdate Members.....	110
Table 112:	DirectoryUpdate Flags.....	111
Table 113:	DirectoryStatus Members.....	112
Table 114:	DirectoryStatus Flags.....	113
Table 115:	DirectoryStatus Utility Methods	113
Table 116:	DirectoryClose Member.....	114
Table 117:	DirectoryConsumerStatus Members	114
Table 118:	ConsumerStatusService Members.....	114
Table 119:	Service Members	115
Table 120:	Service Flags	115
Table 121:	Service Utility Methods	116
Table 122:	ServiceInfo Members	116
Table 123:	ServiceInfo Flags.....	118
Table 124:	ServiceInfo Utility Methods.....	118
Table 125:	ServiceState Members	119
Table 126:	ServiceState Flags	119
Table 127:	ServiceState Utility Methods.....	119
Table 128:	ServiceGroup Members	120
Table 129:	ServiceGroup Flags	120
Table 130:	ServiceGroup Utility Methods.....	120
Table 131:	ServiceLoad Members	121
Table 132:	ServiceLoad Flags.....	121
Table 133:	ServiceLoad Utility Methods.....	121
Table 134:	ServiceData Members	122
Table 135:	ServiceData Flags.....	122
Table 136:	ServiceData Methods.....	122
Table 137:	ServiceLinkInfo Members.....	123
Table 138:	ServiceLinkInfo Methods.....	123
Table 139:	ServiceLink Members	124
Table 140:	ServiceLink Flags.....	125
Table 141:	ServiceLink Methods.....	125
Table 142:	DirectoryMsg Interfaces	125
Table 143:	DirectoryMsg Utility Methods.....	125
Table 144:	Directory Encoding and Decoding Methods.....	126
Table 145:	DirectoryRequest Members	132
Table 146:	DirectoryRequest Flag	132
Table 147:	DirectoryRefresh Members	133
Table 148:	DirectoryRefresh Flags	134
Table 149:	DirectoryStatus Members	135
Table 150:	DirectoryStatus Flags.....	135
Table 151:	DirectoryClose Member	135
Table 152:	DirectoryMsg Interfaces	136
Table 153:	DirectoryMsg Utility Methods	136
Table 154:	Dictionary Encoding and Decoding Methods	136
Table 155:	QueueRequest Members	142
Table 156:	QueueRefresh Members	143
Table 157:	QueueStatus Members	143
Table 158:	QueueClose Members.....	143
Table 159:	QueueData Members.....	144
Table 160:	Queue Data Flag.....	144
Table 161:	Queue Data Message Timeout Codes.....	145

Table 162:	Queue Data Message Encoding Methods	145
Table 163:	QueueDataExpired Members.....	147
Table 164:	Queue Data Message Undeliverable Codes.....	148
Table 165:	Queue Ack Members.....	148
Table 166:	CacheError Class Members.....	150
Table 167:	CacheError Utility Method.....	150
Table 168:	Methods for Managing Cache Instances.....	151
Table 169:	PayloadCacheConfigOptions Members	151
Table 170:	Methods for Setting Dictionary to Cache.....	152
Table 171:	PayloadCache Utility Methods.....	154
Table 172:	Payload Cache Entry Management Methods.....	155
Table 173:	Methods for Applying and Retrieving Cache Entry Data	157
Table 174:	Methods for Using the Payload Cursor	158

Chapter 1 Introduction

1.1 About this Manual

This document is authored by Transport API architects and programmers who encountered and resolved many of the issues the reader might face. Several of its authors have designed, developed, and maintained the Transport API product and other Thomson Reuters products which leverage it. As such, this document is concise and addresses realistic scenarios and use cases.

This guide documents the functionality and capabilities of the Transport API Java Edition. In addition to connecting to itself, the Transport API can also connect to and leverage many different Thomson Reuters and customer components. If you want the Transport API to interact with other components, consult that specific component's documentation to determine the best way to configure and interact with these other devices.

1.2 Audience

This manual provides information and examples that aid programmers using the Transport API Java Edition Value Added Components. The level of material covered assumes that the reader is a user or a member of the programming staff involved in the design, coding, and test phases for applications which will use the Transport API or its Value Added Components. It is assumed that the reader is familiar with the data types, classes, operational characteristics, and user requirements of real-time data delivery networks, and has experience developing products using the Java programming language in a networked environment. Although Transport API Value Added Components offer alternate entry points to Transport API functionality, it is recommended that users are familiar with general Transport API usage and interfaces.

1.3 Programming Language

The Transport API Value Added Components are written to both the C and Java languages. This guide discusses concepts related to the Java Edition. All code samples in this document and all example applications provided with the product are written accordingly.

1.4 Acronyms and Abbreviations

ACRONYM	MEANING
ADH	Advanced Data Hub is the horizontally scalable service component within Thomson Reuters Enterprise Platform (TREP) providing high availability for publication and contribution messaging, subscription management with optional persistence, conflation and delay capabilities.
ADS	Advanced Distribution Server is the horizontally scalable distribution component within Thomson Reuters Enterprise Platform (TREP) providing highly available services for tailored streaming and snapshot data, publication and contribution messaging with optional persistence, conflation and delay capabilities.
API	Application Programming Interface
ASCII	American Standard Code for Information Interchange

Table 1: Acronyms and Abbreviations

ACRONYM	MEANING
ATS	Advanced Transformation System
DACS	Data Access Control System
DMM	Domain Message Model
EED	Elektron Edge Device
EMA	Elektron Message API, referred to simply as the Message API
EOA	Elektron Object API, referred to simply as the Object API.
ETA	Elektron Transport API, referred to simply as the Transport API. Formerly referred to as UPA.
EWA	Elektron Web API
GC	Garbage Collection
HTTP	Hypertext Transfer Protocol
HTTPS	Hypertext Transfer Protocol (Secure)
IDN	Integrated Data Network
NIP	Non-Interactive Provider
OMM	Open Message Model
QoS	Quality of Service
RDM	Reuters Domain Model
Reactor	The Reactor is a low-level, open-source, easy-to-use layer above ETA. It offers heartbeat management, connection and item recovery, and many other features to help simplify application code for users.
RFA	Robust Foundation API
RMTES	Reuters Multi-Lingual Text Encoding Standard
RSSL	Reuters Source Sink Library
RWF	Reuters Wire Format, a Thomson Reuters proprietary format.
SOA	Service Oriented Architecture
SSL	Source Sink Library
TREP	Thomson Reuters Enterprise Platform
UML	Unified Modeling Language
UTF-8	8-bit Unicode Transformation Format

Table 1: Acronyms and Abbreviations

1.5 Additional References and Resources

1. Transport API Java Edition *RDM Usage Guide*
2. *API Concepts Guide*
3. *Transport API Java Edition Developers Guide*
4. The [Thomson Reuters Professional Developer Community](#)

1.6 Documentation Feedback

While we make every effort to ensure the documentation is accurate and up-to-date, if you notice any errors, or would like to see more details on a particular topic, you have the following options:

- Send us your comments via email at apidocumentation@thomsonreuters.com.
- Add your comments to the PDF using Adobe's **Comment** feature. After adding your comments, submit the entire PDF to Thomson Reuters by clicking **Send File** in the **File** menu. Use the apidocumentation@thomsonreuters.com address.

1.7 Document Conventions

- Typographic
- Document Structure
- Diagrams

1.7.1 Typographic

- Java classes, methods, in-line code snippets, and types are shown in **orange**, *Courier New* font.
- Parameters, filenames, tools, utilities, and directories are shown in **Bold** font.
- Document titles and variable values are shown in *italics*.
- When initially introduced, concepts are shown in ***Bold, Italics***.
- Longer code examples are shown in Courier New font against an orange background. For example:

```
/* decode contents into the filter list object */
if ((retVal = filterList.decode(decIter)) >= CodecReturnCodes.SUCCESS)
{
    /* create single filter entry and reuse while decoding each entry */
    FilterEntry filterEntry = CodecFactory.createFilterEntry();
}
```

1.7.2 Document Structure

- General Concepts
- Detailed Concepts
- Interface Definitions
- Example Code

1.7.3 Diagrams

Diagrams that depict the interaction between components on a network use the following notation:











	Feed Handler, Enterprise Platform server, or other application		Network of multiple servers
	Transport API application		Point-to-point connection showing direction of primary data flow
	Application with local daemon		Point-to-point connection showing direction of client connecting to server
	Multicast network		Data from external source (e.g. consolidated network or exchange)
	Connection to Multicast network, no primary data flow direction		Connection to Multicast network showing direction of primary data flow

Figure 1. Network Diagram Notation





	Object
	Inheritance: object on left is like object on right
	Composition: object on left is made up of some number of objects on right
	Composition: object on left is made up of one object on right

Figure 2. UML Diagram Notation

Chapter 2 Product Description and Overview

2.1 What is the Transport API?

The Transport API is a low-level Transport API that provides the most flexible development environment to the application developer. It is the foundation on which all Thomson Reuters OMM-based components are built. The Transport API allows applications to achieve the highest throughput and lowest latency available with any OMM API, but requires applications to perform all message encoding/decoding and manage all aspects of network connectivity. The Transport API, Elektron Message API, and the Robust Foundation API (RFA) make up the set of OMM API offerings.

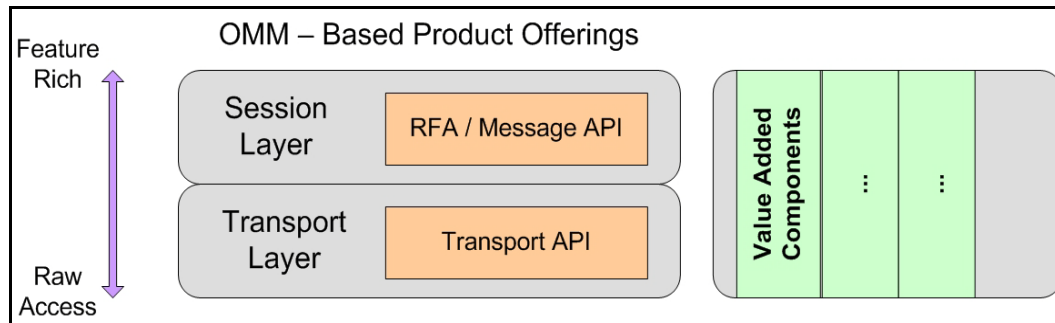


Figure 3. OMM APIs with Value Added Components

The Transport API Value Added Components provide alternate entry points for applications to leverage OMM-Based APIs with more ease and simplicity. These optional components help to offload much of the connection management code and perform encoding and decoding of some key OMM domain representations. Unlike older domain-based APIs that lock the user into capabilities or ease-of-use into the highest layer of API, Value Added components are independently implemented for use with the Transport API and RFA in their native languages (Example: Transport API in C and Java, RFA in C++ and Java). These implementations are then shipped with their respective API products as options for the application developer that may want these additional capabilities.

2.2 What are Transport API Value Added Components?

The Value Added Components simplify and compliment the use of the Transport API. These components (depicted in green in Figure 4) are offered along side the Transport API to maximize the user experience and allow for more intuitive, straight forward, and rapid creation of Transport API applications. Applications can write directly to the Transport API interfaces or commingle some or all Value Added Components. The choice to leverage these components is up to the application developer; you do not need to use Value Added Components to use the Transport API. Using Transport API Value Added Components, you can choose and customize the balance between ultra high-performance raw access and ease-of-use feature functionality. Value Added Components are written to the Transport API interfaces and are designed to work alongside the Transport API. Their interfaces have a similar look and feel to Transport API interfaces to provide simple migration and consistent use between all components and the Transport API.

All value added components provide fully supported library files ready to build into new or existing Transport API applications. Examples and documentation are provided to show the full power and capability of the component.

Some value added components provide buildable source code¹ to allow for customization and modification to suit specific user needs. This source code serves the following purposes:

- Clients may want to provide their own implementation of the component. Rather than starting from scratch, clients can modify the component to jump start their development efforts.

Note: If a client customizes a component's code, the client is responsible for its support and maintenance.

- Clients might want to build a new component that has similar behaviors to an existing component. Clients can leverage the code of one component to jump start their development efforts.
- Clients may want to collaborate in troubleshooting or suggesting improvements to the component for everyone's benefit.

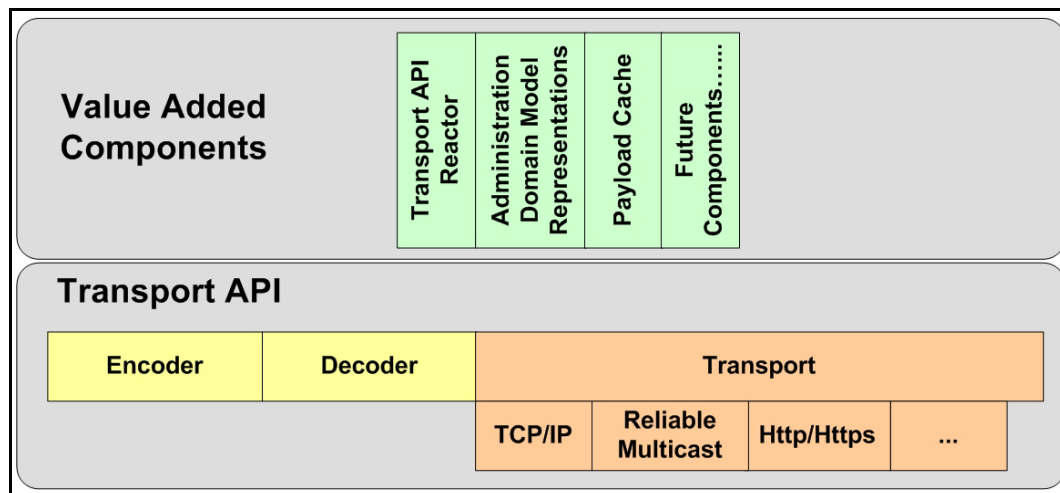


Figure 4. Transport API Value Added Components

2.3 Transport API Reactor

The *Transport API reactor* is a connection management and event processing component that can significantly reduce the amount of code an application must write to leverage OMM in its own functions and to connect to other OMM-based devices. Consumer, interactive provider, and non-interactive provider applications can use the reactor and leverage it in managing consumer and non-interactive provider start-up processes, including user log in, source directory establishment, and dictionary download. The reactor also supports dispatching of events to user-implemented callback functions. In addition, it handles the flushing of user-written content and manages network pings on the user's behalf. The connection recovery feature allows the reactor to automatically recover from disconnects. Value Added domain representations are coupled with the reactor, allowing domain specific callbacks to be presented with their respective domain representation for easier, more logical access to content. For more information, refer to Chapter 6, Reactor Detailed View. This component depends on the Value Added Administration Domain Model Representation component, the Value Added Utilities, Transport API Java Transport Package, and Transport API Java Codec Package.

1. Thomson Reuters fully supports the use of its pre-built library files. Provided source code can help with user troubleshooting and debugging. However, the user, not Thomson Reuters, is responsible for supporting any modifications to the provided source.

2.4 OMM Consumer Watchlist

The **Reactor** features a per-channel watchlist that provides a wealth of functionality for OMM Consumer applications. The watchlist automatically performs various recovery behaviors for which developers would normally need to account. The watchlist supports consuming from TCP-based connections (**ConnectionTypes.SOCKET**).

For details on configuring the **Reactor** to enable the consumer watchlist, refer to Section 6.3.2.

2.4.1 Data Stream Aggregation and Recovery

The watchlist automatically recovers data streams in response to failure conditions, such as disconnects and unavailable services, so that applications do not need special handling for these conditions. As conditions are resolved, the watchlist will re-request items on the application's behalf. Applications can also use this method to request data before a connection is fully established.

To recover from disconnects using a watchlist, enable the reactor's connection recovery. Options to reconnect disconnected channels are detailed in Section 6.4.1.2.

For efficient bandwidth usage, the watchlist also combines multiple requests for the same item into a single stream and forwards response messages to each requested stream as appropriate.

2.4.2 Additional Features

The watchlist provides additional features for convenience:

- **Group and Service Status Fanout:** The **Reactor** maintains a directory stream to receive service updates. As group status messages or service status messages are received, the **Reactor** forwards the status to all affected streams via **StatusMsgs**.
- **QoS Range Matching:** The **Reactor** will accept and aggregate item requests that specify a range of **QoS**, or requests that do not specify a **QoS**. After comparing these requests with the **QoS** from the providing service, the watchlist uses the best matching **QoS**.
- **Support for Enhanced Symbol List Behaviors:** The **Reactor** supports data streams when requesting a Symbol List item. For details on requesting Symbol list data streams, refer to the *Transport API Java Edition RDM Usage Guide*.
- **Support for Batch Requests:** The **Reactor** will accept batch requests regardless of whether the connected provider supports them.

2.4.3 Usage Notes

Applications should note the following when enabling the watchlist:

- The application must use the **ReactorChannel.submit(Msg)** and **ReactorChannel.submit(MsgBase)** methods to send messages. It cannot use **ReactorChannel.submit(TransportBuffer)**.
- Only one login stream should be opened per **ReactorChannel**.
- To prevent unnecessary bandwidth use, the watchlist will not recover a dictionary request after a complete refresh is received.
- As private streams are intended for content delivery between two specific points, the watchlist does not aggregate nor recover them.
- The **ConsumerRole.dictionaryDownloadMode** option is not supported when the watchlist is enabled.

2.5 Administration Domain Model Representations

The **Administration Domain Model Representations** are RDM-specific representations of the OMM administrative domain models. This Value Added Component contains classes and interfaces that represent the messages within the Login, Source Directory, and Dictionary domains. All classes follow the formatting and naming specified in the *Transport API Java Edition RDM Usage Guide*, so access to content is logical and specific to the content being represented. This component also handles all encoding and decoding functionality for these domain models, so the application needs only to manipulate the message's class members to send or receive this content. This not only significantly reduces the amount of code an application needs to interact with OMM devices (i.e., TREP infrastructure), but also ensures that encoding/decoding for these domain models follow OMM-specified formatting rules. Applications can use this Value Added Component directly to help with encoding, decoding, and representation of these domain models. When using the Transport API Reactor, this component is embedded to manage and present callbacks with a domain-specific representation of content. For more information, refer to Chapter 7, Administration Domain Models Detailed View. This component depends on the Transport API Java Codec Package.

2.6 Value Added Utilities

The Value Added Utilities are a collection of common classes, mainly used by the Transport API Reactor. Included is a selectable bidirectional queue used to communicate events between the Reactor and Worker threads. Other Value Added Utilities include a simple queue along with iterable and concurrent versions of it.

2.7 Payload Cache

Applications can leverage the OMM payload cache feature. Using the payload cache, an application can maintain a local store of the OMM container data it consumes, publishes, or transforms. The cache maintains the latest values of the OMM data entries: container values update to reflect the most recent refresh and update message payloads whenever the application receives them. The Transport API retrieves data from the cache entry in the form of an encoded OMM container. The payload cache is independent of other Value Added components, and only requires the Transport API Java Codec Package. Only library files are available for the cache component.

Chapter 3 Building an OMM Consumer

3.1 Overview

This chapter provides an overview of how to create an OMM Consumer application using the Transport API Reactor and Administration Domain Model Representation Value Added Components. The Value Added Components simplify the work done by an OMM consumer application when establishing a connection to other OMM interactive provider applications, including the Enterprise Platform, Data Feed Direct, and Elektron. After the Reactor indicates that the connection is ready, an OMM Consumer can then consume (i.e., send data requests and receive responses) and publish data (i.e., post data).

The general process can be summarized by the following steps.

- Leverage existing or create new **Reactor**
- Implement callbacks and populate role
- Establish connection using **Reactor.connect**
- Issue requests and/or post information
- Log out and shut down

The **Consumer** example application, included with the Transport API product, provides one implementation of an OMM consumer application that uses the Transport API Value Added Components. The application is written with simplicity in mind and demonstrates usage of the Transport API and Transport API Value Added Components. Portions of functionality have been abstracted and can easily be reused, though you might need to modify it to achieve your own unique performance and functionality goals.

3.2 Leverage Existing or Create New Reactor

The **Reactor** can manage one or multiple **ReactorChannel** objects. This functionality allows the application to associate OMM Consumer connections with an existing **Reactor**, having it manage more than one connection, or to create a new **Reactor** to use with the connection.

To create a new **Reactor**, the application must use the **ReactorFactory.createReactor** method. This will create any necessary memory and threads that the **Reactor** uses to manage **ReactorChannels** and their content flow. If the application is using an existing **Reactor**, there is nothing additional to do.

Detailed information about the **Reactor** and its creation are available in Section 6.2.1.

3.3 Implement Callbacks and Populate Role

Before creating the OMM consumer connection, the application needs to specify callback methods to use for all inbound content. The callback methods are specified on a per **ReactorChannel** basis so each channel can have its own unique callback methods or existing callback methods can be specified and shared across multiple **ReactorChannels**.

Use of a **Reactor** requires the use of several callback methods. The application must have the following:

- **ReactorChannelEventCallback**, which returns information about the **ReactorChannel** and its state (e.g., connection up)
- **DefaultMsgCallback**, which processes all data not handled by other optional callbacks.

In addition to the required callbacks, an OMM Consumer can specify several administrative domain-specific callback methods. Available domain-specific callbacks include:

- `RDMLoginMsgCallback`, which processes all data for the RDM Login domain.
- `RDMDirectoryMsgCallback`, which processes all data for the RDM Source Directory domain.
- `RMDictionaryMsgCallback`, which processes all data for the RDM Dictionary domain.

The `ConsumerRole` object should be populated with all callback information for the `ReactorChannel`.

The `ConsumerRole` allows the application to provide login, directory, and dictionary request information. This can be initialized with default information. The callback methods are specified on the `ConsumerRole` object or with specific information according to the application and user. The `Reactor` will use this information when starting up the `ReactorChannel`.

Detailed information about the `ConsumerRole` is in Section 6.3.1. Information about the various callback functions and their specifications are available in Section 6.5.2.

3.4 Establish Connection using `Reactor.connect`

After populating the `ConsumerRole`, the application can use `Reactor.connect` to create a new outbound connection. `Reactor.connect` will create an OMM consumer type connection using the provided configuration and role information.

After establishing the underlying connection, a channel event is returned to the application's `ReactorChannelEventCallback`; this provides the `ReactorChannel` and the state of the current connection. At this point, the application can begin using the `ReactorChannel.dispatch` method to dispatch directly on this `ReactorChannel`, or use `Reactor.dispatchAll` to dispatch across all channels associated with the `Reactor`.

The `Reactor` will use the login, directory, and dictionary information specified on the `ConsumerRole` to perform all channel initialization for the user. After a user has logged in, received a source directory response, and downloaded field dictionaries, a channel event is returned to inform the application that the connection is ready.

The `Reactor.connect` method is described in Section 6.4.1.1. Dispatching is described in Section 6.5.

3.5 Issue Requests and/or Post Information

After the `ReactorChannel` is established, the channel can be used to request additional content. When issuing the request, the consuming application can use the `serviceId` of the desired service, along with the stream's identifying information. Requests can be sent for any domain using the formats defined in that domain model specification. Domains provided by Thomson Reuters are defined in the *Transport API Java Edition RDM Usage Guide*. This content will be returned to the application via the `DefaultMsgCallback`.

At this point, an OMM consumer application can also post information to capable provider applications. All content requested, received, or posted is encoded and decoded using the Transport API Codec Package described in the *Transport API Java Edition Developers Guide*.

3.6 Log Out and Shut Down

When the consumer application is done retrieving or posting content, the consumer can close the `ReactorChannel` by calling `ReactorChannel.close`. This will close all item streams and log out the user. Prior to closing the `ReactorChannel`, the application should release any unwritten pool buffers to ensure proper memory cleanup.

If the application is done with the `Reactor`, the `Reactor.shutdown` method can be used to shutdown and clean up any `Reactor` resources.

- Closing a `ReactorChannel` is described in Section 6.4.2.

- Shutting down an **Reactor** is described in Section 6.2.2.

3.7 Additional Consumer Details

The following locations provide specific details about using OMM consumers, the Transport API, and Transport API Value Added Components:

- The **Consumer** application demonstrates one way of implementing of an OMM consumer application that uses Transport API Value Added Components. The application's source code and Javadoc contain additional information about specific implementation and behaviors.
- Chapter 6 provides a detailed look at the Transport API Reactor.
- Chapter 7 provides more information about the Administration Domain Model Representations.
- The *Transport API Java Edition Developers Guide* provides specific Transport API encoder/decoder and transport usage information.
- The *Transport API Java Edition RDM Usage Guide* provides specific information about the DMMs used by this application type.

Chapter 4 Building an OMM Interactive Provider

4.1 Overview

This chapter provides a high-level description of how to create an OMM interactive provider application using the Transport API Reactor and Administration Domain Model Representation Value Added Components. An OMM interactive provider application opens a listening socket on a well-known port allowing OMM Consumer applications to connect. The Transport API Value Added Components simplify the work done by an OMM interactive provider application when accepting connections and handling requests from OMM consumers.

The following steps summarize this process:

- Leverage an existing **Reactor**, or create a new one
- Create a **Server**
- Implement callbacks and populate role
- Associate incoming connections using **Reactor.accept**
- Perform login process
- Provide source directory information
- Provide necessary dictionaries
- Handle requests and post messages
- Disconnect consumers and shut down

Included with the Transport API product, the **Provider** example application provides one way of implementing an OMM interactive provider application that uses the Transport API Value Added Components. The application is written with simplicity in mind and demonstrates the use of the Transport API and Transport API Value Added Components. Portions of the functionality are abstracted for easy reuse, though you might need to customize it to achieve your own unique performance and functionality goals.

4.2 Leverage Existing or Create New Reactor

The **Reactor** can manage one or multiple **ReactorChannel** objects. This allows the application to choose to associate OMM provider connections with an existing **Reactor**, have it manage more than one connection, or create a new **Reactor** to use with the connection.

If the application is creating a new **Reactor**, the **ReactorFactory.createReactor** method is used. This will create any necessary memory and threads that the **Reactor** uses to manage **ReactorChannels** and their content flow. If the application is using an existing **Reactor**, there is nothing additional to do.

Detailed information about the **Reactor** and its creation are available in Section 6.2.1.

4.3 Create a Server

The first step of any Transport API Interactive Provider application is to establish a listening socket, usually on a well-known port so that consumer applications can easily connect. The provider uses the `Transport.bind` method to open the port and listen for incoming connection attempts. This uses the standard Transport API Transport functionality described in the *Transport API Java Edition Developers Guide*.

Whenever an OMM consumer application attempts to connect, the provider will use the `Server` and associate the incoming connections with a `Reactor`, which will accept the connection and perform any initialization as described in Section 4.4 and Section 4.5.

4.4 Implement Callbacks and Populate Role

Before accepting an incoming connection with an OMM provider, the application needs to specify callback methods to use for all inbound content. Callback methods are specified on a per `ReactorChannel` basis so each channel can have its own unique callback methods or existing callback methods can be specified and shared across multiple `ReactorChannels`.

The following callback methods are required for use with a `Reactor`:

- `ReactorChannelEventCallback`, which returns information about the `ReactorChannel` and its state (e.g., connection up)
- `DefaultMsgCallback`, which processes all data not handled by other optional callbacks.

In addition to the required callbacks, an OMM provider can specify several administrative domain-specific callback methods. Available domain-specific callbacks are:

- `RDMLoginMsgCallback`, which processes all data for the RDM Login domain.
- `RDMDirectoryMsgCallback`, which processes all data for the RDM Source Directory domain.
- `RDMDictionaryMsgCallback`, which processes all data for the RDM Dictionary domain.

The `ProviderRole` object should be populated with all callback information for the `ReactorChannel`.

Detailed information about the `ProviderRole` is in Section 6.3.1. Information about the various callback methods and their specifications are available in Section 6.5.2.

4.5 Associate Incoming Connections Using `Reactor.accept`

After the `ProviderRole` is populated, the application can use `Reactor.accept` to accept a new inbound connection. `Reactor.accept` will accept an OMM provider connection from the passed-in `Server` using provided configuration and role information.

When the underlying connection is established, a channel event is returned to the application's `ReactorChannelEventCallback`; this will provide the `ReactorChannel` and indicate the current connection state. At this point, the application can begin using the `ReactorChannel.dispatch` method to dispatch directly on this `ReactorChannel`, or continue using `Reactor.dispatchAll` to dispatch across all channels associated with the `Reactor`.

The `Reactor` will perform all channel initialization and pass any administrative domain information to the application via the callbacks specified with the `ProviderRole`.

- For more details on the `Reactor.accept` method, refer to Section 6.4.1.6.
- For more details on dispatching, refer to Section 6.5.

4.6 Perform Login Process

Applications authenticate with one another using the Login domain model. An OMM interactive provider must handle consumer Login request messages and supply appropriate responses. Login information will be provided to the application via the `RDMLoginMsgCallback`, when specified on the `ProviderRole`.

After receiving a Login request, an interactive provider can perform any necessary authentication and permissioning.

- If the interactive provider grants access, it should send an `LoginRefresh` to convey that the user successfully connected. This message should indicate the feature set supported by the provider application.
- If the interactive provider denies access, it should send an `LoginStatus`, closing the connection and informing the user of the reason for denial.

Login messages can be encoded and decoded using the messages' `encode` and `decode` methods. More details and code examples are in Section 7.3.

All content requested, received, or posted is encoded and decoded using the Transport API Java Codec Package described in the *Transport API Java Edition Developers Guide*.

Information about the Login domain and expected content formatting is available in the *Transport API Java Edition RDM Usage Guide*.

4.7 Provide Source Directory Information

The Source Directory domain model conveys information about all available services in the system. An OMM consumer typically requests a Source Directory to retrieve information about available services and their capabilities. This includes information about supported domain types, the service's state, the QoS, and any item group information associated with the service. Thomson Reuters recommends that at a minimum, an interactive provider supply the Info, State, and Group filters for the Source Directory.

- The Source Directory Info filter contains the name and `serviceId` for each available service. The interactive provider should populate the filter with information specific to the services it provides.
- The Source Directory State filter contains status information for the service informing the consumer whether the service is Up (available), or Down (unavailable).
- The Source Directory Group filter conveys item group status information, including information about group states, as well as the merging of groups. If a provider determines that a group of items is no longer available, it can convey this information by sending either individual item status messages (for each affected stream) or a Directory message containing the item group status information. Additional information about item groups is available in the *Transport API Java Edition Developers Guide*.

Source Directory messages can be encoded and decoded using the messages' `encode` and `decode` methods. More details and code examples are in Section 7.4.

All content requested, received, or posted is encoded and decoded using the Transport API Java Codec Package described in the *Transport API Java Edition Developers Guide*.

Information about the Source Directory domain and expected content formatting is available in the *Transport API Java Edition RDM Usage Guide*.

4.8 Provide or Download Necessary Dictionaries

Some data requires the use of a dictionary for encoding or decoding. The dictionary typically defines type and formatting information, and tells the application how to encode or decode information. Content that uses the `FieldList` type requires the use of a field dictionary (usually the Thomson Reuters `RDMFieldDictionary`, though it can instead be a user-defined or modified field dictionary).

The Source Directory message should notify the consumer about dictionaries needed to decode content sent by the provider. If the consumer needs a dictionary to decode content, it is ideal that the interactive provider application also make this dictionary available to consumers for download. The provider can inform the consumer whether the dictionary is available via the Source Directory.

If consuming from an ADH and providing content downstream, a provider application can also download the `RWFFld` and `RWFEnum` dictionaries. Using these dictionaries, the Transport API can retrieve appropriate dictionary information for providing field list content. A provider can use this feature to ensure they are using the appropriate version of the dictionary or to encode data. An ADH that supports provider dictionary downloads sends a Login request message containing the `SupportProviderDictionaryDownload` login element. The Transport API sends the dictionary request using the Dictionary domain model. For details on using the Login domain and expected message content, refer to the *Transport API Java Edition RDM Usage Guide*.

Dictionary messages can be encoded and decoded using the messages' `encode` and `decode` methods. More details and code examples are in Section 7.5. Dictionary requests will be provided via the `RDMDictionaryMsgCallback`, when specified on the `ProviderRole`.

Whether loading a dictionary from file or requesting it from an ADH, the Transport API offers several utility functions for loading, downloading, and managing a properly-formatted field dictionary. The Transport API also has utility functions that help the provider encode into an appropriate format for downloading or decoding downloaded dictionaries.

- All content requested, received, or posted is encoded and decoded using the Transport API Java Codec Package described in the *Transport API Java Edition Developers Guide*.
- Information about the Dictionary domain, dictionary utility functions, and expected content formatting is available in the *Transport API Java Edition RDM Usage Guide*.

4.9 Handle Requests and Post Messages

A provider can receive a request for any domain, though this should typically be limited to the domain capabilities indicated in the Source Directory. When a request is received, the provider application must determine if it can satisfy the request by:

- Comparing `msgKey` identification information
- Determining whether it can provide the requested QoS
- Ensuring that the consumer does not already have a stream open for the requested information

If a provider can service a request, it should send appropriate responses. However, if the provider cannot satisfy the request, the provider should send an `StatusMsg` to indicate the reason and close the stream. All requests and responses should follow specific formatting as defined in the domain model specification. The *Transport API Java Edition RDM Usage Guide* defines all domains provided by Thomson Reuters. This content will be returned to the application via the `DefaultMsgCallback`.

The provider can specify that it supports post messages via the `LoginRefresh`. If a provider application receives a post message, the provider should determine the correct handling for the post. This depends on the application's role in the system and might involve storing the post in its cache or passing it farther up into the system. If the provider is the destination for the post, the provider should send any requested acknowledgments, following the guidelines described in the *Transport API Java Edition Developers Guide*. Any posted content will be returned to the application via the `DefaultMsgCallback`.

All content requested, received, or posted is encoded and decoded using the Transport API Java Codec Package described in the *Transport API Java Edition Developers Guide*.

4.10 Disconnect Consumers and Shut Down

If the **Reactor** application must shut down, it can either leave consumer connections intact or shut them down. If the provider decides to close consumer connections, the provider should send an **StatusMsg** on each connection's Login stream closing the stream. At this point, the consumer should assume that its other open streams are also closed.

It can then close the **ReactorChannels** by calling **ReactorChannel.close**. Prior to closing the **ReactorChannel**, the application should release any unwritten pool buffers to ensure proper memory cleanup.

If the application is done with the **Reactor**, the **Reactor.shutdown** method can be used to shutdown and cleanup any **Reactor** resources.

- Closing a **ReactorChannel** is described in Section 6.4.2.
- Shutting down a **Reactor** is described in Section 6.2.2.

4.11 Additional Interactive Provider Details

For specific details about OMM interactive providers, the Transport API, and Transport API Value Added Component use, refer to the following locations:

- The **Provider** application demonstrates one implementation of an OMM interactive provider application that uses Transport API Value Added Components. The application's source code and Javadoc have additional information about specific implementation and behaviors.
- Chapter 6 provides a detailed look at the Transport API Reactor.
- Chapter 7 provides more information about the Administration Domain Model Representations.
- The *Transport API Java Edition Developers Guide* provides specific Transport API encoder/decoder and transport usage information.
- The *Transport API Java Edition RDM Usage Guide* provides specific information about the DMMs used by this application type.

Chapter 5 Building an OMM Non-Interactive Provider

5.1 Building an OMM Non-Interactive Provider Overview

This chapter provides an overview of how to create an OMM non-interactive provider application using the Transport API Reactor and Administration Domain Model Representation Value Added Components. The Value Added Components simplify the work done by an OMM non-interactive provider application when establishing a connection to ADH devices. After the reactor indicates that the connection is ready, an OMM non-interactive provider can publish information into the ADH cache without needing to handle requests for the information. The ADH and other Enterprise Platform components can cache the information and provide it to any OMM consumer applications that indicate interest.

The general process can be summarized by the following steps.

- Leverage existing or create new **Reactor**
- Implement callbacks and populate role
- Establish connection using **Reactor.connect**
- Perform dictionary download
- Provide content
- Log out and shut down

The **NIPProvider** example application, included with the Transport API product, provides one implementation of an OMM non-interactive provider application that uses the Transport API Value Added Components. The application is written with simplicity in mind and demonstrates usage of the Transport API and Transport API Value Added Components. Portions of functionality have been abstracted and can easily be reused, though you might need to modify it to achieve your own unique performance and functionality goals.

5.2 Leverage Existing or Create New Reactor

The **Reactor** can manage one or multiple **ReactorChannel** objects. This allows the application to choose to associate OMM non-interactive provider connections with an existing **Reactor**, having it manage more than one connection, or to create a new **Reactor** to use with the connection.

If the application is creating a new **Reactor**, the **ReactorFactory.createReactor** method is used. This will create any necessary memory and threads that the **Reactor** uses to manage **ReactorChannel** and their content flow. If the application is using an existing **Reactor**, there is nothing more to do.

Detailed information about the **Reactor** and its creation are available in Section 6.2.1.

5.3 Implement Callbacks and Populate Role

Before creating the OMM non-interactive provider connection, the application needs to specify callback methods to use for all inbound content. Callback methods are specified on a per **ReactorChannel** basis so each channel can have its own unique callback methods or existing callback methods can be specified and shared across multiple **ReactorChannels**.

A **Reactor** requires the use of the following callback methods:

- **ReactorChannelEventCallback**, which returns information about the **ReactorChannel** and its state (e.g., connection up)
- **DefaultMsgCallback**, which processes all data not handled by other optional callbacks.

Additionally, an OMM non-interactive provider can specify the administrative domain-specific callback method `RDMLoginMsgCallback`, which processes all data for the RDM Login domain.

The `NIPProviderRole` object should be populated with all callback information for the `ReactorChannel`. `NIPProviderRole` allows the application to provide login request and initial directory refresh information. This can be initialized with default information. Callback methods are specified on the `NIPProviderRole` object or with specific information according to the application and user. The `Reactor` will use this information when starting up the `ReactorChannel`.

- For detailed information on the `NIPProviderRole`, refer to Section 6.3.1.
- For information on the various callback methods and their specifications, refer to Section 6.5.2.

5.4 Establish Connection using `Reactor.connect`

After populating the `NIPProviderRole`, the application can use `Reactor.connect` to create a new outbound connection. `Reactor.connect` will create an OMM non-interactive provider type connection using the provided configuration and role information.

When the underlying connection is established, a channel event will be returned to the application's `ReactorChannelEventCallback`, which provides the `ReactorChannel` and indicates the current connection state. At this point, the application can begin using the `ReactorChannel.dispatch` method to dispatch directly on this `ReactorChannel`, or use `Reactor.dispatchAll` to dispatch across all channels associated with the `Reactor`.

The `Reactor` will use the login and directory information specified on the `NIPProviderRole` to perform all channel initialization for the user. After the user is logged in and has sent a source directory response, a channel event is returned to inform the application that the connection is ready.

- For further details on the `Reactor.connect` method, refer to Section 6.4.1.1.
- For further details on dispatching, refer to Section 6.5.

5.5 Download the Dictionary

If connected to a supporting ADH, an OMM non-interactive provider can download the RWFFId and RWFEnum dictionaries to retrieve the appropriate dictionary information for providing field list content. An OMM non-interactive provider can use this feature to ensure they use the appropriate version of the dictionary or to encode data. To support the Provider Dictionary Download feature, the ADH sends a Login response message containing the `SupportProviderDictionaryDownload` login element. The dictionary request is sent using the Dictionary domain model.

The Transport API offers several utility functions for downloading and managing a properly-formatted field dictionary. The provider can also use utility functions to encode the dictionary into an appropriate format for downloading or decoding.

For details on using the Login domain, expected message content, and available dictionary utility functions, refer to the *Transport API Java Edition RDM Usage Guide*.

5.6 Provide Content

After the `ReactorChannel` is established, it can begin pushing content to the ADH. Each unique information stream should begin with an `RefreshMsg`, conveying all necessary identification information for the content. Because the provider instantiates this information, a negative value `streamId` should be used for all streams. The initial identifying refresh can be followed by other status or update messages.

All content is encoded and decoded using the Transport API Java Codec Package described in the *Transport API Java Edition Developers Guide*.

5.7 Log Out and Shut Down

When the Consumer application is done retrieving or posting content, it can close the `ReactorChannel` by calling `ReactorChannel.close`. This will close all item streams and log out the user. Prior to closing the `ReactorChannel`, the application should release any unwritten pool buffers to ensure proper memory cleanup.

If the application is done with the `Reactor`, the `Reactor.shutdown` method can be used to shutdown and cleanup any `Reactor` resources.

- For details on closing a `ReactorChannel`, refer to Section 6.4.2.
- Shutting down a `Reactor` is described in Section 6.2.2.

5.8 Additional Non-Interactive Provider Details

The following locations discuss specific details about using OMM non-interactive providers and the Transport API:

- The **NIPProvider** application demonstrates one implementation of an OMM non-interactive provider application that uses Transport API Value Added Components. The application's source code and Javadoc have additional information about the specific implementation and behaviors.
- Chapter 6 provides a detailed look at the Transport API Reactor.
- Chapter 7 provides more information about Administration Domain Model Representations.
- The *Transport API Java Edition Developers Guide* provides specific Transport API encoder/decoder and transport usage information.
- The *Transport API Java Edition RDM Usage Guide* provides specific information about the DMMs used by this application type.

Chapter 6 Reactor Detailed View

6.1 Concepts

The **Transport API Reactor** is a connection management and event processing component that can significantly reduce the amount of code an application must write to leverage OMM. This component helps simplify many aspects of a typical Transport API application, regardless of whether the application is an OMM consumer, OMM interactive provider, or OMM non-interactive provider. The Transport API Reactor can help manage Consumer and Non-Interactive Provider start up processing, including user log in, source directory establishment, and dictionary download. It also allows for dispatching of events to user-implemented callback functions, handles flushing of user-written content, and manages network pings on the user's behalf. Value Added domain representations are coupled with the reactor, allowing domain-specific callbacks to be presented with their respective domain representation for easier, more logical access to content. For a list and comparison of Transport API and Transport API Reactor functionalities, refer to Section 6.1.1.

The Transport API Reactor internally depends on the Administration Domain Model Representation component. This allows the user to provide and consume the administrative RDM types in a more logical format. This additionally hides encoding and decoding of these domains from the Reactor user, all interaction is via a simple structural representation. More information about the Administration Domain Model Representation value added component is available in Chapter 7. The Transport API Reactor also leverages several utility components, contained in the Value Added Utilities. This includes an iterable queue and a selectable bidirectional queue used to communicate events between the Reactor and Worker threads.

The Transport API Reactor helps to manage the life-cycle of a connection on the user's behalf. When a channel is associated with a reactor, the reactor performs all necessary transport level initialization and alerts the user, via a callback, when the connection is up, ready for use, or is down. An application can simultaneously run multiple unique reactor instances, where each reactor instance can associate and manage a single channel or multiple channels. This functionality allows users to quickly and easily horizontally scale their application to leverage multi-core systems or distribute content across multiple connections.

Each instance of the Transport API Reactor leverages multiple threads to help manage inbound and outbound data efficiently. The following figure illustrates a high-level view of the reactor threading model.

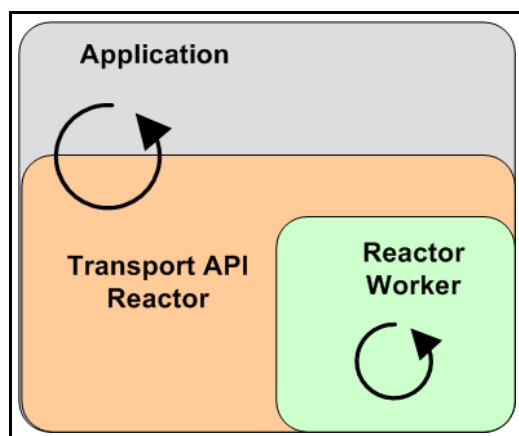


Figure 5. Transport API Reactor Thread Model

There are two main threads associated with each Transport API Reactor instance. The application thread is the main driver of the reactor; all event dispatching (e.g., reading), callback processing, and submitting of data to the Transport API is done from this thread. Such architecture reduces latency and simplifies any threading model associated with user-defined callback methods – because callbacks happen from the application thread, a single-threaded application does not need to have additional mutex locking. The Transport API Reactor also leverages an internal worker thread. The worker thread flushes any

queued outbound data and manages outbound network pings for all channels associated with the Reactor. It also attempts to recover any connections that are lost.

The application drives the reactor with the use of a dispatch method. The dispatch method reads content from the network, performs some light processing to handle inbound network pings, and provides the information to the user through a series of per-channel, user-defined callback methods. Callback methods are separated based on whether they are reactor callbacks or channel callbacks. Channel callbacks are separated by domain, with a default callback where all unhandled domains or non-OMM content are provided to the user. The application can choose whether to dispatch on a single channel or across all channels managed by the reactor. The application can leverage an I/O notification mechanism (e.g. select, poll) or periodically call dispatch – it is all up to the user.

6.1.1 Functionality: Transport API Versus Transport API Reactor

FUNCTIONALITY	TRANSPORT API	TRANSPORT API REACTOR
Programmatic Configuration	X	X
Programmatic Logging	X	X
Controlled Fragmentation and Assembly of Large Messages	X	X
Controlled Locking / Threading Model	X	X
Controlled Message Buffers with Ability to Change During Runtime	X	X
Controlled Message Packing	X	X
Support for Unified and Segmented Network Connection Types	X	X
Network Ping Management	***	X
Automatic Flushing of Data	***	X
User-Defined Callbacks for Data	***	X
User Login	***	X
Requesting Source Directory	***	X
Downloading Field Dictionary	***	X
Loading Field Dictionary File	***	X
***: Transport API users can implement this functionality themselves. They can also use or modify the Transport API Reactor functionality.		

Table 2: Transport API Functionality and Transport API Reactor Comparison

6.1.2 Reactor Error Handling

The `ReactorErrorInfo` object is used to return error or warning information to the application. This can be returned from the various reactor methods as well as part of a callback method.

- If returned directly from a reactor method: an error occurred while processing in that method.
- If returned as part of a callback method: an error has occurred on one of the channels managed by the reactor.

`ReactorErrorInfo` members are as follows:

CLASS MEMBER	DESCRIPTION
code	An informational code about this error. Indicates whether it reports a failure condition or is intended to provide non-failure-related information to the user. For details on available codes, refer to Table 8.
error	Returns an <code>Error</code> object (i.e., the underlying error information from the Transport API). <code>Error</code> includes a pointer to the <code>Channel</code> on which the error occurred, both a Transport API and a system error number, and more descriptive error text. The <code>Error</code> and its values are described in the <i>Transport API Java Edition Developers Guide</i> .
location	Provides information about the file and line on which the error occurred. Detailed error text is provided via the <code>Error</code> portion of this object.

Table 3: `ReactorErrorInfo` Members

6.1.3 Reactor Error Info Codes

It is important that the application monitors return values from the `Reactor` callbacks and methods. Error codes indicate whether the returned `ReactorErrorInfo` is the result of a failure condition or is simply providing information regarding a successful operation.

RETURN CODE	DESCRIPTION
SUCCESS	Indicates a success code. Used to inform the user of success and provide additional information.
FAILURE	A general failure has occurred. The <code>ReactorErrorInfo</code> code contains more information about the specific error.
WRITE_CALL_AGAIN	This is a transport success code. <code>ReactorChannel.submit</code> is fragmenting the buffer and needs to be called again with the same buffer. In this case, <code>write</code> was unable to send all fragments with the current call and must continue fragmenting content.
NO_BUFFERS	There are no buffers available from the buffer pool. Returned from <code>ReactorChannel.submit</code> . Use <code>ReactorChannel.ioctl</code> to increase the pool size or wait for the reactor's worker thread to flush data and return buffers to pool. Use <code>ReactorChannel.bufferUsage</code> to monitor for free buffers.
PARAMETER_OUT_OF_RANGE	Indicates that a parameter was out of range.
PARAMETER_INVALID	Indicates that a parameter was invalid.

Table 4: Reactor Error Info Codes

6.1.4 Transport API Reactor Application Lifecycle

The following figure depicts the typical lifecycle of an application using the Transport API Reactor, as well as associated method calls. Subsequent sections in this document provide more detailed information.

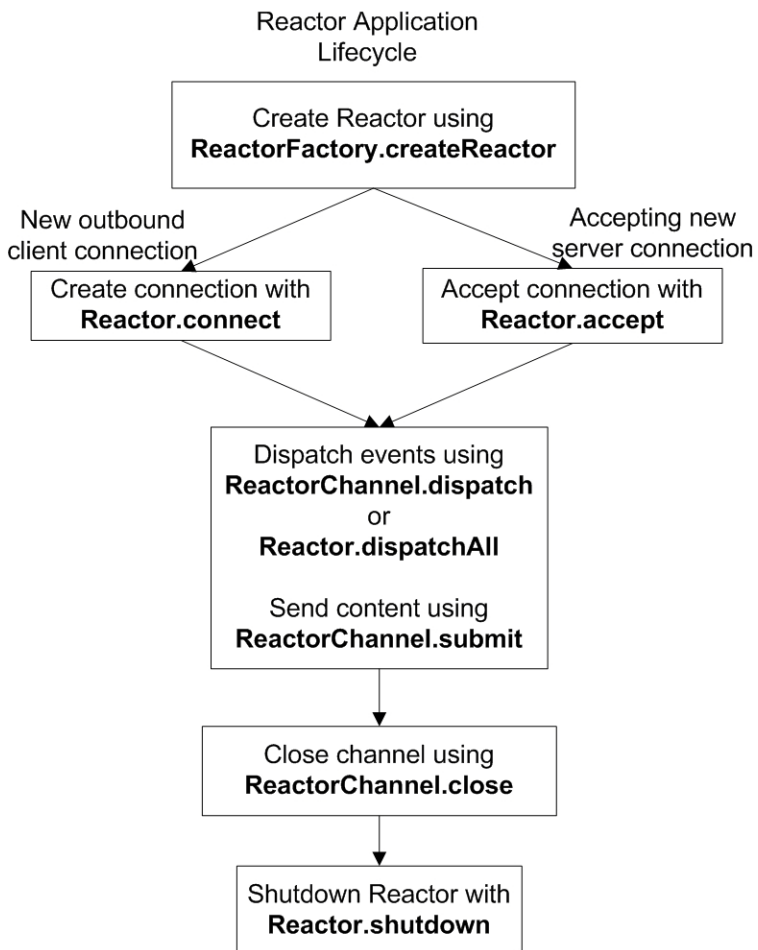


Figure 6. Transport API Reactor Application Lifecycle

6.2 Reactor Use

This section describes use of `Reactor`. The `Reactor` manages `ReactorChannels` (described in Section 6.3). An understanding of both constructs is necessary for application writers. `Reactor` uses the class members described in Table 5.

Note: An application can leverage multiple `Reactor` instances to scale across multiple cores and distribute their `ReactorChannels` as needed.

CLASS MEMBER	DESCRIPTION
<code>reactorChannel</code>	The reactor's internal channel used for <code>Reactor</code> specific events to communicate with the worker thread. The application must register this <code>ReactorChannel</code> 's selectable channel with its selector if using select notification. All <code>ReactorChannel</code> data event notification occurs on the <code>ReactorChannel</code> 's specific <code>selectableChannel</code> , as detailed in Section 6.3.
<code>userSpecObj</code>	A pointer that can be set by the user of the <code>Reactor</code> . This value can be set directly or via the creation options. This information can be useful for identifying a specific instance of an <code>Reactor</code> or coupling this <code>Reactor</code> with other user-defined information.

Table 5: Class Members

6.2.1 Creating a Reactor

The lifecycle of a `Reactor` is controlled by the application, which controls creation and destruction of each reactor instance. The following sections describe creation functionality in more detail.

6.2.1.1 Reactor Creation

The creation of a `Reactor` instance can be accomplished through the use of the following method.

FUNCTION NAME	DESCRIPTION
<code>ReactorFactory.createReactor</code>	Creates a <code>Reactor</code> instance, including all necessary internal memory and threads. After creating the <code>Reactor</code> , <code>ReactorChannels</code> can be associated, as described in Section 6.3. Options are passed in via the <code>ReactorOptions</code> , as defined in Section 6.2.1.2.

Table 6: `Reactor` Creation Method

6.2.1.2 `ReactorOptions` Class Members

CLASS MEMBER	DESCRIPTION
<code>userSpecObj</code>	An object that can be set by the application. This value is preserved and stored in the <code>userSpecObj</code> of the <code>Reactor</code> returned from <code>ReactorFactory.createReactor</code> . This information can be useful for identifying a specific instance of a reactor or coupling this <code>Reactor</code> with other user-created information.
<code>enableXmlTracing</code>	Enables XML tracing for the <code>Reactor</code> . The <code>Reactor</code> prints the XML representation of all OMM messages when enabled.

Table 7: `ReactorOptions` Class Members

6.2.1.3 ReactorOptions Utility Method

The Transport API provides the following utility method for use with the `ReactorOptions`.

METHOD NAME	DESCRIPTION
clear	Clears the <code>ReactorOptions</code> class. Useful for object reuse.

Table 8: `ReactorOptions` Utility Method

6.2.2 Destroying a Reactor

The lifecycle of a `Reactor` is controlled by the application, which controls creation and destruction of each reactor instance. The following sections describe destruction functionality in more detail.

6.2.2.1 Reactor Destruction

When the application no longer requires a `Reactor` instance, it can destroy it using the following method.

METHOD NAME	DESCRIPTION
shutdown	Shuts down and cleans up a <code>Reactor</code> . This also sends <code>ReactorChannelEvents</code> , indicating channel down, to all <code>ReactorChannels</code> associated with this <code>Reactor</code> .

Table 9: `Reactor` Destruction Method

6.2.2.2 Reactor Creation and Destruction Example

```
ReactorOptions reactorCreateOptions = ReactorFactory.createReactorOptions();

reactorCreateOptions.clear();

/* Create the Reactor. */
reactor = ReactorFactory.createReactor(reactorCreateOptions, errorInfo);

/* Any use of the reactor occurs here -- see following sections for all other functionality */

/* Destroy the Reactor. */
reactor.shutdown(errorInfo);
```

Code Example 1: Reactor Creation and Destruction Example

6.3 Reactor Channel Use

The `ReactorChannel` object is used to represent a connection that can send or receive information across a network. This object is used to represent a connection, regardless of whether it is an outbound connection or a connection accepted by a listening socket via a `Server`. The `ReactorChannel` is the application's point of access, used to perform any action on the connection that it represents (e.g. dispatching events, writing, disconnecting, etc). See the subsequent sections for more information about `ReactorChannel` and how to associate with a `Reactor`.

Note: Only Transport API Reactor methods, like those defined in this chapter, should be called on a channel managed by an `Reactor`.

The following table describes the members of the `ReactorChannel` class.

CLASS MEMBER	DESCRIPTION
<code>hostname</code>	Provides the name of the host to which a consumer or NIP application connects.
<code>majorVersion</code>	<p>When a <code>ReactorChannel</code> is up (<code>ReactorChannelEventTypes.CHANNEL_UP</code>), this is populated with the major version number associated with the content sent on this connection. Typically only minor version increases are associated with a fully backward compatible change or extension.</p> <p>The Transport API Reactor will leverage the versioning information for any content it is encoding or decoding. Proper use of versioning should be handled by the application for any other application encoded or decoded content. For more information on versioning, refer to the <i>Transport API Java Edition Developers Guide</i>.</p>
<code>minorVersion</code>	<p>When a <code>ReactorChannel</code> is up (<code>ReactorChannelEventTypes.CHANNEL_UP</code>), this is populated with the minor version number associated with the content sent on this connection. Typically, a minor version increase is associated with a fully backward compatible change or extension.</p> <p>The Transport API Reactor will leverage the versioning information for any content it is encoding or decoding. Proper use of versioning should be handled by the application for any other application encoded or decoded content. For more information on versioning, refer to the <i>Transport API Java Edition Developers Guide</i>.</p>
<code>oldSelectableChannel</code>	It is possible for a selectable channel to change over time, typically due to some kind of connection keep-alive mechanism. If this occurs, this is typically communicated via a callback indicating <code>ReactorChannelEventTypes.FD_CHANGE</code> . The previous selectable channel is stored in <code>oldSelectableChannel</code> so the application can properly unregister and then register the new <code>selectableChannel</code> with their selector I/O.
<code>protocolType</code>	<p>When a <code>ReactorChannel</code> is up (<code>ReactorChannelEventTypes.CHANNEL_UP</code>), this is populated with the <code>protocolType</code> associated with the content being sent on this connection. If the server indicates a <code>protocolType</code> that does not match the <code>protocolType</code> specified by the client, the connection is rejected.</p> <p>The Transport API Reactor will leverage the versioning information for any content it is encoding or decoding. Proper use of versioning should be handled by the application for any other application encoded or decoded content. For more information on versioning, refer to the <i>Transport API Java Edition Developers Guide</i>.</p>

Table 10: `ReactorChannel` Class Members

CLASS MEMBER	DESCRIPTION
channel	The underlying <code>Channel</code> object, as defined in the <i>Transport API Java Edition Developers Guide</i> , mainly for reference purposes. All operations should be performed using the Transport API Reactor functionality; the application should not use this <code>Channel</code> directly with any Transport functionality.
server	The underlying <code>Server</code> object, as defined in the <i>Transport API Java Edition Developers Guide</i> , mainly for reference purposes. This is populated only if the channel was created via the <code>Reactor.accept</code> method, as described in Section 6.4.1.6.
selectableChannel	Represents a selectable channel that can be used in select notification to alert users when dispatch is required on a specific <code>ReactorChannel</code> . Used to register with a selector.
state	The state of the <code>ReactorChannel</code> .
userSpecObj	An object that can be set by the user of the <code>Channel</code> . This value can be set via the <code>ReactorConnectOptions</code> and <code>ReactorAcceptOptions</code> . This information can be useful for coupling this <code>ReactorChannel</code> with other user-created information.

Table 10: `ReactorChannel` Class Members (Continued)

6.3.1 Reactor Channel Roles

A `ReactorChannel` can be configured to fulfill several specific roles, which overlap with the typical OMM application types. Provided role definitions include:

- `ConsumerRole` for OMM Consumer applications
- `ProviderRole` for OMM Interactive Provider applications
- `NIPProviderRole` for OMM Non-Interactive Provider applications

All roles have the same base class, the `ReactorRole`.

6.3.1.1 ReactorRole Class

`ReactorRole` contains information and callback methods common to all role types and consists of the following members:

CLASS MEMBER	DESCRIPTION
channelEventCallback	This <code>ReactorChannel</code> 's user-defined callback method to handle all <code>ReactorChannel</code> specific events, like <code>ReactorChannelEventTypes.CHANNEL_UP</code> or <code>ReactorChannelEventTypes.CHANNEL_DOWN</code> . This callback method is required for all role types. This callback is defined in more detail in Section 6.5.2.
defaultMsgCallback	This <code>ReactorChannel</code> 's user-defined callback method to handle <code>Msg</code> content not handled by another domain-specific callback method. This callback method is required for all role types and is defined in more detail in Section 6.5.2.
type	The role type enumeration value, as defined in Section 6.3.1.2.

Table 11: `ReactorRole` Class Members

6.3.1.2 ReactorRoleType Enumerations

ENUMERATED NAME	DESCRIPTION
CONSUMER	Indicates that the <code>ReactorChannel</code> should act as an OMM Consumer.
NIPROVIDER	Indicates that the <code>ReactorChannel</code> should act as an OMM Non-Interactive Provider.
PROVIDER	Indicates that the <code>ReactorChannel</code> should act as an OMM Interactive Provider.

Table 12: ReactorRoleTypes Enumerated Values

6.3.2 Reactor Channel Role: OMM Consumer

When a `ReactorChannel` is acting as an OMM Consumer application, it connects to an OMM Interactive Provider. As part of this process it is expected to perform a login to the system. Once the login is completed, the consumer acquires a source directory, which provides information about the available services and their capabilities. Additionally, a consumer can download or load field dictionaries, providing information to help decode some types of content. The messages that are exchanged during this connection establishment process are administrative RDMs and are described in the *Transport API Java Edition RDM Usage Guide*.

A `ReactorChannel` in a consumer role helps to simplify this connection process by exchanging these messages on the user's behalf. The user can choose to provide specific information or leverage a default populated message, which uses the information of the user currently logged into the machine running the application. In addition, the Transport API Reactor allows the application to specify user-defined callback methods to handle the processing of received messages on a per-domain basis.

6.3.2.1 OMM Consumer Role

When creating a `ReactorChannel`, this information can be specified with the `ConsumerRole` object as follows:

CLASS MEMBER	DESCRIPTION
<code>dictionaryDownloadMode</code>	Informs the <code>ReactorChannel</code> of the method to use when requesting dictionaries. Allowable modes are defined in Section 6.3.2.2.
<code>dictionaryMsgCallback</code>	This <code>ReactorChannel</code> 's user-defined callback method to handle dictionary message content. If not specified, all received dictionary messages will be passed to the <code>defaultMsgCallback</code> . <ul style="list-style-type: none"> For more details on this callback, refer to Section 6.5.2. Dictionary messages are described in Section 7.5.
<code>directoryMsgCallback</code>	This <code>ReactorChannel</code> 's user-defined callback method to handle directory message content. If not specified, all received directory messages will be passed to the <code>defaultMsgCallback</code> . <ul style="list-style-type: none"> For more details on this callback, refer to Section 6.5.2. Directory messages are described in Section 7.4.
<code>loginMsgCallback</code>	This <code>ReactorChannel</code> 's user-defined callback method to handle login message content. If not specified, all received login messages will be passed to the <code>defaultMsgCallback</code> . <ul style="list-style-type: none"> For more details on this callback, refer to Section 6.5.2. Login messages are described in Section 7.3.
<code>rdmDirectoryRequest</code>	The <code>DirectoryRequest</code> (defined in Section 7.4.1) sent during the connection establishment process. This can be populated with specific source directory request information or invoke the <code>initDefaultRDMDirectoryRequest</code> method to populate with default information. <ul style="list-style-type: none"> If this parameter is specified, a <code>rdmDirectoryRequest</code> is required. If this parameter is empty, a directory request is not sent to the system.
<code>rdmLoginRequest</code>	The <code>LoginRequest</code> (defined in Section 7.3.1) sent during the connection establishment process. This can be populated with a user's specific information or invoke the <code>initDefaultRDMLoginRequest</code> method to populate with default information. If this parameter is empty, a login is not sent to the system; useful for systems that do not require a login.
<code>watchlistOptions</code>	Configurable options for the consumer watchlist. Options are described in more detail in Section 6.3.2.3.

Table 13: `ConsumerRole` Class Members

6.3.2.2 OMM Consumer Role Dictionary Download Modes

There are several dictionary download options available to a `ReactorChannel`. The application can determine which option is desired and specify using the `ConsumerRole.dictionaryDownloadMode` parameter.

ENUMERATED NAME	DESCRIPTION
FIRST_AVAILABLE	The <code>Reactor</code> will search received directory messages for the <code>RDMFieldDictionary</code> (RWFFld) and the <code>enumtype.def</code> (RWFEnum) dictionaries. Once found, the <code>Reactor</code> will request these dictionaries for the application. After transmission is completed, the streams are closed because this content does not update.
NONE	The <code>Reactor</code> will not request dictionaries for this <code>ReactorChannel</code> . This is typically used when the application has loaded a file-based dictionary or has acquired the dictionary elsewhere.

Table 14: `ConsumerRole.dictionaryDownloadMode` Enumerated Values

6.3.2.3 OMM Consumer Role Watchlist Options

The consumer may enable an internal watchlist and configure behaviors. For more detail on the consumer watchlist feature, refer to Section 2.4.

OPTION	DESCRIPTION
<code>enableWatchlist</code>	Enables the watchlist.
<code>itemCountHint</code>	Can improve performance when used with the watchlist. If possible, set this to the approximate number of item requests the application expects to open.
<code>maxOutstandingPosts</code>	Sets the maximum allowable number of on-stream posts waiting for acknowledgment before the reactor disconnects.
<code>obeyOpenWindow</code>	Sets whether the <code>Reactor</code> obeys the <code>OpenWindow</code> of services advertised in a provider's Source Directory response.
<code>postAckTimeout</code>	Sets the time (in milliseconds) a stream waits to receive an ACK for an outstanding post before forwarding a negative acknowledgment <code>AckMsg</code> to the application.
<code>requestTimeout</code>	Sets the time (in milliseconds) the watchlist waits for a response to a request.

Table 15: OMM Consumer Role Watchlist Options

6.3.2.4 OMM Consumer Role Utility Method

The Transport API provides the following utility method for use with the `ConsumerRole`.

METHOD NAME	DESCRIPTION
<code>clear</code>	Clears the <code>ConsumerRole</code> object. Useful for object reuse.

Table 16: `ConsumerRole` Utility Method

6.3.3 Reactor Channel Role: OMM Provider

When a `ReactorChannel` is acting as an OMM provider application, it allows connections from OMM consumer applications. As part of this process it is expected to respond to login requests and source directory information requests. Additionally, a provider can optionally allow consumers to download field dictionaries. Messages exchanged during this connection establishment process are administrative RDMs and are described in the *Transport API Java Edition RDM Usage Guide*.

A `ReactorChannel` in an interactive provider role allows the application to specify user-defined callback methods to handle the processing of received messages on a per-domain basis.

6.3.3.1 OMM Provider Role

When creating a `ReactorChannel`, this information can be specified with the `ProviderRole` class, as follows:

CLASS MEMBER	DESCRIPTION
<code>dictionaryMsgCallback</code>	This <code>ReactorChannel</code> 's user-defined callback method to handle dictionary message content. If unspecified, all received dictionary messages will be passed to the <code>defaultMsgCallback</code> . <ul style="list-style-type: none"> For further details on this callback, refer to Section 6.5.2. Dictionary messages are described in Section 7.5.
<code>directoryMsgCallback</code>	This <code>ReactorChannel</code> 's user-defined callback method to handle directory message content. If unspecified, all received directory messages will be passed to the <code>defaultMsgCallback</code> . <ul style="list-style-type: none"> For further details on this callback, refer to Section 6.5.2. Directory messages are described in Section 7.4.
<code>loginMsgCallback</code>	This <code>ReactorChannel</code> 's user-defined callback method to handle login message content. If unspecified, all received login messages are passed to the <code>defaultMsgCallback</code> . <ul style="list-style-type: none"> For further details on this callback, refer to Section 6.5.2. Login messages are described in Section 7.3.
<code>listenerCallback</code>	This <code>ReactorChannel</code> 's user-defined callback for accepting or rejecting tunnel streams. For further details on this callback, refer to Section 6.7.6.

Table 17: `ProviderRole` Class Members

6.3.3.2 OMM Provider Role Utility Function

The Transport API provides the following utility function for use with the `ProviderRole`.

FUNCTION NAME	DESCRIPTION
<code>clear</code>	Clears the <code>ProviderRole</code> object. Useful for object reuse.

Table 18: `ProviderRole` Utility Method

6.3.4 Reactor Channel Role: OMM Non-Interactive Provider

When a `ReactorChannel` acts as an OMM Non-Interactive Provider application, it connects to an Enterprise Platform ADH and logs into the system. After login, the non-interactive provider publishes a source directory, which provides information about the available services and their capabilities. Messages exchanged while establishing the connection are administrative RDMs and are described in the *Transport API Java Edition RDM Usage Guide*.

A `ReactorChannel` in a non-interactive provider role helps to simplify this connection process by exchanging these messages on the user's behalf. The user can choose to provide specific information or leverage a default populated message, which uses the information of the user currently logged into the machine running the application. In addition, the Transport API Reactor allows the application to specify user-defined callback functions to handle the processing of received messages on a per-domain basis.

6.3.4.1 OMM Non-Interactive Role Members

When creating a `ReactorChannel`, this information can be specified with the `NIPProviderRole` class, as follows:

MEMBER	DESCRIPTION
<code>rdmLoginRequest</code>	The <code>LoginRequest</code> , defined in Section 7.3.1, sent when establishing a connection. You can populate this with a user's specific information or invoke the <code>initDefaultRDMLoginRequest</code> method to populate with a default set of information. If empty, a login is not sent to the system; useful for systems that do not require a login.
<code>rdmDirectoryRefresh</code>	The <code>DirectoryRefresh</code> , defined in Section 7.4.2, sent when establishing a connection. You can populate this with specific source directory refresh information or invoke the <code>initDefaultRDMDirectoryRefresh</code> method to populate it with default information. <ul style="list-style-type: none"> If this parameter is specified, an <code>rdmDirectoryRefresh</code> is required. If this parameter is left empty, a directory request is not sent to the system.
<code>loginMsgCallback</code>	The <code>ReactorChannel</code> 's user-defined callback method that handles login message content. If unspecified, all received login messages are passed to the <code>defaultMsgCallback</code> . For further details on this callback, refer to Section 6.5.2.

Table 19: `NIPProviderRole` Class Members

6.3.4.2 OMM Non-Interactive Provider Role Utility Method

The Transport API provides the following utility method for use with the `NIPProviderRole`.

FUNCTION NAME	DESCRIPTION
<code>clear</code>	Clears the <code>NIPProviderRole</code> object. Useful for object reuse.

Table 20: `NIPProviderRole` Utility Method

6.4 Managing Reactor Channels

6.4.1 Adding Reactor Channels

A single `Reactor` instance can manage multiple `ReactorChannels`. A `ReactorChannel` can be instantiated as an outbound client style connection or as a connection that is accepted from a `Server`. Thus, users can mix connection styles within or across `Reactors` and have consistent usage and behavior.

Note: A single `Reactor` can simultaneously manage `ReactorChannels` from `Reactor.connect` and `Reactor.accept`.

6.4.1.1 Reactor Connect

The `Reactor.connect` method will create a new `ReactorChannel` and associate it with a `Reactor`. This method creates a new outbound connection. The `ReactorChannel` is returned to the application via a callback, as described in Section 6.5.2, at which point it begins dispatching.

Client applications can specify that `Reactor` automatically reconnect a `ReactorChannel` whenever a connection fails. To enable this, the application sets the appropriate members of the `ReactorConnectOptions` object. The application can specify that `Reactor` reconnect the `ReactorChannel` to the same host, or to one from among multiple hosts.

Consumer applications can combine the reactor connect feature with the watchlist feature to enable recovery of item streams across connections. For more information on the watchlist feature, refer to Section 2.4.

METHOD NAME	DESCRIPTION
<code>Reactor.connect</code>	<p>Creates a <code>ReactorChannel</code> that makes an outbound connection to the configured host. This establishes a connection in a manner similar to the <code>Transport.connect</code> method, as described in the <i>Transport API Java Edition Developers Guide</i>. Connection options are passed in via the <code>ReactorConnectOptions</code>, as defined in Section 6.4.1.2.</p> <p><code>ReactorChannel</code> specific information, such as the per-channel callback functions, the type of behavior, default RDM messages, and such are passed in via the <code>ReactorRole</code>, as defined in Section 6.3.1.</p>

Table 21: `Reactor.connect` Method

6.4.1.2 ReactorConnectOptions Class Members

CLASS MEMBER	DESCRIPTION
connectionList	Specifies <code>ReactorConnectInfo</code> as defined in Section 6.4.1.3. When used with <code>reconnectAttemptLimit</code> , the <code>Reactor</code> attempts to connect to each host in the list with each reconnection attempt.
reconnectAttemptLimit	The maximum number of times the <code>Reactor</code> attempts to reconnect a channel when it fails. If set to <code>-1</code> , there is no limit.
reconnectMinDelay	Specifies the minimum length of time the <code>Reactor</code> waits (in milliseconds) before attempting to reconnect a failed channel. The time increases with each reconnection attempt, from <code>reconnectMinDelay</code> to <code>reconnectMaxDelay</code> .
reconnectMaxDelay	Specifies the maximum length of time the <code>Reactor</code> waits (in milliseconds) before attempting to reconnect a failed channel. The time increases with each reconnection attempt, from <code>reconnectMinDelay</code> to <code>reconnectMaxDelay</code> .

Table 22: ReactorConnectOptions Class Members

6.4.1.3 ReactorConnectInfo Class members

CLASS MEMBER	DESCRIPTION
connectOptions	Specifies information (<code>connectOptions</code>) about the host or network to which to connect, the type of connection to use, and other transport-specific configuration information associated with the underlying <code>Transport.connect</code> method. This is described in more detail in the <i>Transport API Java Developers Guide</i> .
initTimeout	The amount of time (in seconds) to wait to establish a <code>ReactorChannel</code> . If a timeout occurs, an event is dispatched to the application to indicate that the <code>ReactorChannel</code> is down.

Table 23: ReactorConnectInfo Class Members

6.4.1.4 ReactorConnectOptions Utility Method

The Transport API provides the following utility function for use with the `ReactorConnectOptions`.

FUNCTION NAME	DESCRIPTION
clear	Clears the <code>ReactorConnectOptions</code> object. Useful for object reuse.

Table 24: ReactorConnectOptions Utility Method

6.4.1.5 Reactor.connect Example

```

ReactorConnectOptions connectOpts = ReactorFactory.createReactorConnectOptions();
ConsumerRole consumerRole = ReactorFactory.createConsumerRole();

/* Configure connection options.*/
connectOpts.clear();
connectOpts.connectOptions.connectionList().get(0).connectOptions().unifiedNetworkInfo().address
    ("localhost");
connectOpts.connectOptions.connectionList().get(0).connectOptions().unifiedNetworkInfo().serviceName
    ("14002");

/* Configure a role for this connection as an OMM Consumer. */
consumerRole.clear();

/* Set the methods to which dispatch will deliver events. */
consumerRole.channelEventCallback(channelEventCallback);
consumerRole.defaultMsgCallback(defaultMsgCallback);
consumerRole.loginMsgCallback(loginMsgCallback);
consumerRole.directoryMsgCallback(directoryMsgCallback);
consumerRole.dictionaryMsgCallback(dictionaryMsgCallback);

/* Initialize a default login request. Once the channel is initialized this message will be sent. */
consumerRole.initDefaultRDMLLoginRequest();

/* Initialize a default directory request. Once the application has logged in, this message will be
sent. */
consumerRole.initDefaultRDMDirectoryRequest();

/* Add the connection to the Reactor. */
ret = reactor.connect(connectOpts, consumerRole, errorInfo);

```

Code Example 2: Reactor.connect Example

6.4.1.6 Reactor Accept

The `Reactor.accept` method creates a new `ReactorChannel` and associates it with an `Reactor`. This method accepts the connection from an already running `Server`. The `ReactorChannel` will be returned to the application via a callback, as described in Section 6.5.2, at which point it can begin dispatching on the channel.

METHOD NAME	DESCRIPTION
Reactor.accept	<p>Creates a <code>ReactorChannel</code> by accepting it from a <code>Server</code>. This establishes a connection in a manner similar to the <code>Server.accept</code> function, as described in the <i>Transport API Java Edition Developers Guide</i>.</p> <ul style="list-style-type: none"> • Connection options are passed in via <code>ReactorAcceptOptions</code>, as defined in Section 6.4.1.7. • <code>ReactorChannel</code>-specific information (such as the per-channel callback functions, the type of behavior, default RDM messages, and etc.) are passed in via the <code>ReactorRole</code>, as defined in Section 6.3.1.

Table 25: `Reactor.accept` Method

6.4.1.7 ReactorAcceptOptions Class Members

CLASS MEMBER	DESCRIPTION
acceptOptions	The <code>AcceptOptions</code> associated with the underlying <code>Server.accept</code> method. This includes an option to reject the connection as well as a <code>userSpecObject</code> . This is described in more detail in the <i>Transport API Java Edition Developers Guide</i> .
initTimeout	The amount of time (in seconds) to wait for the successful connection establishment of an <code>ReactorChannel</code> . If a timeout occurs, an event is dispatched to the application to indicate that the <code>ReactorChannel</code> is down.

Table 26: `ReactorAcceptOptions` Class Members

6.4.1.8 ReactorAcceptOptions Utility Function

The Transport API provides the following utility method for use with the `ReactorAcceptOptions`.

METHOD NAME	DESCRIPTION
clear	Clears the <code>ReactorAcceptOptions</code> object. Useful for object reuse.

Table 27: `RsslReactorAcceptOptions` Utility Method

6.4.1.9 Reactor.accept Example

```

ReactorAcceptOptions reactorAcceptOpts = ReactorFactory.createReactorAcceptOptions();
ProviderRole providerRole = ReactorFactory.createProviderRole();

/* Configure accept options.*/
reactorAcceptOpts.clear();
reactorAcceptOpts.acceptOptions().userSpecObject(server);

/* Configure a role for this connection as an OMM Provider. */
providerRole.clear();
providerRole.channelEventCallback(channelEventCallback);
providerRole.defaultMsgCallback(defaultMsgCallback);
providerRole.loginMsgCallback(loginMsgCallback);
providerRole.directoryMsgCallback(directoryMsgCallback);
providerRole.dictionaryMsgCallback(dictionaryMsgCallback);

/* Add the connection to the Reactor by accepting it from a Server. */
ret = reactor.accept(server, reactorAcceptOpts, providerRole, errorInfo)

```

Code Example 3: **Reactor.accept** Example

6.4.2 Removing Reactor Channels

6.4.2.1 ReactorChannel.close Method

You use the following method to remove a **ReactorChannel** from a **Reactor** instance. It can also close and clean up resources associated with the **ReactorChannel**.

FUNCTION NAME	DESCRIPTION
ReactorChannel.close	Removes a ReactorChannel from the passed in Reactor instance and cleans up associated resources. This additionally invokes the Channel.close method, as described in the <i>Transport API Java Edition Developers Guide</i> , to clean up any resources associated with the underlying Channel . This method can be called from either outside or within a callback.

Table 28: **ReactorChannel.close** Function

6.4.2.2 ReactorChannel.close Example

```

ReactorErrorInfo errorInfo = ReactorFactory.createReactorErrorInfo();
/* Can be used inside or outside of a callback */
ret = reactorChannel.close(errorInfo);

```

Code Example 4: **ReactorChannel.close** Example

6.5 Dispatching Data

Once an application has a **Reactor**, it can begin dispatching messages. Until there is at least one associated **ReactorChannel**, there is nothing to dispatch. When **ReactorChannels** are available for dispatching, each channel begins seeing its user-defined per-channel callbacks being invoked. For more information about available callbacks and their specifications, refer to Section 6.5.2.

An application can choose to dispatch across all associated **ReactorChannels** (via **Reactor.dispatchAll**) or to dispatch on a particular **ReactorChannel** (via **ReactorChannel.dispatch**). If dispatching on a single **ReactorChannel**, only this channel's data is processed and returned via the channel's callback. If dispatching across multiple **ReactorChannels**, the **Reactor** attempts to fairly dispatch over all channels. In either case, the application can use the dispatch call to specify the maximum number of messages that will be processed and returned via callback.

Typically, an application registers both the **Reactor**'s internal **ReactorChannel**'s **selectableChannel** and each **ReactorChannel**'s **selectableChannel** with a select notifier. The select notifier can help inform the application when data is available on particular **ReactorChannels** or when channel information is available from the **Reactor** (via its internal **ReactorChannel**). An application can also forgo the use of notifiers and instead periodically call the dispatch function to process data as described in Section 6.5.1.

6.5.1 Reactor Dispatch Methods

Note: Applications should not call **Reactor.shutdown**, **Reactor.dispatchAll**, or **ReactorChannel.dispatch** from within a callback function. All other **Reactor** functionality is safe to use from within a callback.

Events received in callback methods should be assumed to be invalid when the callback method returns. For callbacks that provide **Msg**, **LoginMsg**, **DirectoryMsg**, or **DictionaryMsg** objects, a deep copy of the object should be made if the application wishes to preserve it. To copy a **Msg**, refer to the **Msg.copy** method in the *Transport API Java Edition Developers Guide*; for copying a **LoginMsg**, **DirectoryMsg**, or **DictionaryMsg** object, refer to the copy utility method for the appropriate RDM message type.

METHOD NAME	DESCRIPTION
Reactor.dispatchAll	This method processes events and messages across the provided Reactor and all of its associated ReactorChannels . When channel information or data is available for a ReactorChannel , the channel's user-defined callback method is invoked. The application can control the maximum number of messages dispatched with a single call to Reactor.dispatchAll . This can be controlled through passed-in ReactorDispatchOptions , as described in Section 6.5.1.1.
ReactorChannel.dispatch	This method processes a specific channel's events and messages from the Reactor . When channel information or data is available for a ReactorChannel , the channel's user-defined callback method is invoked. The application can control the maximum number of messages dispatched with a single call to ReactorChannel.dispatch . This can be controlled through passed-in ReactorDispatchOptions (for details refer to Section 6.5.1.1).

Table 29: Reactor Dispatch Methods

6.5.1.1 Reactor Dispatch Options

An application can use `ReactorDispatchOptions` to control various aspects of the call to `Reactor.dispatchAll` and `ReactorChannel.dispatch`.

CLASS MEMBER	DESCRIPTION
<code>maxMessages</code>	Controls the maximum number of events or messages processed in this call. If this is larger than the number of available messages, <code>Reactor.dispatchAll</code> or <code>ReactorChannel.dispatch</code> will return when there is no more data to process. This value is initialized to allow up to 100 messages to be returned with a single call to <code>Reactor.dispatchAll</code> or <code>ReactorChannel.dispatch</code> .
<code>readArgs</code>	The <code>ReadArgs</code> from the underlying <code>Channel.read</code> call.

Table 30: `ReactorDispatchOptions` Class Members

6.5.1.2 ReactorDispatchOptions Utility Function

The Transport API provides the following utility Method for use with `ReactorDispatchOptions`.

METHOD NAME	DESCRIPTION
<code>clear</code>	Clears the <code>ReactorDispatchOptions</code> object. Useful for object reuse.

Table 31: `ReactorDispatchOptions` Utility Method

6.5.1.3 ReactorChannel.dispatch Example

```
ReactorDispatchOptions dispatchOpts = ReactorFactory.createReactorDispatchOptions();

/* Set dispatching options. */
dispatchOpts.clear();
dispatchOpts.maxMessages(200);

/* Call ReactorChannel.dispatch(). It will keep dispatching events until there is nothing to read or
 * maxMessages is reached. */
ret = reactorChannel.dispatch(dispatchOpts, errorInfo);
```

Code Example 5: `ReactorChannel.dispatch` Example

6.5.2 Reactor Callback Methods

A series of callback methods returns (to the application) any state information about the `ReactorChannel` connection as well as messages for that channel. Each `ReactorChannel` can define its own unique callback methods or specify callback methods that can be shared across channels.

There are several values that can be returned from a callback method implementation. These can trigger specific `Reactor` behaviors based on the outcome of the callback method. Callback return values are as follows:

RETURN CODE	DESCRIPTION
SUCCESS	Indicates that the callback function was successful and the message or event has been handled.
FAILURE	Indicates that the message or event has failed to be handled. Returning this code from any callback function will cause the <code>Reactor</code> to shutdown.
RAISE	Can be returned from any domain-specific callback (e.g., <code>RDMLoginMsgCallback</code>). This will cause the <code>Reactor</code> to invoke the <code>DefaultMsgCallback</code> for this message upon the domain-specific callbacks return.

Table 32: ReactorCallbackReturnCodes Callback Return Codes

All events communicated to callback methods have the same base class, the `ReactorEvent`, which contains information common to all callback events.

CLASS MEMBER	DESCRIPTION
reactorChannel	The <code>ReactorChannel</code> on which the event occurred.
errorInfo	The <code>ReactorErrorInfo</code> associated with this event.

Table 33: ReactorEvent Class Members

6.5.3 Reactor Callback: Channel Event

The `Reactor` channel event callback communicates `ReactorChannel` and connection state information to the application. This interface has the following callback method:

```
reactorChannelEventCallback(ReactorChannelEvent event)
```

When invoked, this returns a `ReactorChannelEvent` object, containing more information about the event.

6.5.3.1 Reactor Channel Event

The `ReactorChannelEvent` is returned to the application via the `ReactorChannelEventCallback`.

CLASS MEMBER	DESCRIPTION
eventType	The type of event that has occurred on the <code>ReactorChannel</code> . For a list of enumeration values, refer to Section 6.5.3.2.

Table 34: `ReactorChannelEvent` Class Member

6.5.3.2 Reactor Channel Event Type Enumeration Values

FLAG ENUMERATION	MEANING
CHANNEL_DOWN	<p>Indicates that the <code>ReactorChannel</code> is not available for use. This could be a result of an initialization failure, a ping timeout, or some other kind of connection-related issue. <code>ReactorErrorInfo</code> will contain more detailed information about what occurred.</p> <p>There is no connection recovery for this event.</p> <p>To clean up the failed <code>ReactorChannel</code>, the application should call <code>ReactorChannel.close</code>.</p>
CHANNEL_DOWN_RECONNECTING	<p>Indicates that the <code>ReactorChannel</code> is temporarily unavailable for use. The Reactor will attempt to reconnect the channel according to the values specified in <code>ReactorConnectOptions</code> when <code>Reactor.connect</code> was called.</p> <p>This only occurs on client connections because there is no connection recovery for server connections.</p> <p>If the watchlist is enabled, requests are recovered as appropriate when the channel successfully reconnects.</p> <p>Before exiting the <code>channelEventCallback</code>, the application should release any resources associated with the channel, such as <code>TransportBuffers</code>, and unregister its <code>selectableChannel</code>, if valid, from any select notifiers.</p>
CHANNEL_OPENED	<p>Indicates that the watchlist is enabled and that a channel has been created via <code>Reactor.connect</code>. Though the channel is still not ready for dispatch, the application can begin submitting request messages, which are sent after the channel successfully initializes.</p>

Table 35: `ReactorChannelEventType` Enumeration Values

FLAG ENUMERATION	MEANING
CHANNEL_READY	Indicates that the <code>ReactorChannel</code> has successfully completed any necessary initialization processes. Where applicable, this includes exchanging any provided Login, Directory, or Dictionary content. The application should now be able to consume or provide content.
CHANNEL_UP	Indicates that the <code>ReactorChannel</code> is successfully initialized and available for dispatching. Where applicable, any specified Login, Directory, or Dictionary messages are exchanged by the <code>Reactor</code> .
FD_CHANGE	Indicates that a selectable channel change occurred on the <code>ReactorChannel</code> . If the application is using a select notification mechanism, it should unregister the <code>oldSelectableChannel</code> and register the <code>selectableChannel</code> , both of which can be found on the <code>ReactorChannel</code> .
INIT	Channel event initialization value. This should not be used by nor returned to the application.
WARNING	Indicates that the <code>ReactorChannel</code> has experienced an event that did not result in connection failure, but may require the attention of the application. <code>ReactorErrorInfo</code> contains more detailed information about what occurred.

Table 35: `ReactorChannel EventType` Enumeration Values (Continued)

6.5.3.3 Reactor Channel Event Utility Methods

METHOD NAME	DESCRIPTION
clear	Clears a <code>ReactorChannelEvent</code> object.

Table 36: `ReactorChannel Event` Utility Methods

6.5.3.4 Reactor Channel Event Callback Example

```
public int reactorChannelEventCallback(ReactorChannelEvent event)
{
    switch(event.eventType())
    {
        case ReactorChannelEventTypes.CHANNEL_UP:
            // register selector with channel event's reactorChannel
            event.reactorChannel().selectableChannel().register(selector, SelectionKey.OP_READ,
                event.reactorChannel());
            break;

        case ReactorChannelEventTypes.CHANNEL_DOWN:
            // close ReactorChannel
            if (event.reactorChannel() != null)
            {
                event.reactorChannel().close(errorInfo);
            }
            break;
    }
}
```

```

case ReactorChannelEventTypes.CHANNEL_READY:
    /* Channel has exchanged its initial messages (if any were provided on the role object)
    * and is ready for use. */
    sendItemRequests(reactorChannel);
    break;

case ReactorChannelEventTypes.FD_CHANGE:
    /* The descriptor representing this channel has changed. Normally the application only
    * needs to update its notification mechanism in response to this event. */
    // cancel old reactorChannel select
    SelectionKey key = event.reactorChannel().oldSelectableChannel().keyFor(selector);
    key.cancel();
    // register selector with channel event's new reactorChannel
    event.reactorChannel().selectableChannel().register(selector, SelectionKey.OP_READ,
        event.reactorChannel());
    break;
}
return ReactorCallbackReturnCodes.SUCCESS;
}

```

Code Example 6: Reactor Channel Event Callback Example

6.5.4 Reactor Callback: Default Message

The `Reactor` default message callback communicates all received content that is not handled directly by a domain-specific callback method. This callback is also invoked after any domain-specific callback that returns the `ReactorCallbackReturnCodes.RAISE` value. This interface has the following callback method:

```
public int defaultMsgCallback(ReactorMsgEvent event)
```

When invoked, this returns a `ReactorMsgEvent` object, containing more information about the event information.

6.5.4.1 Reactor Message Event

The `ReactorMsgEvent` is returned to the application via the `DefaultMsgCallback`. This is also the base class of the `RDMDictionaryMsgEvent`, `RDMDirectoryMsgEvent`, and `RDMLoginMsgEvent` classes.

CLASS MEMBER	DESCRIPTION
transportBuffer	A <code>TransportBuffer</code> containing the raw, undecoded message that was read and processed by the callback.
	Note: When the consumer watchlist is enabled, a <code>TransportBuffer</code> is not provided, because the message might not match this buffer, or the message might be internally generated.
msg	A <code>Msg</code> object populated with message content by calling <code>Msg.decode</code> . If not present, an error was encountered while processing the information.
	Note: When the consumer watchlist is enabled, <code>msg</code> is not provided to callback functions that provide RDM messages.
streamInfo	Any information associated with a stream (only when the consumer watchlist is enabled).

Table 37: `ReactorMsgEvent` Class Members

6.5.4.2 Reactor Message Event Utility Methods

METHOD NAME	DESCRIPTION
clear	Clears a <code>ReactorMsgEvent</code> object.

Table 38: `ReactorMsgEvent` Utility Method

6.5.4.3 Reactor Message Event Callback Example

```
public int defaultMessageCallback(ReactorMsgEvent event)
{
    Msg msg = event.msg();

    /* Received a Msg --- or, if the decode failed, an error. */
    /* The Msg will have already been passed through Msg.decode. Only the payload requires
    additional decoding. */
    if (msg != null)
        processMsg(msg);
    else
        System.out.printf("defaultMsgCallback Error: %s(%s)\n", event.errorInfo().error().text(),
            event.errorInfo().location());
}
```

Code Example 7: Reactor Message Event Callback Example

6.5.5 Reactor Callback: RDM Login Message

The **Reactor** RDM Login Message callback is used to communicate all received RDM Login messages. This interface has the following callback method:

```
public int rdmLoginMsgCallback(RDMLoginMsgEvent event)
```

When invoked, this will return the **RDMLoginMsgEvent** object, containing more information about the event information.

6.5.5.1 Reactor RDM Login Message Event

The **RDMLoginMsgEvent** is returned to the application via the **RDMLoginMsgCallback**.

CLASS MEMBER	DESCRIPTION
rdmLoginMsg	The RDM representation of the decoded Login message. If not present, an error was encountered while processing the information. This message is presented as the LoginMsg , described in Section 7.3.

Table 39: **RDMLoginMsgEvent** Class Member

6.5.5.2 Reactor RDM Login Message Event Utility Method

METHOD NAME	DESCRIPTION
clear	Clears a RDMLoginMsgEvent object.

Table 40: **RDMLoginMsgEvent** Utility Method

6.5.5.3 Reactor RDM Login Message Event Callback Example

```
public int rdmLoginMsgCallback(RDMLoginMsgEvent event)
{
    LoginMsg loginMsg = event.rdmLoginMsg();

    /* Received an RDM LoginMsg --- or, if the decode failed, an error. */
    /* The login message will already be fully decoded. */
    if (loginMsg != null)
    {
        switch(loginMsg.rdmMsgType())
        {
            case REFRESH:
                LoginRefresh refresh = (LoginRefresh)loginMsg;
                break;
            case STATUS:
                LoginStatus status = (LoginStatus)loginMsg;
                break;
            default:
                System.out.println("Received unhandled login message.");
                break;
        }
    }
    else
        System.out.printf("rdmLoginMsgCallback Error: %s(%s)\n",
            event.errorInfo().error().text(),
            event.errorInfo().location());
}
```

Code Example 8: Reactor RDM Login Message Event Callback Example

6.5.6 Reactor Callback: RDM Directory Message

The **Reactor** RDM Directory Message callback is used to communicate all received RDM Directory messages. This interface has the following callback method:

```
public int rdmDirectoryMsgCallback(RDMDirectoryMsgEvent event)
```

When invoked, this will return the **RDMDirectoryMsgEvent** object, containing more information about the event information.

6.5.6.1 Reactor RDM Directory Message Event

The `RDMDirectoryMsgEvent` is returned to the application via the `RDMDirectoryMsgCallback`.

CLASS MEMBER	DESCRIPTION
<code>rdmDirectoryMsg</code>	The RDM representation of the decoded Source Directory message. If not present, an error was encountered while processing the information. This message is presented as the <code>DirectoryMsg</code> , described in Section 7.4.

Table 41: `RDMDirectoryMsgEvent` Class Member

6.5.6.2 Reactor RDM Directory Message Event Utility Method

METHOD NAME	DESCRIPTION
<code>clear</code>	Clears an <code>RDMDirectoryMsgEvent</code> object.

Table 42: `RDMDirectoryMsgEvent` Utility Method

6.5.6.3 Reactor RDM Directory Message Event Callback Example

```
public int rdmDirectoryMsgCallback(RDMDirectoryMsgEvent event)
{
    DirectoryMsg directoryMsg = event.rdmDirectoryMsg();

    /* Received an RDM DirectoryMsg --- or, if the decode failed, an error. */
    /* The directory message will already be fully decoded. */
    if (directoryMsg != null)
    {
        switch(directoryMsg.rdmMsgType())
        {
            case REFRESH:
                DirectoryRefresh refresh = (DirectoryRefresh)directoryMsg;
                break;
            case UPDATE:
                DirectoryUpdate update = (DirectoryUpdate)directoryMsg;
                break;
            case STATUS:
                DirectoryStatus status = (DirectoryStatus)directoryMsg;
                break;
            default:
                System.out.println("Received unhandled directory message.");
        }
    }
    else
        System.out.printf("rdmDirectoryMsgCallback Error: %s(%s)\n",
            event.errorInfo().error().text(),
            event.errorInfo().location());
}
```

Code Example 9: Reactor RDM Directory Message Event Callback Example

6.5.7 Reactor Callback: RDM Dictionary Message

The **Reactor** RDM Dictionary Message callback is used to communicate all received RDM Dictionary messages. This interface has the following callback method:

```
public int rdmDictionaryMsgCallback(RDMDictionaryMsgEvent event)
```

When invoked, this will return the **RDMDictionaryMsgEvent** object, containing more information about the event information.

6.5.7.1 Reactor RDM Dictionary Message Event

The `RDMDictionaryMsgEvent` is returned to the application via the `RDMDictionaryMsgCallback`.

CLASS MEMBER	DESCRIPTION
<code>rdmDictionaryMsg</code>	The RDM representation of the decoded Dictionary message. If not present, an error was encountered while processing the information. This message is presented as the <code>DictionaryMsg</code> , described in Section 7.5.

Table 43: `RDMDictionaryMsgEvent` Class Member

6.5.7.2 Reactor RDM Dictionary Message Event Utility Method

METHOD NAME	DESCRIPTION
<code>clear</code>	Clears an <code>RDMDictionaryMsgEvent</code> object.

Table 44: `RDMDictionaryMsgEvent` Utility Method

6.5.7.3 Reactor RDM Dictionary Message Event Callback Example

```
public int rdmDictionaryMsgCallback(RDMDictionaryMsgEvent event)
{
    DictionaryMsg dictionaryMsg = event.rdmDictionaryMsg();

    /* Received an RDM DictionaryMsg --- or, if the decode failed, an error. */
    if (dictionaryMsg != null)
    {
        switch(dictionaryMsg.rdmMsgType())
        {
            case REFRESH:
                DictionaryRefresh refresh = (DictionaryRefresh)dictionaryMsg;
                break;
            case STATUS:
                DictionaryStatus status = (DictionaryStatus)dictionaryMsg;
                break;
            default:
                System.out.println("Received unhandled dictionary message.");
        }
    }
    else
        System.out.printf("rdmDictionaryMsgCallback Error: %s(%s)\n",
            event.errorInfo().error().text(),
            event.errorInfo().location());
}
```

Code Example 10: Reactor RDM Dictionary Message Event Callback Example

6.6 Writing Data

The Transport API Reactor helps streamline the high performance writing of content. The **Reactor** flushes content to the network so the application does not need to. The **Reactor** does so through the use of a separate worker thread that becomes active whenever there is queued content that needs to be passed to the connection.

The Transport API Reactor offers two methods for writing content: `ReactorChannel.submit(Msg...)` and `ReactorChannel.submit(TransportBuffer...)`. When writing applications to the Reactor, consider which is most appropriate for your needs:

ReactorChannel.submit(Msg...)

- Takes an **Msg** object as part of its options; does not require retrieval of an **TransportBuffer** from the channel.
- Must be used when the consumer watchlist is enabled.

ReactorChannel.submit(TransportBuffer...)

- Takes an **TransportBuffer** which the application retrieves from the channel.
- More efficient: the application encodes directly into the buffer, and can use buffer packing.
- Cannot be used when the consumer watchlist is enabled.

6.6.1 Writing Data using ReactorChannel.submit(Msg...)

`ReactorChannel.submit(Msg...)` provides a simple interface for writing **Msgs**. To send a message, the application populates an **Msg** object, sets any other desired options on a **ReactorSubmitOptions** object, and calls `ReactorChannel.submit(Msg...)` with the object.

A buffer is not needed to use `ReactorChannel.submit(Msg...)`. If the application needs to include any encoded content, it can encode the content into any available memory, and set the appropriate member of the **Msg** to point to the memory (as well as set the length of the encoded content).

6.6.1.1 ReactorChannel.submit(Msg...) Method

METHOD NAME	DESCRIPTION
ReactorChannel.submit	Encodes and submits a Msg to the Reactor. This method expects a properly populated Msg .

Table 45: `ReactorChannel.submit(Msg...)` Method

6.6.1.2 Reactor Submit Options

An application can use `ReactorSubmitOptions` to control various aspects of the call to `ReactorChannel.submit`.

CLASS MEMBER	DESCRIPTION
serviceName	<p>The application can use this instead of the <code>serviceId</code> member specified on the <code>MsgKey</code> of a <code>Msg</code>.</p> <p>When used to open streams via request messages, the <code>Reactor</code> will recover using this service name.</p> <p>When used for other message types such as a <code>post</code> or generic message, the <code>Reactor</code> converts the name to its corresponding ID before writing the message.</p> <p>Note: This option is supported only when the watchlist is enabled.</p>
requestMsgOptions	Provides additional functionality that may be used when using request messages to send requests.
writeArgs.bytesWritten	If specified, will return the number of bytes to be written, including any transport header overhead and taking into account any savings from compression.
writeArgs.flags	<p>Flag values that allow the application to modify the behavior of this <code>ReactorChannel.submit</code> call. This includes options to bypass queuing or compression.</p> <p>More information about the specific flag values is available in the <i>Transport API Java Edition Developers Guide</i>.</p>
writeArgs.priority	<p>Controls the priority at which the data will be written. Valid priorities are</p> <ul style="list-style-type: none"> • <code>WritePriorities.HIGH</code> • <code>WritePriorities.MEDIUM</code> • <code>WritePriorities.LOW</code> <p>More information about write priorities, including an example scenario, is available in the <i>Transport API Java Edition Developers Guide</i>.</p>
writeArgs.uncompressedBytesWritten	If specified, will return the number of bytes to be written, including any transport header overhead but not taking into account any compression savings.

Table 46: `ReactorSubmitOptions` Class Members

6.6.1.3 ReactorChannel.submit(Msg...) Return Codes

The following table defines the return codes that can occur when using `ReactorChannel.submit(Msg...)`.

RETURN CODE	DESCRIPTION
<code>ReactorReturnCodes.SUCCESS</code>	Indicates that the <code>ReactorChannel.submit(Msg...)</code> method has succeeded.
<code>ReactorReturnCodes.NO_BUFFERS</code>	<p>Indicates that not enough pool buffers are available to write the message. The application can try to submit the message later, or it can use <code>ReactorChannel.ioctl</code> to increase the number of available pool buffers and try again.</p>

Table 47: `ReactorChannel.submit(Msg...)` Return Codes

RETURN CODE	DESCRIPTION
ReactorReturnCodes.WRITE_CALL_AGAIN	Indicates that buffer created for the <code>Msg</code> is being fragmented and needs to be called again with the same <code>Msg</code> . This indicates that underlying write was unable to send all fragments with the current call and must continue fragmenting.
ReactorReturnCodes.FAILURE	Indicates that a general failure has occurred and the message was not submitted. The <code>ReactorErrorInfo</code> object passed to the method will contain more details.

Table 47: `ReactorChannel.submit(Msg...)` Return Codes (Continued)

6.6.1.4 ReactorRequestMsgOptions

`ReactorRequestMsgOptions` provide additional functionality when requesting items. These options are available only when the consumer watchlist is enabled.

CLASS MEMBER	DESCRIPTION
<code>userSpecObj</code>	A user-specified object that will be associated with the stream. This object will be provided in responses to this stream via the <code>WatchlistStreamInfo</code> provided with each message event.

Table 48: `ReactorRequestMsgOptions` Class Members

6.6.1.5 ReactorSubmitOptions Utility Method

The Transport API provides the following utility function for use with `ReactorSubmitOptions`.

METHOD NAME	DESCRIPTION
<code>clear</code>	Clears the <code>ReactorSubmitOptions</code> object. Useful for object reuse.

Table 49: `ReactorSubmitOptions` Utility Method

6.6.1.6 ReactorChannel.submit(Msg...) Example

The following example shows typical use of `ReactorChannel.submit(Msg...)`.

```
RequestMsg requestMsg = (RequestMsg)CodecFactory.createMsg();
ReactorSubmitOptions opts = ReactorFactory.createReactorSubmitOptions();
ReactorErrorInfo errorInfo = ReactorFactory.createReactorErrorInfo();
int ret;

requestMsg.clear();
requestMsg.msgClass(MsgClasses.REQUEST);
requestMsg.streamId(2);
requestMsg.domainType(DomainTypes.MARKET_PRICE);
requestMsg.containerType(DataTypes.NO_DATA);
requestMsg.applyStreaming();
requestMsg.applyHasQos();
requestMsg.qos().timeliness(QosTimeliness.REALTIME);
requestMsg.qos().rate(QosRates.TICK_BY_TICK);
requestMsg.msgKey().applyHasName();
requestMsg.msgKey().applyHasServiceId();
requestMsg.msgKey().name().data("TRI.N");
requestMsg.msgKey().serviceId(1);

ret = reactorChannel.submit(requestMsg, opts, errorInfo);
```

Code Example 11: `ReactorChannel.submit(Msg...)` Example

6.6.2 Writing Data Using `ReactorChannel.submit(TransportBuffer...)`

The `ReactorChannel.submit(TransportBuffer...)` method offers efficient writing of data by using buffers retrieved directly from the Transport API transport buffer pool. It also provides additional features not normally available from `ReactorChannel.submit(Msg...)`, such as buffer packing. When ready to send data, the application acquires a buffer from the Transport API pool. This allows the content to be encoded directly into the output buffer, reducing the number of times the content needs to be copied. Once content is encoded and the buffer is properly populated, the application can submit the data to the reactor. The Transport API will ensure that successfully submitted buffers reach the network. Applications can also pack multiple messages into a single buffer by following a similar process as described above, however instead of getting a new buffer for each message the application uses the reactor's pack function instead. The following flow chart depicts the typical write process.

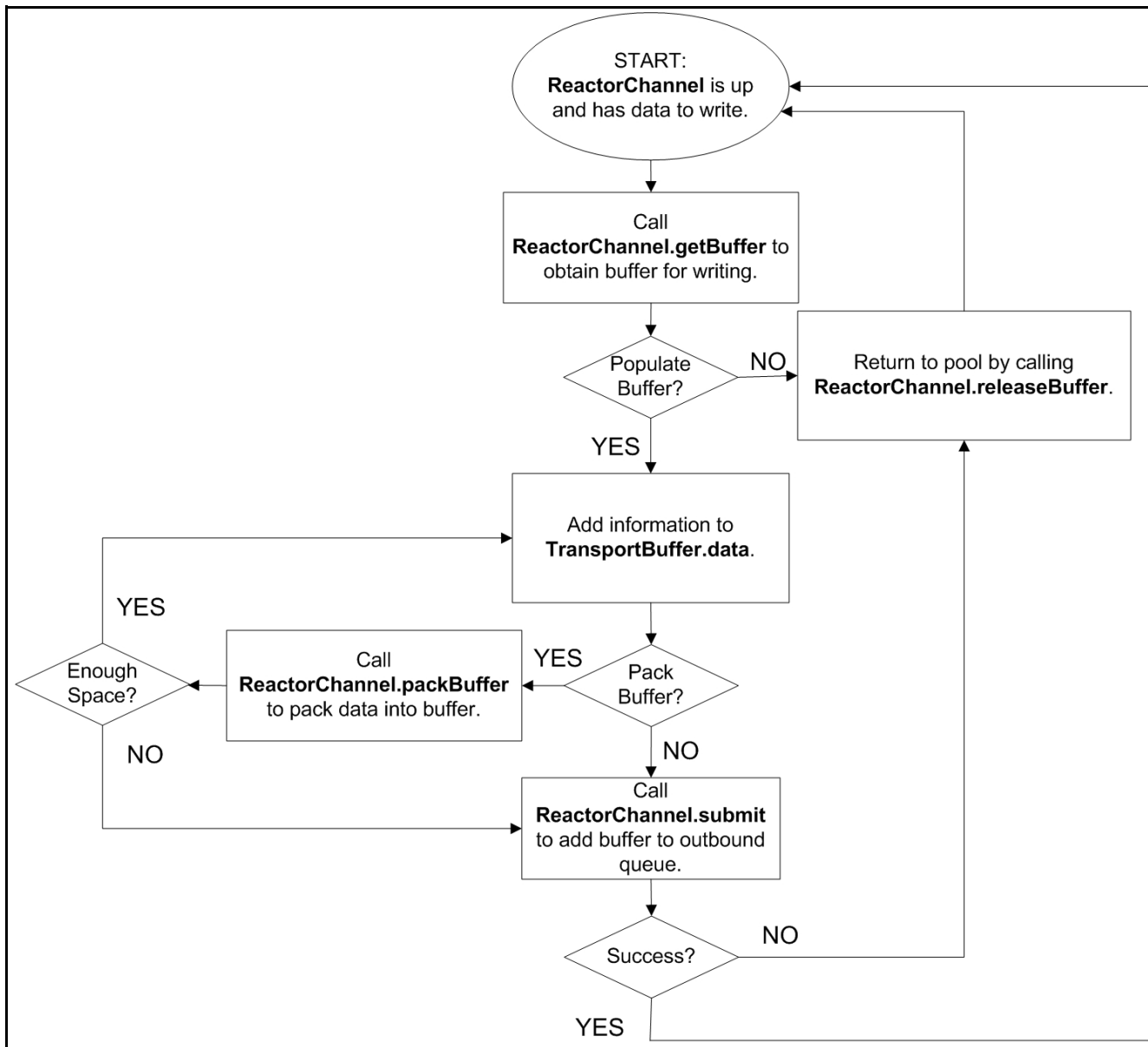


Figure 7. Flow Chart for writing data via `ReactorChannel.submit(TransportBuffer...)`

6.6.2.1 Obtaining a Buffer: Overview

Before you can submit information, you must obtain a buffer from the internal Transport API buffer pool, as described in the *Transport API Java Edition Developers Guide*. After acquiring the buffer via `ReactorChannel.getBuffer`, you can populate the `TransportBuffer.data`. If the buffer is not used or the `ReactorChannel.submit(TransportBuffer...)` method call fails, the buffer must be released back into the pool to ensure proper reuse and cleanup. If the buffer is successfully passed to `ReactorChannel.submit(TransportBuffer...)`, the reactor will return the buffer to the pool.

The number of buffers made available to an `ReactorChannel` is configurable through the `ReactorConnectOptions` or `ReactorAcceptOptions`. For more information about available `Reactor.connect` and `Reactor.accept` options, refer to Section 6.4.1.2 and Section 6.4.1.7.

6.6.2.2 Obtaining a Buffer: ReactorChannel Buffer Management Methods

METHOD NAME	DESCRIPTION
<code>getBuffer</code>	<p>Obtains a buffer of the requested size from the buffer pool.</p> <p>If the requested size is larger than the <code>maxFragmentSize</code>, the transport will create and return the buffer to the user. When written, this buffer will be fragmented by the <code>ReactorChannel.submit(TransportBuffer...)</code> method (for further details, refer to Section 6.6.2.4).</p> <p>Because of some additional book keeping required when packing, the application must specify whether a buffer should be 'packable' when calling <code>getBuffer</code>. For more information on packing, refer to Section 6.6.2.11.</p> <p>For performance purposes, an application is not permitted to request a buffer larger than <code>maxFragmentSize</code> and have the buffer be 'packable.'</p> <p>If the buffer is not used or the <code>ReactorChannel.submit(TransportBuffer...)</code> call fails, the buffer must be returned to the pool using <code>releaseBuffer</code>. If the <code>ReactorChannel.submit(TransportBuffer...)</code> call is successful, the buffer will be returned to the correct pool by the transport.</p> <p>This method calls the <code>Channel.getBuffer</code> method which has its use and return values described in the <i>Transport API Java Edition Developers Guide</i>.</p>
<code>releaseBuffer</code>	<p>Releases a buffer back to the correct pool. This should only be called with buffers that originate from <code>getBuffer</code> and are not successfully passed to <code>ReactorChannel.submit(TransportBuffer...)</code>.</p> <p>This method calls the Transport API <code>Channel.releaseBuffer</code> method which has its use and return values described in the <i>Transport API Java Edition Developers Guide</i>.</p>
<code>bufferUsage</code>	<p>Returns the number of buffers currently in use by the <code>ReactorChannel</code>, this includes buffers that the application holds and buffers internally queued and waiting to be flushed to the connection by the <code>Reactor</code>.</p> <p>This method calls the <code>Channel.bufferUsage</code> method which has its use and return values described in the <i>Transport API Java Edition Developers Guide</i>.</p>

Table 50: ReactorChannel Buffer Management Methods

6.6.2.3 Obtaining a Buffer: `ReactorChannel.getBuffer` Return Values

The following table defines return and error code values that can occur while using `ReactorChannel.getBuffer`.

RETURN CODE	DESCRIPTION
Valid buffer returned Success Case	A <code>TransportBuffer</code> is returned to the user. The <code>TransportBuffer.length</code> indicates the number of bytes available to populate and the <code>TransportBuffer.data</code> provides a <code>ByteBuffer</code> for population.
NULL buffer returned Error Code: <code>NO_BUFFERS</code>	NULL is returned to the user. This value indicates that there are no buffers available to the user. See <code>ReactorErrorInfo</code> content for more details. This typically occurs because all available buffers are queued and pending flushing to the connection. The <code>ReactorChannel.ioctl</code> function can be used to increase the number of <code>guaranteedOutputBuffers</code> (for details, refer to Section 6.8).
NULL buffer returned Error Code: <code>FAILURE</code>	NULL is returned to the user. This value indicates that some type of general failure has occurred. The <code>ReactorChannel</code> should be closed.
NULL buffer returned Error Code: <code>INIT_NOT_INITIALIZED</code>	Indicates that the underlying Transport API Transport has not been initialized. See the <code>ReactorErrorInfo</code> content for more details.

Table 51: `ReactorChannel.getBuffer` Return Values

6.6.2.4 Writing Data: Overview

After a `TransportBuffer` is obtained from `getBuffer` and populated with the user's data, the buffer can be passed to the `ReactorChannel.submit(TransportBuffer...)` method. This method manages queuing and flushing of user content. It will also perform any fragmentation or compression. If an unrecoverable error occurs, any `TransportBuffer` that has not been successfully passed to `ReactorChannel.submit(TransportBuffer...)` should be released to the pool using `releaseBuffer`. Section 6.6.2.5 describes the `ReactorChannel.submit(TransportBuffer...)` method and its associated parameters.

6.6.2.5 Writing Data: `ReactorChannel.submit(TransportBuffer...)` Method

METHOD NAME	DESCRIPTION
submit	Writes data. This method expects the buffer to be properly populated. This method calls the Transport API <code>Channel.write</code> method and also triggers the <code>Channel.flush</code> method (described in the <i>Transport API Java Edition Developers Guide</i>). This method allows for several modifications and additional parameters to be specified via the <code>ReactorSubmitOptions</code> object, defined in Section 6.6.1.2. For a list of return codes, refer to Section 6.6.2.8.

Table 52: `ReactorChannel.submit(TransportBuffer...)` Method

6.6.2.6 Writing Data: Reactor Submit Options

For a list of submit options and their descriptions for use with `ReactorChannel.submit(TransportBuffer...)`, refer to Section 6.6.1.2.

6.6.2.7 Writing Data: ReactorRequestMsgOptions

For a list of request message options and their descriptions for use with `ReactorChannel.submit(TransportBuffer...)`, refer to Section 6.6.1.4.

6.6.2.8 Writing Data: ReactorChannel.submit(TransportBuffer...) Return Codes

The following table defines the return codes that can occur when using `ReactorChannel.submit(TransportBuffer...)`.

RETURN CODE	DESCRIPTION
<code>ReactorReturnCodes.SUCCESS</code>	Indicates that the <code>ReactorChannel.submit(TransportBuffer...)</code> method has succeeded. The <code>TransportBuffer</code> will be released by the Transport API Reactor.
<code>ReactorReturnCodes.WRITE_CALL_AGAIN</code>	Indicates that a large buffer could not be fully written with this <code>ReactorChannel.submit(TransportBuffer...)</code> call. This is typically due to all pool buffers being unavailable. The <code>Reactor</code> will flush for the user to free up buffers. The application can optionally use <code>ReactorChannel.ioctl</code> to increase the number of available pool buffers. After pool buffers become available again, the same buffer should be used to call <code>ReactorChannel.submit(TransportBuffer...)</code> an additional time (using the same priority level for proper ordering of each fragment). This will continue the fragmentation process from where it left off. If the application does not subsequently pass the buffer to <code>ReactorChannel.submit(TransportBuffer...)</code> , the application should release it by calling <code>ReactorChannel.releaseBuffer</code> .
<code>ReactorReturnCodes.FAILURE</code>	Indicates that a general write failure has occurred. The <code>ReactorChannel</code> should be closed. The application should release the <code>TransportBuffer</code> by calling <code>ReactorChannel.releaseBuffer</code> .

Table 53: `ReactorChannel.submit(TransportBuffer...)` Return Codes

6.6.2.9 Writing Data: ReactorSubmitOptions Utility Function

For a details on the on the utility method for use with `ReactorChannel.submit(TransportBuffer...)`, refer to Section 6.6.1.5.

6.6.2.10 Example: ReactorChannel.getBuffer and ReactorChannel.submit(TransportBuffer...) Example

The following example shows typical use of `ReactorChannel.getBuffer` and `ReactorChannel.submit(TransportBuffer...)`.

```
TransportBuffer msgBuffer = null;
EncodeIterator encodeIter = CodecFactory.createEncodeIterator();
ReactorSubmitOptions submitOpts = ReactorFactory.createReactorSubmitOptions();

msgBuffer = reactorChannel.getBuffer(1024, false, errorInfo);

encodeIter.clear();
encodeIter.setBufferAndRWFVersion(msgBuffer, reactorChannel.majorVersion(),
    reactorChannel.minorVersion());
encodeMsgIntoBuffer(encodeIter, msgBuffer);
```

```

submitOpts.clear();
ret = reactorChannel.submit(msgBuffer, submitOpts, errorInfo);
// check return code
switch (ret)
{
    case ReactorReturnCodes.SUCCESS:
        // successful write, nothing left to do
        return ReactorReturnCodes.SUCCESS;
    break;
    case ReactorReturnCodes.FAILURE:
        // an error occurred, need to release buffer
        reactorChannel.releaseBuffer(msgBuffer, errorInfo);
    break;
    case ReactorReturnCodes.WRITE_CALL_AGAIN:
        // large message couldn't be fully written with one call, pass it to submit again
        ret = reactorChannel.submit(msgBuffer, submitOpts, errorInfo);
    break;
}

```

Code Example 12: Writing Data Using `ReactorChannel . submit`, `ReactorChannel . getBuffer`, and `ReactorChannel . releaseBuffer`

6.6.2.11 Packing Additional Data into a Buffer

If an application is writing many small buffers, it may be advantageous to combine the small buffers into one larger buffer. This can increase efficiency of the transport layer by reducing the overhead associated with each write operation, although it may add to the latency associated with each smaller buffer.

It is up to the writing application to determine when to stop packing, and the mechanism used can vary greatly. A simple algorithm can pack a fixed number of messages each time. A slightly more complex technique could use the length returned from `ReactorChannel.packBuffer` to determine the amount of space remaining and pack until the buffer is nearly full. Both of these mechanisms can introduce a variable amount of latency as they both depend on the rate of arrival of data (e.g., the packed buffer will not be written until enough data arrives to fill it). One way of balancing this is to employ a timer, used to limit the amount of time a packed buffer is held. If the buffer is full prior to the timer expiring, the data is written. However, when the timer expires the buffer will be written regardless of the amount of data it contains. This can help limit latency by specifying a limit to the time data is held (via use of the timer).

METHOD NAME	DESCRIPTION
<code>ReactorChannel.packBuffer</code>	<p>Packs the contents of a passed-in <code>TransportBuffer</code> and returns the amount of available bytes remaining in the buffer for packing. An application can use the length returned to determine the amount of space available to continue packing buffers into.</p> <p>For a buffer to allow packing, it must be requested from <code>ReactorChannel.getBuffer</code> as 'packable' and cannot exceed the <code>maxFragmentSize</code>.</p> <p><code>ReactorChannel.packBuffer</code> return values are defined in Section 6.6.2.12.</p> <p>This method calls the <code>Channel.packBuffer</code> method as described in the <i>Transport API Java Edition Developers Guide</i>.</p>

Table 54: `ReactorChannel . packBuffer` Method

6.6.2.12 ReactorChannel.packBuffer Return Values

The following table defines return and error code values that can occur when using `ReactorChannel.packBuffer`.

RETURN CODE	DESCRIPTION
Positive value or <code>ReactorReturnCodes.SUCCESS</code> Success Case	The amount of available bytes remaining in the buffer for packing.
Negative value Failure Case	This value indicates that some type of failure has occurred. If the <code>FAILURE</code> return code is returned, the <code>ReactorChannel</code> should be closed.

Table 55: `ReactorChannel . packBuffer` Return Values

6.6.2.13 Example: `ReactorChannel.getBuffer`, `ReactorChannel.packBuffer`, and `ReactorChannel.submit(TransportBuffer...)`

The following example shows typical use of `ReactorChannel.getBuffer`, `ReactorChannel.packBuffer`, and `ReactorChannel.submit(TransportBuffer...)`.

```
int remainingLength = 0;
TransportBuffer msgBuffer = null;
EncodeIterator encodeIter = CodecFactory.createEncodeIterator();
ReactorSubmitOptions submitOpts = ReactorFactory.createReactorSubmitOptions();

/* get a packable buffer */
msgBuffer = reactorChannel.getBuffer(1024, true, errorInfo);

encodeIter.clear();
encodeIter.setBufferAndRWFVersion(msgBuffer, reactorChannel.majorVersion(),
    reactorChannel.minorVersion());
encodeMsgIntoBuffer(encodeIter, msgBuffer);

/* pack first encoded message into buffer */
remainingLength = reactorChannel.packBuffer(msgBuffer, errorInfo);

encodeIter.clear();
encodeIter.setBufferAndRWFVersion(msgBuffer, reactorChannel.majorVersion(),
    reactorChannel.minorVersion());
encodeMsgIntoBuffer(encodeIter, msgBuffer);

/* pack second encoded message into buffer */
remainingLength = reactorChannel.packBuffer(msgBuffer, errorInfo);

encodeIter.clear();
encodeIter.setBufferAndRWFVersion(msgBuffer, reactorChannel.majorVersion(),
    reactorChannel.minorVersion());

/* now write packed buffer by passing third buffer to submit */
encodeMsgIntoBuffer(encodeIter, msgBuffer);

submitOpts.clear();
ret = reactorChannel.submit(msgBuffer, submitOpts, errorInfo);
```

Code Example 13: Message Packing using `ReactorChannel . packBuffer`

6.7 Creating and Using Tunnel Streams

The Reactor allows users to create and use special tunnel streams. A tunnel stream is a private stream with additional behaviors, such as end-to-end line of sight for authentication and guaranteed delivery. Tunnel streams are founded on the private streams concept, and the Transport API establishes them between consumer and provider endpoints (passing through any intermediate components, such as TREP or EED).

When creating a tunnel, the consumer indicates any additional behaviors to enforce, which is exchanged with the provider application end point. The provider end-point acknowledges creation of the stream as well as the behaviors that it will enforce on the stream. After the stream is established, the consumer can exchange any content it wants, though the tunnel stream will enforce behaviors on the transmitted content as negotiated with the provider.

A tunnel stream allows for multiple substreams to exist, where substreams follow from the same general stream concept, except that they flow and coexist within the confines of a tunnel stream.

In the following diagram, the orange cylinder represents a tunnel stream that connects the consumer application to the provider application. Notice that the tunnel stream passes directly through intermediate components: the tunnel stream has end-to-end line of sight so that the provider and consumer effectively talk to one another directly, though they traverse multiple devices in the system. Each black line flowing through the cylinder represents a different substream, where each substream transmits its own independent stream of information. Each substream could communicate different market content; for example one could be a Time Series request while another could be a request for Market Price content. A substream can also connect to a special provider application called a Queue Provider. A Queue Provider allows for persistence of content exchanged over the tunnel stream and substream, and helps provide content beyond the end-point visible to the consumer. To interact with a Queue Provider, additional addressing information is required, described in more detail in Section 7.6.

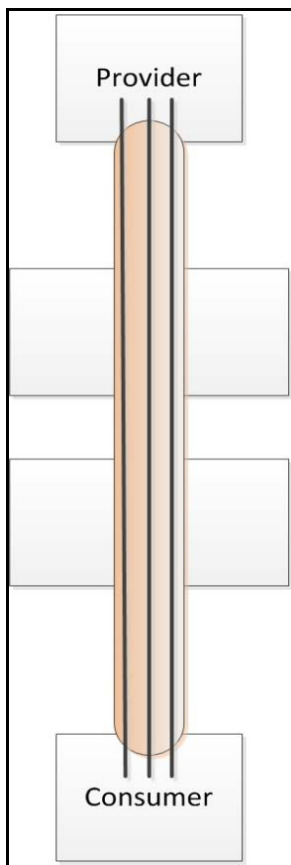


Figure 8. Tunnel Stream Illustration

6.7.1 Authenticating a Tunnel Stream

Providers might require the consumer to authenticate itself when establishing the tunnel stream. The type of authentication, if any, is given by the `ClassOfService.authentication.type`. For more information on class or service, refer to Section 6.7.3.

The `ClassOfService.authentication.type` may be set to `OMM_LOGIN`. When an OMM consumer expects this type of authentication, it should set a `LoginRequest` message on the `TunnelStreamOpenOptions.authLoginRequest` member. If the OMM consumer application does not provide it, the API will use the login request provided on the `ConsumerRole.rdmLoginRequest` when the consumer connected (refer to Section 6.3.2). The consumer must provide one of these for authentication of this type.

The login request will be sent to the provider. When the provider sends a Login response to complete the authentication, the `TunnelStreamStatusEvent` event given to the consumer will include an `TunnelStreamAuthInfo` object with more details. OMM provider applications will see the login request as a normal message within the `TunnelStream` and should respond with a login response message via `TunnelStream.submit`.

Other types of authentication might be specified, but must be performed by both the provider and consumer applications by submitting normal `TunnelStream` messages via `TunnelStream.submit`.

The `TunnelStreamAuthInfo` object contains the following member:

MEMBER	DESCRIPTION
loginMsg	The Login message sent by the tunnel stream's provider application, which resulted in this event.

Table 56: `TunnelStreamAuthInfo` Members

6.7.2 Opening a Tunnel Stream

The user can create one or more tunnel streams and associate them with any `ReactorChannel`, which opens the private stream connection and negotiates any specified behaviors. Prior to opening a tunnel stream, you must implement the `StatusEventCallback`, which is described in Section 6.7.4.

6.7.2.1 `ReactorChannel.openTunnelStream` Method

METHOD NAME	DESCRIPTION
openTunnelStream	Begins the establishment of a tunnel stream. The <code>TunnelStream</code> is returned via the <code>TunnelStreamStatusEventCallback</code> as specified on the <code>TunnelStreamOpenOptions</code> . For more details, refer to Section 6.7.2.2.

Table 57: `ReactorChannel.openTunnelStream` Method

6.7.2.2 TunnelStreamOpenOptions

The `TunnelStreamOpenOptions` contain event handler associations and options for use in creating a tunnel stream.

CLASS MEMBER	DESCRIPTION
<code>domainType</code>	Indicates the domain for which the tunnel stream is established. Set this to the domain specified on the service on which the Transport API opens the tunnel stream.
<code>streamId</code>	Indicates the stream ID to use for the tunnel stream. Though substreams will flow within this stream ID, each will have their own independent stream ID. For example, a tunnel stream can have an ID of 10. If a substream is opened to retrieve TRI data, the substream can have a stream ID of 5, though it is encapsulated in the tunnel stream whose stream ID is 10.
<code>serviceId</code>	Indicates the service ID of the service on which you open the tunnel stream.
<code>userSpecObject</code>	Indicates a user-specified object passed in via these options and then associated with the <code>TunnelStream</code> .
<code>statusEventCallback</code>	Specifies an instance of the callback for <code>TunnelStreamStatusEvents</code> , which provides the <code>TunnelStream</code> on initial connection, and after the tunnel stream is established, communicates the tunnel stream's state information. For further details, refer to Section 6.7.4.
<code>queueMsgCallback</code>	Specifies the instance of the callback used to handle Queue Messages received on this <code>TunnelStream</code> . <ul style="list-style-type: none"> For details on the <code>TunnelStreamQueueMsgCallback</code>, refer to Section 6.7.4. For details on various Queue Messages, refer to Section 7.6.
<code>defaultMsgCallback</code>	Specifies the instance of the callback that handles all other content received on this <code>TunnelStream</code> . For further details, refer to Section 6.7.4.
<code>name</code>	Specifies the tunnel stream name. <code>name</code> cannot be longer than 255 characters.
<code>responseTimeout</code>	Sets the duration (in seconds) to wait for a provider to respond to a tunnel stream open request. If the provider does not respond in time, a <code>TunnelStreamStatusEvent</code> is sent to the application to indicate that the tunnel stream was not opened.
<code>guaranteedOutputBuffers</code>	Sets the number of guaranteed output buffers available for the tunnel stream.
<code>authLoginRequest</code>	Specifies the login request to send if <code>ClassOfService.authentication.type</code> is set to <code>OMM_LOGIN</code> . If absent, the API uses the login request provided on the <code>ConsumerRole.rdmLoginRequest</code> .
<code>classOfService</code>	The class of service of the tunnel stream to be opened. For further details on <code>ClassOfService</code> , refer to Section 6.7.3.

Table 58: Tunnel StreamOpenOptions

6.7.3 Negotiating Stream Behaviors: Class of Service

`ClassOfService` is used to negotiate `TunnelStream` behaviors. Negotiated behaviors are divided into five categories: common, authentication, flow control, data integrity, and guarantee.

- When an OMM consumer application calls `ReactorChannel.openTunnelStream`, it sets the `TunnelStreamOpenOptions.classOfService` members to manage and control tunnel stream behaviors. The consumer passes these settings to the connected OMM provider.
- When the OMM provider application receives an `TunnelStreamRequestEvent`, the provider calls `TunnelStreamRequestEvent.classOfService` to retrieve the behaviors requested by the consumer.

After tunnel stream negotiation is complete, the provider and consumer each receive a `TunnelStreamStatusEvent` where each can view the negotiated behaviors on the `TunnelStream` object.

Note: Do not modify the `ClassOfService` member of the `TunnelStream`.

The enumerations given for members described in this section can be found in `com.thomsonreuters.upa.rdm.ClassesOfService`.

6.7.3.1 ClassOfService Common Member

Common elements describe options related to the exchange of messages, such as the maximum message size and desired exchange protocol.

MEMBER	DEFAULT	RANGE/ ENUMERATIONS	DESCRIPTION
<code>maxFragmentSize</code>	6144	1 – 2,147,483,647	The maximum size of message fragments exchanged on the tunnel stream. This value is set only by providers when accepting a tunnel stream.
<code>maxMsgSize</code>	614400	1 – 2,147,483,647	The maximum size of messages exchanged on the tunnel stream. This value is set only by providers when accepting a tunnel stream.
<code>protocolMajorVersion</code>	<code>Codec.majorVersion()</code>	0 – 255	The major version of the protocol specified by <code>protocolType</code> .
<code>protocolMinorVersion</code>	<code>Codec.minorVersion()</code>	0 – 255	The minor version of the protocol specified by <code>protocolType</code> .
<code>protocolType</code>	<code>Codec.protocolType()</code>	0 – 255	Identifies the protocol of the messages exchanged on the tunnel stream.

Table 59: `ClassOfService`. common Members

6.7.3.2 ClassOfService Authentication Member

The authentication member contains options to authenticate a consumer to the corresponding provider.

MEMBER	DEFAULT	RANGE/ ENUMERATIONS	DESCRIPTION
type	ClassesOfService. AuthenticationTypes. <i>NOT_REQUIRED</i>	ClassesOfService. AuthenticationTypes. <i>NOT_REQUIRED</i> == 0, ClassesOfService. AuthenticationTypes. OMM_LOGIN == 1	Indicates the type of authentication, if any, to perform on the tunnel stream. For further details on authentication, refer to Section 6.7.1.

Table 60: *ClassOfService*. authentication Members

6.7.3.3 ClassOfService Flow Control Members

The flow control member contains options related to flow control, such as the type and the allowed window of outstanding data.

MEMBER	DEFAULT	RANGE/ ENUMERATIONS	DESCRIPTION
type	ClassesOfService. FlowControlTypes. NONE	ClassesOfService. FlowControlTypes. NONE == 0, ClassesOfService. FlowControlTypes. BIDIRECTIONAL == 1	Indicates the type of flow control (if any) to apply to the tunnel stream.
recvWindowSize	-1	0 – 2,147,483,647	Sets the amount of data (in bytes) that the remote peer can send to the application over a reliable tunnel stream. If type is set to NONE , this parameter has no effect. -1 indicates that the application wants to use the default value for the negotiated flow control type. In this case, if type is set to BIDIRECTIONAL , the default is 12288 .

Table 61: *ClassOfService*. flowControl Members

MEMBER	DEFAULT	RANGE/ ENUMERATIONS	DESCRIPTION
sendWindowSize	None	0 – 2,147,483,647	<p>Indicates the amount of data (in bytes) the application can send to the remote peer on a reliable tunnel stream.</p> <p>This value is provided on the <code>TunnelStream</code> object and does not need to be set when opening or accepting a tunnel stream.</p> <p>This value is retrieved from the remote end and is informational, as flow control is performed by the API. When room is available in the window, the API transmits more content as submitted by the application.</p> <p>If <code>type</code> is set to NONE, this parameter has no effect.</p>

Table 61: `ClassOfService`. `flowControl` Members (Continued)

6.7.3.4 ClassOfService Data Integrity Member

The data integrity member contains options related to the reliability of content exchanged over the tunnel stream.

MEMBER	DEFAULT	RANGE	DESCRIPTION
type	ClassesOfService. DataIntegrityTypes. BEST_EFFORT	ClassesOfService. DataIntegrityTypes. BEST_EFFORT == 0, ClassesOfService. DataIntegrityTypes. RELIABLE == 1	<p>Sets the level of reliability for message transmission on the tunnel stream. If set to RELIABLE, data is retransmitted as needed over the tunnel stream to ensure that all messages are delivered in the correct order.</p> <p>Note: At this time, RELIABLE is the only supported option.</p>

Table 62: `ClassOfService`. `dataIntegrity` Members

6.7.3.5 ClassOfService Guarantee Members

The guarantee member contains options related to the guarantee of content submitted over the tunnel stream.

OMM Consumer applications performing Queue Messaging to a Queue Provider should set the `ClassOfService.guarantee.type` to `ClassesOfService.GuaranteeTypes.PERSISTENT_QUEUE`.

MEMBER	DEFAULT	RANGE	DESCRIPTION
type	ClassesOfService. GuaranteeTypes. NONE	ClassesOfService. GuaranteeTypes. NONE == 0, ClassesOfService. GuaranteeTypes. PERSISTENT_QUEUE == 1	<p>Indicates the level of guarantee that will be performed on this stream.</p> <p>PERSISTENT_QUEUE is not supported for provider applications.</p> <p>Note: If <code>type</code> is set to PERSISTENT_QUEUE for a consumer application, the data integrity <code>type</code> must also be set to RELIABLE and the flow control <code>type</code> to BIDIRECTIONAL.</p>
persistLocally	true	false, true	<p>Indicates whether messages are persisted locally on the tunnel stream.</p> <p>When <code>type</code> is NONE, this member has no effect.</p>
persistenceFilePath	NULL	n/a	<p>File path where files containing persistent messages may be stored.</p> <p>If set to NULL, the current working directory is used.</p> <p>When <code>type</code> is NONE, or when <code>persistLocally</code> is set to false, this member has no effect.</p>

Table 63: `ClassOfService.guarantee` Members

6.7.4 Tunnel Stream Callback Methods and Event Types

6.7.4.1 Tunnel Stream Callback Methods

The `TunnelStream` delivers events via the following user-implemented callback methods. These callback methods return event objects as defined in Section 6.7.4.2.

CALLBACK METHOD	DESCRIPTION
statusEventCallback	<p>Communicates status information about the tunnel stream. Additionally, this callback delivers the <code>TunnelStream</code> object after the enhanced private stream is established.</p> <p>This callback provides a <code>TunnelStreamStatusEvent</code> to the application. Details about this event are available in Section 6.7.4.2.</p>
defaultMsgCallback	<p>Similar to the <code>ReactorChannel.defaultMsgCallback</code>, content received by the tunnel stream are returned via this callback if it is not handled by a more specific content handler, such as the <code>queueMsgCallback</code>.</p> <p>This callback provides a <code>TunnelStreamMsgEvent</code> to the application. Details about this event are available in Section 6.7.4.2.</p>
queueMsgCallback	<p>Any queue messages are delivered via this callback and presented to the user in their native queue message formats. If unspecified, queue messages are delivered via the <code>defaultMsgCallback</code>; however they are not presented in a queue message format.</p> <p>This callback provides a <code>TunnelStreamQueueMsgEvent</code> to the application. Details about this event are available in Section 6.7.4.2.</p>

Table 64: Tunnel Stream Callback Methods

6.7.4.2 Tunnel Stream Callback Event Types

Various tunnel stream callbacks return their information via specific event objects. The following table defines these events.

EVENT	EVENT DESCRIPTION	CLASS MEMBER	CLASS MEMBER DESCRIPTION
TunnelStreamStatusEvent	This event presents the tunnel stream and its status.	tunnelStream	Returns the <code>TunnelStream</code> associated with this event. When the <code>TunnelStream</code> is initially opened, the initial instance of the <code>TunnelStream</code> is made available.
		state	Indicates status information associated with the <code>TunnelStream</code> . For example: <ul style="list-style-type: none"> A state of OPEN and OK indicates that the tunnel stream is established and content should be flowing as expected. A state of CLOSED_RECOVER or SUSPECT indicates that the connection or tunnel stream might be lost. However, if performing guaranteed messaging, content might be persisted by the reactor and communicated upon recovery of the tunnel stream.
		authInfo	(Consumers only) Provides information about a received authentication response.
TunnelStreamMsgEvent	This event presents content received on the <code>TunnelStream</code> . If a more specific handler (i.e., <code>queueMsgCallback</code>) is also configured, messages of that type will go to their specific handler.	tunnelStream	Returns the <code>TunnelStream</code> associated with this event.
		msg	Contains the content being presented to the user. <ul style="list-style-type: none"> If content is OMM, it is partially decoded for user convenience. If content is opaque, a buffer housing the contents is presented to the user via this object.
		transportBuffer	The transport buffer associated with this event.
		containerType	The container type associated with this event's transport buffer.

Table 65: Tunnel Stream Callback Event Types

EVENT	EVENT DESCRIPTION	CLASS MEMBER	CLASS MEMBER DESCRIPTION
TunnelStreamQueueMsgEvent	This event presents any queue message content received on the <code>TunnelStream</code> .	tunnelStream	Returns the <code>TunnelStream</code> associated with this event.
		queueMsg	Contains the content being presented to the user, presented as a queue message object.

Table 65: Tunnel Stream Callback Event Types (Continued)

6.7.5 Code Sample: Opening and Managing a Tunnel Stream

The following code sample is a basic example of opening a tunnel stream. The example assumes that a `Reactor` and `ReactorChannel` are already open and properly established.

```
// Basic sample for event handlers
class Sample implements StatusEventCallback, TunnelStreamQueueMsgCallback,
    TunnelStreamDefaultMsgCallback
{
    ReactorErrorInfo _errorInfo;

    // StatusEventCallback
    public int statusEventCallback(TunnelStreamStatusEvent event)
    {
        System.out.println("Status of Tunnel Stream (" + event.tunnelStream().streamId() + ") is " +
            event.state());
        Return ReactorCallbackReturnCodes.SUCCESS;
    }

    // TunnelStreamDefaultMsgCallback
    public int TunnelStreamDefaultMsgCallback(TunnelStreamMsgEvent event)
    {
        System.out.println("Received content on Tunnel Stream (" + event.tunnelStream().streamId() +
            ")");
        Return ReactorCallbackReturnCodes.SUCCESS;
    }

    // TunnelStreamQueueMsgCallback
    public int tunnelStreamQueueMsgCallback(TunnelStreamQueueMsgEvent event)
    {
        System.out.println("Received Queue Message on Tunnel Stream (" +
            event.tunnelStream().streamId() + ")");
        Return ReactorCallbackReturnCodes.SUCCESS;
    }
}

int openTunnelStream()
{
    TunnelStreamOpenOptions _openOptions = ReactorFactory.createTunnelStreamOpenOptions();
```

```

// populate the options and enable guaranteed delivery for communication with a Queue Provider
_openOptions.streamId(TUNNEL_STREAM_ID);
_openOptions.domainType(DomainTypes.QUEUE_MESSAGING);
_openOptions.serviceId(QUEUE_MESSAGING_SERVICE_ID);
// specify the event handlers
_openOptions.statusEventCallback(this);
_openOptions.TunnelStreamDefaultMsgCallback(this);
_openOptions.queueMsgCallback(this);

if ((reactorChannel.openTunnelStream(_openOptions, _errorInfo)) != ReactorReturnCodes.SUCCESS)
{
    System.out.println("openTunnelStream failed!");
    return ReactorReturnCodes.FAILURE;
}

System.out.println("openTunnelStream succeeded!");
return ReactorReturnCodes.SUCCESS;
}

```

Code Example 14: Opening a Tunnel Stream

6.7.6 Accepting Tunnel Streams

OMM provider applications can accept tunnel streams provided on an `ReactorChannel` (enabled by specifying a `tunnelStreamListenerCallback` on the `ProviderRole`).

When a consumer opens a tunnel stream, the `tunnelStreamListenerCallback` receives an `TunnelStreamRequestEvent`. At this point, the provider should call `TunnelStreamRequestEvent.classOfService` to retrieve the `ClassOfService` requested by the tunnel stream and ensure that the parameters indicated by the members of that class of service match what the provider allows. The provider can also check the `TunnelStreamRequestEvent.classOfServiceFilter` to determine which behaviors the consumer supports. For more information on this filter, refer to Section 6.7.6.1.

- To accept a tunnel stream, the provider must call `ReactorChannel.acceptTunnelStream` with the given `TunnelStreamRequestEvent`. Further events regarding the accepted stream are provided in the specified `TunnelStreamAcceptOptions.statusEventCallback`.
- To reject a tunnel stream, the provider calls `ReactorChannel.rejectTunnelStream` with the given `TunnelStreamRequestEvent`. No further events are received for that tunnel stream.

Queue messaging (a `ClassOfService.guarantee.type` setting of `PERSISTENT_QUEUE`) is not supported for provider applications.

The API automatically rejects tunnel streams that contain invalid information. When this happens, the provider application receives warnings via a `ReactorChannelEvent`. The type will be set to `ReactorChannelEventTypes.WARNING` and the `ReactorErrorInfo` in the event will contain text describing the reason for the rejection.



Warning! Ensure that the provider application calls `ReactorChannel.acceptTunnelStream` or `ReactorChannel.rejectTunnelStream` before returning from the `tunnelStreamListenerCallback`. If not, the provider application will receive a warning via an `ReactorChannelEvent` similar to the above, and the stream will be automatically rejected.

6.7.6.1 Reactor Tunnel Stream Listener Callback

OMM providers that want to handle tunnel streams from connected consumers can specify a `TunnelStreamListenerCallback`. This callback informs the provider application of any consumer tunnel stream requests.

The provider can specify this callback function on the `ProviderRole`, which has the following signature:

```
listenerCallback(TunnelStreamRequestEvent event);
```

For more information on the `ProviderRole`, refer to Section 6.3.3.

A `TunnelStreamRequestEvent` is returned to the application via the `TunnelStreamListenerCallback`.

MEMBER	DESCRIPTION
reactorChannel	Specifies the <code>ReactorChannel</code> on which the event was received.
streamId	Specifies the stream ID of the requested tunnel stream.
domainType	Specifies the domain type of the requested tunnel stream.
serviceId	Specifies the service ID of the requested tunnel stream.
name	Specifies the name of the requested tunnel stream.
classOfServiceFilter	Sets a filter that indicates which <code>ClassOfService</code> members are present. The provider can use this filter to determine whether behaviors are supported by the consumer and if needed, reject the tunnel stream before calling <code>TunnelStreamRequestEvent.classOfService</code> to get the full <code>ClassOfService</code> . For enumerations of the flags present in this filter, refer to <code>com.thomsonreuters.upa.rdm.ClassesOfService.FilterFlags</code> .
classOfService	Specifies the <code>ClassOfService</code> for the requested tunnel stream.

Table 66: `TunnelStreamRequestEvent` Members

6.7.6.2 ReactorChannel.acceptTunnelStream Method

METHOD NAME	DESCRIPTION
<code>ReactorChannel.acceptTunnelStream</code>	Accepts a tunnel stream requested by a consumer. The <code>TunnelStream</code> is returned in the <code>TunnelStreamStatusEventCallback</code> specified on the <code>TunnelStreamAcceptOptions</code> . For more information, refer to Section 6.7.6.3.

Table 67: `ReactorChannel . acceptTunnelStream` Method

6.7.6.3 TunnelStreamAcceptOptions

OPTION	DESCRIPTION
statusEventCallback	Specifies the instance of the callback for <code>TunnelStreamStatusEvents</code> , which provides the <code>TunnelStream</code> on initial connection and then communicates state information about the tunnel afterwards. For details on the <code>TunnelStreamStatusEventCallback</code> , refer to Section 6.7.4.1.
defaultMsgCallback	Specifies the instance of the callback used to handle all other content received on this <code>TunnelStream</code> . For details on <code>TunnelStreamdefaultMsgCallback</code> , refer to Section 6.7.4.1.
userSpecObject	Specifies a user-defined object passed in via these options and then associated with the <code>TunnelStream</code> .
classOfService	Specifies an <code>ClassOfService</code> with members indicating behaviors that the application wants to apply to the <code>TunnelStream</code> . For more information on class of service, refer to Section 6.7.3.
guaranteedOutputBuffers	Sets the number of pooled buffers available to the application when writing content to <code>TunnelStream</code> .

Table 68: Tunnel StreamAcceptOptions Options

6.7.6.4 ReactorChannel.rejectTunnelStream

METHOD NAME	DESCRIPTION
ReactorChannel.rejectTunnelStream	Rejects a tunnel stream requested by a consumer. No further events will be received for this tunnel stream. For more information, refer to Section 6.7.6.5.

Table 69: ReactorChannel . rejectTunnel Stream Method

6.7.6.5 TunnelStreamRejectOptions

OPTION	DESCRIPTION
state	A <code>State</code> to send to the consumer. The application can use the <code>state.streamState</code> , <code>state.dataState</code> , and <code>state.text</code> to indicate the nature of the rejection.
expectedClassOfService	An optional <code>ClassOfService</code> to send to the consumer. If rejecting the stream due to a problem with the <code>ClassOfService</code> parameters from the <code>TunnelStreamRequestEvent</code> , the provider application should populate this with the associated parameters.

Table 70: Tunnel StreamRejectOptions Options

6.7.6.6 Accepting a Tunnel Stream Code Sample

The following code illustrates how to accept a tunnel stream requested by a consumer. The example presumes that a **Reactor** and **ReactorChannel** are already open and properly established.

```
public int listenerCallback(TunnelStreamRequestEvent event)
{
    int ret;
    TunnelStreamAcceptOptions acceptOpts = ReactorFactory.createTunnelStreamAcceptOptions();

    if (isFilterValid(event.classOfServiceFilter()) &&
        isClassOfServiceValid(event.classOfService())
        {
        acceptOpts.clear();

        // set class of service to what this provider supports
        acceptOpts.classOfService().dataIntegrity().type(ClassesOfService.DataIntegrityTypes.RELIABLE
            );
        acceptOpts.classOfService().flowControl().type((ClassesOfService.FlowControlTypes.
            BIDIRECTIONAL));

        // Set Authentication to match consumer. This provider will perform OMM Login authentication if
        // requested.
        acceptOpts.classOfService().authentication().type(event.classOfService().authentication().
            type());

        acceptOpts.statusEventCallback(this);
        acceptOpts.defaultMsgCallback(this);

        if ((ret = event.reactorChannel().acceptTunnelStream(event, acceptOpts, event.errorInfo()))
            < ReactorReturnCodes.SUCCESS)
        {
            System.out.println("acceptTunnelStream() failed with return code: " + ret + " <" +
                event.errorInfo().error().text() + ">");
        }
    }

    return ReactorCallbackReturnCodes.SUCCESS
}
}
```

Code Example 15: Accepting a Tunnel Stream Code Example

6.7.6.7 Rejecting a Tunnel Stream Code Sample

The following code illustrates how to reject a tunnel stream requested by a consumer. The example assumes that a **Reactor** and **ReactorChannel** are already open and properly established.

```
public int listenerCallback(TunnelStreamRequestEvent event)
{
    int ret;

    /* Now presuming that the application wishes to reject the tunnel stream because the requested
     * class of service is invalid. */

    if (!isFilterValid(event.classOfServiceFilter()) || !isClassOfServiceValid(event.classOfService()))
    {
        /* Set what the class of service is expected to be. */
        ClassOfService expectedCos = ReactorFactory.createClassOfService();
        expectedCos.clear();
        expectedCos.authentication().type(ClassesOfService.AuthenticationTypes.OMM_LOGIN);
        expectedCos.flowControl().type(ClassesOfService.FlowControlTypes.BIDIRECTIONAL);
        expectedCos.dataIntegrity().type(ClassesOfService.DataIntegrityTypes.RELIABLE);
        /* ... (set additional members, based on what is desired by the provider) */

        TunnelStreamRejectOptions rejectOpts = ReactorFactory.createTunnelStreamRejectOptions();
        rejectOpts.clear();
        rejectOpts.state().streamState(StreamStates.CLOSED);
        rejectOpts.state().dataState(DataStates.SUSPECT);
        rejectOpts.state().code(StateCodes.NONE);
        rejectOpts.state().text().data("Unsupported TunnelStream class of service");
        rejectOpts.expectedClassOfService(expectedCos);

        if ((ret = event.reactorChannel().rejectTunnelStream(event, rejectOpts, event.errorInfo())) <
            ReactorReturnCodes.SUCCESS)
        {
            System.out.println("rejectTunnelStream() failed with return code: " + ret + " <" +
                event.errorInfo().error().text() + ">");
        }
    }

    return ReactorCallbackReturnCodes.SUCCESS
}
}
```

Code Example 16: Rejecting a Tunnel Stream Code Example

6.7.7 Receiving Content on a TunnelStream

Invoking the `ReactorChannel.dispatch` method reads and processes inbound content, where any information received on this `TunnelStream` will be delivered to the application via the tunnel stream callback methods specified via `openTunnelStream` or `ReactorChannel.acceptTunnelStream`.

Dispatching this content works in the same manner as dispatching any other content on the reactor.

- Tunnel stream callback methods are described in Section 6.7.4.
- Tunnel stream callback methods deliver the events described in Section 6.7.4.2.

6.7.8 Sending Content on a TunnelStream

When you send content on a `TunnelStream`: get a buffer from the `TunnelStream`, encode your content into the buffer, and then use the `TunnelStream.submit` method to push the content out over the `TunnelStream`. By obtaining a buffer from the `TunnelStream`, the reactor can then properly handle any negotiated behaviors, making this functionality nearly transparent.

6.7.8.1 Tunnel Stream Buffer Methods

METHOD NAME	DESCRIPTION
<code>getBuffer</code>	Obtains a buffer from the <code>TunnelStream</code> . To properly enforce negotiated behaviors on content in the buffer, the Transport API associates the buffer with the tunnel stream from which it is obtained.
<code>releaseBuffer</code>	Releases a buffer back to the <code>TunnelStream</code> from which it came. You should release any buffer that you do not submit. Releasing the buffer ensures it is properly recycled and can be reused.
	Note: If you submit a buffer properly, you do not need to release it, because the submit method automatically releases it after sending the content on the <code>TunnelStream</code> .

Table 71: Tunnel Stream Buffer Methods

6.7.8.2 Tunnel Stream Submit

The submit method is used to write content to the `TunnelStream`. This method also enforces any specified behaviors on submitted content (e.g., if guaranteed messaging is specified, this content follows all configured persistence options).

METHOD NAME	DESCRIPTION
<code>submit</code>	Use the submit method to pass in opaque or RDM Message content (including Queue Messages) to be processed and sent over the <code>TunnelStream</code> . This method has additional options that can be specified via <code>TunnelStreamSubmitOptions</code> (refer to Section 6.7.8.3).

Table 72: Tunnel Stream Submit Method

6.7.8.3 TunnelStream.submit Option

When calling `TunnelStream.submit` with a buffer, you can use `TunnelStreamSubmitOptions` to provide the `containerType` option.

MEMBER	DESCRIPTION
<code>containerType</code>	<p>Specifies the type of data in the buffer being submitted.</p> <p>For example:</p> <ul style="list-style-type: none"> • If the submitted buffer contains a <code>Msg</code>, set <code>containerType</code> <code>DataTypes.MSG</code>. • If sending non-RWF data, set <code>containerType</code> to a non-RWF type, such as <code>DataTypes.OPAQUE</code>. <p>For more information on possible container types, refer to the <i>Transport API Java Edition Developers Guide</i>.</p>

Table 73: Members

6.7.8.4 Submitting Content on a Tunnel Stream Code Sample

The following code sample is a basic example of writing opaque content to a tunnel stream. You can combine this example with the `QueueData` message samples in subsequent chapters to send content to a Queue Provider.

```
int submitMessage()
{
    TunnelStreamSubmitOptions _submitOpts = ReactorFactory.createTunnelStreamSubmitOptions();

    // gets a buffer of 50 bytes to put content into.
    TransportBuffer _buffer = tunnelStream.getBuffer(50, _errorInfo);

    // put generic content into the buffer
    _buffer.data().put("Hello World!");
    _submitOpts.containerType(DataTypes.OPAQUE);

    if ((tunnelStream.submit(_buffer, _submitOpts, _errorInfo)) != ReactorReturnCodes.SUCCESS)
    {
        System.out.println("Content submission failed!");
        // Because submission failed, we need to return the buffer to the tunnel stream
        tunnelStream.releaseBuffer(_buffer, _errorInfo);

        return ReactorReturnCodes.FAILURE;
    }

    System.out.println("Content submission succeeded!");
    // Thanks to successful submission, we do not need to release the buffer because the Reactor will.
    return ReactorReturnCodes.SUCCESS;
}
```

Code Example 17: Submitting Content on a Tunnel Stream

6.7.9 Closing a Tunnel Stream

When an application has completed its use of a `TunnelStream`, close it using the `close` method.

6.7.9.1 Tunnel Stream Close

METHOD NAME	DESCRIPTION
close	Closes a tunnel stream. After you close a tunnel stream, the Transport API cleans up any data that was stored for guaranteed messaging or reliable delivery. The <code>finalStatusEvent</code> argument indicates that the application wants to receive a final <code>TunnelStreamStatusEvent</code> whenever the tunnel stream closes. If this is set to <code>true</code> , the tunnel stream will be cleaned up after the application receives the final <code>TunnelStreamStatusEvent</code> event.

Table 74: Tunnel Closure Method

6.7.9.2 Closing a Tunnel Stream Sample

The following code sample illustrates how to close a tunnel stream.

```
int closeTunnelStream()
{
    if ((tunnelStream.close(true, _errorInfo)) != ReactorReturnCodes.SUCCESS)
    {
        System.out.println("Closing tunnel stream failed!");
        return ReactorReturnCodes.FAILURE;
    }

    System.out.println("Tunnel Stream closed successfully.");
    return ReactorReturnCodes.SUCCESS;
}
```

Code Example 18: Closing a Tunnel Stream

6.8 Reactor Utility Methods

The Transport API Reactor provides several additional utility functions. These functions can be used to query more detailed information for a specific connection or change certain `ReactorChannel` parameters during run-time. These functions are described in the following Section 6.8.1 - Section 6.8.3.

6.8.1 General Reactor Utility Methods

METHOD NAME	DESCRIPTION
info	<p>Allows the application to query <code>ReactorChannel</code> negotiated parameters and settings and retrieve all current settings. This includes <code>maxFragmentSize</code> and negotiated compression information as well as many other values. For a full list of available settings, refer to the <code>ReactorChannelInfo</code> object defined in Section 6.8.2.</p> <p>This method calls the Transport API <code>Channel.info</code> method which has its use and return values described in the <i>Transport API Java Edition Developers Guide</i>.</p>
ioctl	<p>Allows the application to change various settings associated with the <code>ReactorChannel</code>. The available options are defined in Section 6.8.3.</p> <p>This method calls the <code>Channel.ioctl</code> method which has its use and return values described in the <i>Transport API Java Edition Developers Guide</i>.</p>

Table 75: Reactor Utility Methods

6.8.2 ReactorChannelInfo Class Members

The following table describes the values available to the user through using the `ReactorChannel.info` method. This information is returned as part of the `ReactorChannelInfo` object.

CLASS MEMBER	DESCRIPTION
channelInfo	<p>Returns the underlying <code>Channel</code> information. This includes <code>maxFragmentSize</code>, number of output buffers, compression information, and more.</p> <p>The <code>ChannelInfo</code> method object is fully described in the <i>Transport API Java Edition Developers Guide</i>.</p>

Table 76: `ReactorChannelInfo` Class Members

6.8.3 `ReactorChannel.ioctl` Option Values

There are currently no `Reactor` or `ReactorChannel` specific codes for use with the `ReactorChannel.ioctl`. Reactor-specific codes may be added in the future. The application can still use any of the codes allowed with `Channel.ioctl`, which are documented in the *Transport API Java Edition Developers Guide*.

Chapter 7 Administration Domain Models Detailed View

7.1 Concepts

Administration Domain Model Representations are RDM-specific representations of OMM administrative domain models. This Value Added Component contains classes and interfaces that represent messages within the Login, Source Directory, and Dictionary domains (discussed in Table 77). This component also handles all encoding and decoding functionality for these domain models, so the application needs only to manipulate the message's object members to send or receive content. Such functionality significantly reduces the amount of code an application needs to interact with OMM devices (i.e., TREP infrastructure), and also ensures that encoding/decoding for these domain models follow OMM-specified formatting rules. Applications can use this Value Added Component directly to help with encoding, decoding, and representation of these domain models.

Where possible, the members of an Administration Domain Model Representation are represented in the class with the same **DataType** that is specified for the element by the Domain Model. In cases where multiple elements are part of a more complex container such as a **Map** or **ElementList**, the elements are represented with Java JDK collections.

The *Transport API Java Edition RDM Usage Guide* defines and describes all domain-specific behaviors, usage, and details.

DOMAIN	PURPOSE
Dictionary	<p>Provides dictionaries that may be needed when decoding data. Though use of the Dictionary domain is optional, Thomson Reuters recommends that provider applications support the domain's use.</p> <p>The Dictionary domain is considered an administrative domain. Many Thomson Reuters components require this content and expect it to follow the domain model definition.</p> <p>For further details refer to Section 7.5.</p>
Login	<p>Authenticates users and advertises/requests features that are not specific to a particular domain. Use of and support for this domain is required for all OMM applications.</p> <p>Login is considered an administrative domain. Many Thomson Reuters components require this content and expect it to conform to the domain model definition.</p> <p>For further details refer to Section 7.3.</p>
Source Directory	<p>Advertises information about available services and their state, QoS, and capabilities. This domain also conveys any group status and group merge information.</p> <p>Interactive and Non-Interactive OMM Provider applications require support for this domain. Thomson Reuters strongly recommends that OMM Consumers request this domain.</p> <p>Source Directory is considered an administrative domain, and many Thomson Reuters components expect this content and require it to conform to the domain model definition.</p> <p>For further details, refer to Section 7.4.</p>

Table 77: Domains Representations in the Administration Domain Model Value Added Component

7.2 Message Base

MsgBase is the root interface for all Administration Domain Model Representation interfaces. It provides methods for stream identification as well as methods that are common for all domain representations.

7.2.1 Message Base Members

The **MsgBase** interface includes the following members and methods:

MEMBER	DESCRIPTION
streamId	<p>Required. A unique signed-integer identifier associated with all messages flowing in the stream.</p> <ul style="list-style-type: none"> Positive values indicate a consumer-instantiated stream, typically via a request message. Negative values indicate a provider-instantiated stream, often associated with Non-Interactive Providers. <p>streamId is required on all messages.</p>

Table 78: **MsgBase** Members

7.2.2 Message Base Method

METHOD	DESCRIPTION
clear()	Clears the object for reuse.

Table 79: **MsgBase** Method

7.2.3 RDM Message Types

The following table provides a reference mapping between the administrative domain type and the domain representations provided in this component.

DOMAIN TYPE	DOMAIN REPRESENTATIONS MESSAGE TYPE	DOMAIN REPRESENTATION INTERFACE
LOGIN <i>(LoginMsg)</i> Refer to Section 7.3	LoginMsgType.REQUEST	LoginRequest
	LoginMsgType.REFRESH	LoginRefresh
	LoginMsgType.STATUS	LoginStatus
	LoginMsgType.CLOSE	LoginClose
	LoginMsgType.CONSUMER_CONNECTION_STATUS	LoginConsumerConnectionStatus
SOURCE <i>(DirectoryMsg)</i> Refer to Section 7.4	DirectoryMsgType.REQUEST	DirectoryRequest
	DirectoryMsgType.REFRESH	DirectoryRefresh
	DirectoryMsgType.UPDATE	DirectoryUpdate
	DirectoryMsgType.STATUS	DirectoryStatus
	DirectoryMsgType.CLOSE	DirectoryClose
	DirectoryMsgType.CONSUMER_STATUS	DirectoryConsumerStatus
DICTIONARY <i>(DictionaryMsg)</i> Refer to Section 7.5	DictionaryMsgType.REQUEST	DictionaryRequest
	DictionaryMsgType.REFRESH	DictionaryRefresh
	DictionaryMsgType.STATUS	DictionaryStatus
	DictionaryMsgType.CLOSE	DictionaryClose

Table 80: Domain Representations Message Types

7.3 RDM Login Domain

The Login domain registers (or authenticates) a user with the system, after which the user can request¹, post², or provide³ OMM content. A Login request may also be used to authenticate a user with the system.

- A consumer application must log into the system before it can request or post content.
- A non-interactive provider (NIP) application must log into the system before providing content. An interactive provider application must handle login requests and provide login response messages, possibly using DACS to authenticate users.

Section 7.3.1 - Section 7.3.11 detail the layout and use of each message interface in the Login portion of the Administration Domain Message Component.

7.3.1 Login Request

A **Login Request** message is encoded and sent by OMM consumer and OMM non-interactive provider applications. This message registers a user with the system. After receiving a successful login response, applications can then begin consuming or providing additional content. An OMM provider can use the login request information to authenticate users with DACS.

The **LoginRequest** represents all members of a login request message and allows for simplified use in OMM applications that leverage RDM. This structure follows the behavior and layout that is defined in the *Transport API Java Edition RDM Usage Guide*.

7.3.1.1 Login Request Members

MEMBER	DESCRIPTION
attrib	Optional. Contains additional login attribute information. If present, a flags value of LoginRequestFlags.HAS_ATTRIB should be specified. For further details, refer to Section 7.3.8.1.
authenticationExtended	Optional. If present, a flags value of RDM_LG_RQF_HAS_AUTHN_EXTENDED should be specified. When populated, authenticationExtended contains additional content that will be passed to the token authenticator as an additional means to verifying a user's identity.
downloadConnectionConfig	Optional. If present, a flags value of LoginRequestFlags.HAS_DOWNLOAD_CONN_CONFIG should be specified. If absent, a default value of 0 is assumed. Enabling this option allows the application to download information about other providers on the network. You can use such downloaded information to load balance connections across multiple providers. <ul style="list-style-type: none"> • 1: Indicates that the user wants to download connection configuration information. • 0: Indicates that the user does not want to download connection information.
flags	Required. Indicate presence of optional login request members. For details, refer to Section 7.3.1.2.

Table 81: LoginRequest Members

1. Consumer applications can request content after logging into the system.
2. Consumer applications can post content (similar to contributions or unmanaged publications) after logging into the system.
3. Non-interactive provider applications.

MEMBER	DESCRIPTION
instanceId	<p>Optional. If present, a flags value of LoginRequestFlags.HAS_INSTANCE_ID should be specified.</p> <p>You can use the instanceId to differentiate applications running on the same machine. However, because instanceId is set by the user logging into the system, it does not guarantee uniqueness across different applications on the same machine.</p>
password	<p>Optional. If present, a flags value of LoginRequestFlags.HAS_PASSWORD should be specified. Sets the password for logging into the system.</p>
rdmMsgBase	<p>Required. Specifies the login message type (i.e., LoginMsgType.REQUEST for the login request).</p>
role	<p>Optional. If present, a flags value of LoginRequestFlags.HAS_ROLE should be specified. If absent, a default value of Login.Role.CONNS is assumed.</p> <p>Indicates the role of the application logging onto the system.</p> <ul style="list-style-type: none"> • 0: Login.Role.CONNS, indicates application is a consumer. • 1: Login.Role.PROV, indicates application is a provider.
userName	<p>Required. Populate this member with the username, email address, or user token based on the userNameType specification.</p> <p>If you initialize LoginRequest using initDefaultRequest, it uses the name of the user currently logged into the system on which the application runs.</p>
userNameType	<p>Optional. If present, a flags value of LoginRequestFlags.HAS_USERNAME_TYPE should be specified. If absent, a default value of USER_NAME is assumed.</p> <p>Possible values:</p> <ul style="list-style-type: none"> • Login.UserIdTypes.NAME = 1 • Login.UserIdTypes.EMAIL_ADDRESS = 2 • Login.UserIdTypes.TOKEN = 3 • Login.UserIdTypes.COOKIE = 4 • Login.UserIdTypes.AUTHN_TOKEN==5 <p>A type of Login.UserIdTypes.NAME typically corresponds to a DACS user name and can to authenticate and permission a user.</p> <p>Login.UserIdTypes.TOKEN is specified when using the AAA ('triple A') API. The user token is retrieved from the Authentication Manager application. To validate users, a provider application passes this user token to the AAA Gateway. This type of token periodically changes: when it changes, an application can send a login reissue to pass information upstream. For more information, refer to documentation specific to the AAA API.</p> <p>Login.UserIdTypes.AUTHN_TOKEN is specified when using TREP Authentication. The authentication token should be specified in the userName member. This type of token can periodically change: when it changes, an application can send a login reissue to pass information upstream. For more information, refer to the <i>TREP Authentication User Manual</i>.^a</p>

Table 81: LoginRequest Members (Continued)

a. For further details on TREP Authentication, refer to the *TREP Authentication User Manual*, accessible on [Thomson Reuters MyAccount](#) in the DACS product documentation set.

7.3.1.2 Login Request Flag Enumeration Values

FLAG ENUMERATION	MEANING
LoginRequestFlags.HAS_ATTRIB	Indicates the presence of attrib .
LoginRequestFlags.HAS_AUTHN_EXTENDED	Indicates the presence of authenticationExtended .
LoginRequestFlags.HAS_DOWNLOAD_CONN_CONFIG	Indicates the presence of downloadConnectionConfig . If absent, a value of 0 should be assumed.
LoginRequestFlags.HAS_INSTANCE_ID	Indicates the presence of instanceId .
LoginRequestFlags.HAS_PASSWORD	Indicates the presence of password .
LoginRequestFlags.HAS_ROLE	Indicates the presence of role . If absent, a role of Login.Role.CONNS is assumed.
LoginRequestFlags.HAS_USERNAME_TYPE	Indicates the presence of userNameType . If not present, a userNameType of Login.UserIdTypes.NAME should be assumed.
LoginRequestFlags.PAUSE_ALL	Indicates that the consumer wants to pause all streams associated with the logged in user. For more information on pause and resume behavior, refer to the <i>Transport API Java Edition Developers Guide</i> .
LoginRequestFlags.NO_REFRESH	Indicates that the consumer application does not require a login refresh for this request. This typically occurs when resuming a stream or changing a AAA token. In some instances, a provider can still deliver a refresh message, however if such a message is not explicitly asked for by the consumer, it is considered unsolicited.

Table 82: **Logi nRequest** Flags

7.3.1.3 Login Request Utility Method

METHOD NAME	DESCRIPTION
initDefaultRequest	Clears a LoginRequest object and populates userName , position , applicationId , and applicationName with default values.

Table 83: **Logi nRequest** Utility Method

7.3.2 Login Refresh

A **Login Refresh** message is encoded and sent by an OMM interactive provider application and responds to a Login Request message. A login refresh message indicates that the user's Login is accepted. An OMM Provider can use information from the login request to authenticate users with DACS. After authentication, a refresh message is sent to convey that the login was accepted. If the login is rejected, a login status message should be sent as described in Section 7.3.3.

The **LoginRefresh** represents all members of a login refresh message and allows for simplified use in OMM applications that leverage RDM. This structure follows the behavior and layout that is defined in the *Transport API Java Edition RDM Usage Guide*.

7.3.2.1 Login Refresh Members

MEMBER	DESCRIPTION
attrib	Optional. Contains additional login attribute information. If present, a flags value of LoginRefreshFlags.HAS_ATTRIB should be specified. For details, refer to Section 7.3.8.1.
authenticationErrorCode	Optional. If present, a flags value of LoginRefreshFlags.HAS_AUTHN_ERROR_CODE should be specified. authenticationErrorCode is specific to a TREP Authentication environment, where 0 indicates an error-free condition. For further information, refer to the <i>TREP Authentication User Manual</i> . ^a
authenticationErrorText	Optional. If present, a flags value of LoginRefreshFlags.HAS_AUTHN_ERROR_TEXT should be specified. authenticationErrorText specifies any error text that accompanies an authenticationErrorCode . For further information, refer to the <i>TREP Authentication User Manual</i> . ^a
authenticationExtendedResp	Optional. If present, a flags value of LoginRefreshFlags.HAS_AUTHN_EXTENDED_RESP should be specified. authenticationExtendedResp contains additional, customer-defined data associated with the authentication token sent in the original request. For further information, refer to the <i>TREP Authentication User Manual</i> . ^a
authenticationTTReissue	Optional. If present, a flags value of LoginRefreshFlags.HAS_AUTHN_TT_REISSUE should be specified. Indicates when a new authentication token needs to be reissued (in UNIX Epoch time). For more information, refer to the <i>TREP Authentication User Manual</i> . ^a
connectionConfig	Optional. Indicates the connection configuration that the consumer uses for its standby servers when setup for Warm Standby. If present, a flags value of LoginRefreshFlags.HAS_CONN_CONFIG should be specified.
features	Optional. Indicates a set of features supported by the provider of the login refresh message. If present, a flags value of LoginRefreshFlags.HAS_FEATURES should be specified. For details, refer to Section 7.3.2.3.

Table 84: LoginRefresh Members

MEMBER	DESCRIPTION
flags	Required. Indicate the presence of optional login refresh members. For details, see Section 7.3.2.2.
rdmMsgBase	Required. Specifies the login message type (i.e., LoginMsgType.REFRESH for login refresh).
sequenceNumber	Optional. A user-specified, item-level sequence number which can be used by the application for sequencing messages within this stream. If present, a flags value of LoginRefreshFlags.HAS_SEQ_NUM should be specified.
state	Required. Indicates the state of the login stream. Defaults to a streamState of StreamStates.OPEN and a dataState of DataStates.OK . For more information on state , refer to the <i>Transport API Java Edition Developers Guide</i> .
userName	Optional. If present, a flags value of LoginRefreshFlags.HAS_USERNAME should be specified. Contains content appropriate to the corresponding userNameType specification. If populated, this should match the userName contained in the login request.
userNameType	Optional. If present, a flags value of LoginRefreshFlags.HAS_USERNAME_TYPE should be specified. If absent, a default value of Login.UserIdTypes.NAME is assumed. Possible values: <ul style="list-style-type: none"> • Login.UserIdTypes.NAME = 1 • Login.UserIdTypes.EMAIL_ADDRESS = 2 • Login.UserIdTypes.TOKEN = 3 • Login.UserIdTypes.COOKIE==4 • Login.UserIdTypes.AUTHN_TOKEN==5 A type of Login.UserIdTypes.NAME typically corresponds to a DACS user name and can be used to authenticate and permission a user. Login.UserIdTypes.TOKEN is specified when using the AAA ('triple A') API. The user token is retrieved from the Authentication Manager application. To validate users, a provider application passes this user token to the AAA Gateway. This type of token periodically changes: when it changes, an application can send a login reissue to pass information upstream. For more information, refer to documentation specific to the AAAAPI. Login.UserIdTypes.AUTHN_TOKEN is specified when using TREP Authentication. The authentication token should be specified in the userName member. This type of token can periodically change: when it changes, an application can send a login reissue to pass information upstream. For more information, refer to the <i>TREP Authentication User Manual</i> . ^a

Table 84: LoginRefresh Members (Continued)

a. For further details on TREP Authentication, refer to the *TREP Authentication User Manual*, accessible on [Thomson Reuters MyAccount](#) in the DACS product documentation set.

7.3.2.2 Login Refresh Flag Enumeration Values

FLAG ENUMERATION	DESCRIPTION
LoginRefreshFlags.CLEAR_CACHE	Indicates to clear stored payload information associated with the login stream. This might occur if some portion of data is known to be invalid.
LoginRefreshFlags.HAS_ATTRIB	Indicates the presence of <code>attrib</code> .
LoginRefreshFlags.HAS_AUTHN_ERROR_CODE	Indicates the presence of <code>authenticationErrorCode</code> .
LoginRefreshFlags.HAS_AUTHN_ERROR_TEXT	Indicates the presence of <code>authenticationErrorText</code> .
LoginRefreshFlags.HAS_AUTHN_EXTENDED_RESP	Indicates the presence of <code>authenticationExtendedResp</code> .
LoginRefreshFlags.HAS_AUTHN_TT_REISSUE	Indicates the presence of <code>authenticationTTReissue</code> .
LoginRefreshFlags.HAS_CONN_CONFIG	Indicates the presence of connection configuration information used with warm standby functionality.
LoginRefreshFlags.HAS_FEATURES	Indicates the presence of <code>features</code> . If absent, a value of <code>0</code> is assumed.
LoginRefreshFlags.HAS_SEQ_NUM	Indicates the presence of <code>sequenceNumber</code> .
LoginRefreshFlags.HAS_USERNAME	Indicates the presence of <code>userName</code> .
LoginRefreshFlags.HAS_USERNAME_TYPE	Indicates the presence of <code>userNameType</code> . If absent, a <code>userNameType</code> of <code>Login.UserIdTypes.NAME</code> should be assumed.
LoginRefreshFlags.SOLICITED	<ul style="list-style-type: none"> If present, this flag indicates that the login refresh is solicited (e.g., it is in response to a request). If this flag is absent, this refresh is unsolicited.

Table 85: LoginRefresh Flags

7.3.2.3 Login Support Feature Set Members

For detailed information on posting, batch requesting, dynamic view use, and 'pause and resume,' refer to the *Transport API Java Edition Developers Guide*.

MEMBER	DESCRIPTION
flags	Required. Indicates the presence of optional login refresh members. For further flag details, refer to Section 7.3.2.4.
supportBatchCloses	Optional. Indicates whether the provider supports batch close functionality. <ul style="list-style-type: none"> • 1: The provider supports batch closing. • 0: The provider does not support batch reissuing. If present, a flags value of LoginSupportFeaturesFlags.HAS_SUPPORT_BATCH_CLOSSES should be specified. If absent, a default value of 0 is assumed.
supportBatchReissues	Optional. Indicates whether the provider supports batch reissue functionality. <ul style="list-style-type: none"> • 1: The provider supports batch reissuing. • 0: The provider does not support batch reissuing. If present, a flags value of LoginSupportFeaturesFlags.HAS_SUPPORT_BATCH_REISSUES should be specified. If absent, a default value of 0 is assumed.
supportBatchRequests	Optional. Indicates whether the provider supports batch request functionality, which allows a consumer to specify multiple items, all with matching attributes, in the same request message. <ul style="list-style-type: none"> • 1: The provider supports batch requesting. • 0: The provider does not support batch requesting. If present, a flags value of LoginSupportFeaturesFlags.HAS_SUPPORT_BATCH_REQUESTS should be specified. If absent, a default value of 0 is assumed.
supportEnhancedSymbolList	Optional. Indicates whether the provider supports enhanced symbol list features: <ul style="list-style-type: none"> • 1: The provider supports enhanced symbol list features. • 0: The provider does not support enhanced symbol list features. If present, a flags value of LoginSupportFeaturesFlags.HAS_SUPPORT_ENH_SL should be specified. If absent, a default value of 0 is assumed.
supportOptimizedPauseResume	Optional. Indicates whether the provider supports the optimized pause and resume feature. Optimized pause and resume can pause/resume individual item streams or all item streams by pausing the login stream. <ul style="list-style-type: none"> • 1: The server supports optimized pause and resume. • 0: The server does not support optimized pause and resume. If present, a flags value of LoginSupportFeaturesFlags.HAS_SUPPORT_OPT_PAUSE should be specified. If absent, a default value of 0 is assumed.

Table 86: LoginSupportFeatures Members

MEMBER	DESCRIPTION
supportOMMPost	<p>Optional. Indicates whether the provider supports OMM Posting:</p> <ul style="list-style-type: none"> • 1: The provider supports OMM Posting and the user is permissioned. • 0: The provider supports the OMM Post feature, but the user is not permissioned. • If this element is not present, then the server does not support OMM Post feature. <p>If present, a flags value of LoginSupportFeaturesFlags.HAS_SUPPORT_POST should be specified. If absent, a default value of 0 is assumed.</p>
supportProviderDictionaryDownload	<p>Optional. Indicates whether the non-interactive provider can request dictionaries from the ADH:</p> <ul style="list-style-type: none"> • 1: The non-interactive provider can request dictionaries from the ADH. • 0: The non-interactive provider cannot request dictionaries from the ADH. <p>If present, a flags value of LoginSupportFeaturesFlags.HAS_SUPPORT_PROVIDER_DICTIONARY_DOWN_LOAD should be specified. If absent, a default value of 0 is assumed.</p>
supportStandby	<p>Optional. Indicates whether the provider supports warm standby functionality. If supported, a provider can run as an active or a standby server, where the active will behave as usual. The standby will respond to item requests only with the message header and will forward any state changing information. When informed of an active's failure, the standby begins sending responses and takes over as active.</p> <ul style="list-style-type: none"> • 1: The provider supports a role of active or standby in a warm standby group. • 0: The provider does not support warm standby functionality. <p>If present, a flags value of LoginSupportFeaturesFlags.HAS_SUPPORT_STANDBY should be specified. If absent, a default value of 0 is assumed.</p>
supportViewRequests	<p>Optional. Indicates whether the provider supports dynamic view functionality, which allows a user to request specific response information.</p> <ul style="list-style-type: none"> • 1: The provider supports dynamic view functionality. • 0: The provider does not support dynamic view functionality. <p>If present, a flags value of LoginSupportFeaturesFlags.HAS_SUPPORT_VIEW should be specified. If absent, a default value of 0 is assumed.</p>

Table 86: LoginSupportFeatures Members

7.3.2.4 Login Support Feature Set Flag Enumeration Values

For detailed information on batch functionality, posting, 'pause and resume,' and views, refer to the *Transport API Java Edition Developers Guide*.

FLAG ENUMERATION	MEANING
LoginSupportFeaturesFlags.HAS_SUPPORT_BATCH_CLOSES	Indicates the presence of supportBatchCloses . If absent, a value of 0 is assumed.
LoginSupportFeaturesFlags.HAS_SUPPORT_BATCH_REISSUES	Indicates the presence of supportBatchReissues . If absent, a value of 0 is assumed.

Table 87: LoginSupportFeaturesFlags

FLAG ENUMERATION	MEANING
LoginSupportFeaturesFlags.HAS_SUPPORT_BATCH_REQUESTS	Indicates the presence of <code>supportBatchRequests</code> . If absent, a value of 0 is assumed.
LoginSupportFeaturesFlags.HAS_SUPPORT_ENH_SL	Indicates the presence of <code>supportEnhancedSymbolList</code> . If absent, a value of 0 is assumed.
LoginSupportFeaturesFlags.HAS_SUPPORT_OPT_PAUSE	Indicates the presence of <code>supportOptimizedPauseResume</code> . If absent, a value of 0 is assumed.
LoginSupportFeaturesFlags.HAS_SUPPORT_POST	Indicates the presence of <code>supportOMMPost</code> . If absent, a value of 0 is assumed.
LoginSupportFeaturesFlags.HAS_SUPPORT_PROVIDER_DICTIO NARY_DOWNLOAD	Indicates the presence of <code>supportProviderDictionaryDownload</code> . If absent, a value of 0 is assumed.
LoginSupportFeaturesFlags.HAS_SUPPORT_STANDBY	Indicates the presence of <code>supportStandby</code> . If absent, a value of 0 is assumed.
LoginSupportFeaturesFlags.HAS_SUPPORT_VIEW	Indicates the presence of <code>supportViewRequests</code> . If absent, a value of 0 is assumed.

Table 87: LoginSupportFeaturesFlags (Continued)

7.3.2.5 Login Connection Config Members

MEMBER	DESCRIPTION
numStandbyServers	Required. Indicates the number of servers in the <code>serverList</code> that the consumer can use as standby servers when using warm standby.
serverList	Required. A list of servers to which the consumer may connect when using warm standby.

Table 88: LoginConnectionConfig Members

7.3.2.6 Login Connection Config Methods

METHOD NAME	DESCRIPTION
clear	Clears a <code>LoginConnectionConfig</code> object for reuse.
copy	Performs a deep copy of a <code>LoginConnectionConfig</code> object.

Table 89: LoginConnectionConfig Methods

7.3.2.7 Server Info Members

MEMBER	DESCRIPTION
flags	Required. Indicates the presence of optional server information members. For details, refer to Section 7.3.2.8.
hostname	Required. Indicates the server's <code>hostname</code> .
loadFactor	Optional. Indicates the load information for this server. If present, a <code>flags</code> value of <code>ServerInfoFlags.HAS_LOAD_FACTOR</code> should be specified.
port	Required. Indicates the server's port number for connections.
serverIndex	Required. Provides the index value to this server.
serverType	Optional. Indicates whether this server is an active or standby server. If present, a <code>flags</code> value of <code>ServerInfoFlags.HAS_TYPE</code> should be specified, populated by <code>Login.ServerTypes</code> .

Table 90: `ServerInfo` Members

7.3.2.8 Server Info Flag Enumeration Values

FLAG ENUMERATION	DESCRIPTION
<code>ServerInfoFlags.HAS_LOAD_FACTOR</code>	Indicates presence of <code>loadFactor</code> information.
<code>ServerInfoFlags.HAS_TYPE</code>	Indicates presence of <code>serverType</code> .

Table 91: `ServerInfo` Flags

7.3.2.9 Server Info Methods

METHOD NAME	DESCRIPTION
<code>clear</code>	Clears a <code>ServerInfo</code> object. Useful for object reuse.
<code>copy</code>	Performs a deep copy of a <code>ServerInfo</code> object.

Table 92: `ServerInfo` Methods

7.3.3 Login Status

OMM Provider and OMM non-interactive provider applications use the **Login Status** message to convey state information associated with the login stream. Such state information can indicate that a login stream cannot be established or to inform a consumer of a state change associated with an open login stream.

The login status message can also reject a login request or close an existing login stream. When a status message closes a login stream, any other open streams associated with the user are also closed.

The **LoginStatus** represents all members of a login status message and allows for simplified use in OMM applications that leverage RDM. This structure follows the behavior and layout defined in the *Transport API Java Edition RDM Usage Guide*.

7.3.3.1 Login Status Members

MEMBER	DESCRIPTION
authenticationErrorCode	Optional. If present, a flags value of LoginStatusFlags.HAS_AUTHN_ERROR_CODE should be specified. authenticationErrorCode is specific to deployments using TREP Authentication, and specifies an error code. A code of 0 indicates no error condition. For further information, refer to the <i>TREP Authentication User Manual</i> . ^a
authenticationErrorText	Optional. If present, a flags value of LoginStatusFlags.HAS_AUTHN_ERROR_TEXT should be specified. Specifies any text associated with the specified authenticationErrorCode . For further information, refer to the <i>TREP Authentication User Manual</i> . ^a
flags	Required. Indicates the presence of optional login status members. For details, refer to Section 7.3.3.2.
rdmMsgBase	Required. Specifies the login message type (i.e., LoginMsgType.STATUS for login status).
state	Optional. If present, a flags value of LoginStatusFlags.HAS_STATE should be specified. Indicates the state of the login stream. When rejecting a login the state should be: <ul style="list-style-type: none"> streamState = StreamStates.CLOSED or StreamStates.CLOSED_RECOVER dataState = DataStates.SUSPECT stateCode = StateCodes.NOT_ENTITLED For more information on state , refer to the <i>Transport API Java Edition Developers Guide</i> .

Table 93: LoginStatus Members

MEMBER	DESCRIPTION
userNameType	<p>Optional. If present, a flags value of LoginStatusFlags.HAS_USERNAME_TYPE should be specified. If absent, a default value of Login.UserIdTypes.NAME is assumed.</p> <p>Possible values:</p> <ul style="list-style-type: none"> • Login.UserIdTypes.NAME = 1 • Login.UserIdTypes.EMAIL_ADDRESS = 2 • Login.UserIdTypes.TOKEN = 3 • Login.UserIdTypes.COOKIE = 4 • Login.UserIdTypes.AUTHN_TOKEN = 5 <p>A type of Login.UserIdTypes.NAME typically corresponds to a DACS user name and can be used to authenticate and permission a user.</p> <p>Login.UserIdTypes.TOKEN is specified when using the AAA ('triple A') API. The user token is retrieved from the Authentication Manager application. To validate users, a provider application passes this user token to the AAA Gateway. This type of token periodically changes: when it changes, an application can send a login reissue to pass information upstream. For more information, refer to documentation specific to the AAA API.</p> <p>Login.UserIdTypes.AUTHN_TOKEN is specified when using TREP Authentication. The authentication token should be specified in the userName member. This type of token can periodically change: when it changes, an application can send a login reissue to pass information upstream. For more information, refer to the <i>TREP Authentication User Manual</i>.^a</p>
userName	<p>Optional. If present, a flags value of LoginStatusFlags.HAS_USERNAME should be specified.</p> <p>When populated, this should match the userName in the login request.</p>

Table 93: LoginStatus Members (Continued)

a. For further details on TREP Authentication, refer to the *TREP Authentication User Manual*, accessible on [Thomson Reuters MyAccount](#) in the DACS product documentation set.

7.3.3.2 Login Status Flag Enumeration Values

FLAG ENUMERATION	MEANING
LoginStatusFlags.CLEAR_CACHE	Indicates whether the receiver of the login status should clear any associated cache information.
LoginStatusFlags.HAS_AUTHN_ERROR_CODE	Indicates the presence of authenticationErrorCode .
LoginStatusFlags.HAS_AUTHN_ERROR_TEXT	Indicates the presence of authenticationErrorText .
LoginStatusFlags.HAS_STATE	Indicates the presence of state . If absent, any previously conveyed state continues to apply.
LoginStatusFlags.HAS_USERNAME	Indicates the presence of userName .

Table 94: LoginStatus Flags

FLAG ENUMERATION	MEANING
LoginStatusFlags.HAS_USERNAME_TYPE	Indicates the presence of <code>userNameType</code> . If absent a <code>userNameType</code> of <code>Login.UserIdTypes.NAME</code> is assumed.

Table 94: LoginStatus Flags (Continued)

7.3.4 Login Close

A **Login Close** message is encoded and sent by OMM consumer applications. This message allows a consumer to log out of the system. Closing a login stream is equivalent to a **Close All** type of message, where all open streams are closed (i.e., all streams associated with the user). A provider can log off a user and close all of that user's streams via a login status message, see Section 7.3.3.

MEMBER	DESCRIPTION
rdmMsgType	Required. Specifies the login message type (for a login close, this will be LoginMsgType.CLOSE).

Table 95: Login Close Member

7.3.5 Login Consumer Connection Status

The **Login Consumer Connection Status** informs an interactive provider of its role in a **Warm Standby** group, either as an **Active** or **Standby** provider. An active provider behaves normally; however a standby provider responds to requests only with a message header (allowing a consumer application to confirm the availability of requested data across active and standby servers), and forwards any state-related messages (i.e., unsolicited refresh messages, status messages). A standby provider aggregates changes to item streams whenever possible. If a provider changes from Standby to Active via this message, all aggregated update messages are passed along. If aggregation is not possible, a full, unsolicited refresh message is passed along.

The consumer application is responsible for ensuring that items are available and equivalent across all providers in a warm standby group. This includes managing state and availability differences as well as item group differences.

The **LoginConsumerConnectionStatus** relies on the **GenericMsg** and represents all members necessary for applications that leverage RDM. This structure follows the behavior and layout that is defined in the *Transport API Java Edition RDM Usage Guide*.

7.3.5.1 Login Consumer Connection Status Members

MEMBER	DESCRIPTION
flags	Required. Indicate the presence of optional login consumer connection status members. For details, refer to Section 7.3.5.2.
rdmMsgBase	Required. Indicates the Login Message type (for login connection status, set to LoginMsgType.CONSUMER_CONNECTION_STATUS).
warmStandbyInfo	Optional. Includes LoginWarmStandbyInfo to convey the state of the upstream provider. For details, refer to Section 7.3.5.3. If present, a flags value of LoginConsumerConnectionStatusFlags.HAS_WARM_STANDBY_INFO should be specified.

Table 96: LoginConsumerConnectionStatus Members

7.3.5.2 Login Consumer Connection Status Flag Enumeration Value

FLAG ENUMERATION	DESCRIPTION
LoginConsumerConnectionStatusFlags.HAS_WARM_STANDBY_INFO	Indicates presence of <code>warmStandbyInfo</code> .

Table 97: LoginConsumerConnectionStatusFlags

7.3.5.3 Login Warm Standby Info Members

MEMBER	DESCRIPTION
action	Required. Indicates how a cache of Warm Standby content should apply this information. For information on <code>MapEntry</code> actions, refer to the <i>Transport API Java Edition Developers Guide</i> .
warmStandbyMode	Required. Indicates whether a server is active (<code>Login.ServerTypes.ACTIVE</code>) or standby (<code>Login.ServerTypes.SERVER</code>).

Table 98: LoginWarmStandbyInfo Members

7.3.5.4 Login Warm Standby Info Methods

METHOD NAME	DESCRIPTION
clear	Clears a <code>LoginWarmStandbyInfo</code> object for reuse.
copy	Performs a deep copy of a <code>LoginWarmStandbyInfo</code> object.

Table 99: LoginWarmStandbyInfo Methods

7.3.6 Login Post Message Use

OMM consumer applications can encode and send data for any item via Post messages on the item's login stream. This is known as **off-stream posting** because items are posted without using that item's dedicated stream. Posting an item on its own dedicated stream is referred to as **on-stream posting**.

When an application is off-stream posting, `msgKey` information is required on the `PostMsg`. For more details on posting, refer to the *Transport API Java Edition Developers Guide*.

7.3.7 Login Ack Message Use

OMM Provider applications encode and send Ack messages to acknowledge the receipt of Post messages. An Ack message is used whenever a consumer posts and asks for acknowledgments. For more details on posting, see the *Transport API Java Edition Developers Guide*.

7.3.8 Login Attributes

On a Login Request or Login Refresh message, the `LoginAttrib` can send additional authentication information and user preferences between components.

7.3.8.1 Login Attrib Members

The following table lists the elements available on a `LoginAttrib`.

MEMBER	DESCRIPTION
<code>allowSuspectData</code>	<p>Optional. Indicates how the consumer application wants to handle suspect data.</p> <ul style="list-style-type: none"> 1: Indicates that the consumer application allows for suspect <code>streamState</code> information. If absent, a default value of 1 is assumed. 0: Indicates that the consumer application wants suspect data to cause the stream to close with a <code>StreamStates.CLOSED_RECOVER</code> state. <p>If present, a <code>flags</code> value of <code>LoginAttribFlags.HAS_ALLOW_SUSPECT_DATA</code> should be specified.</p>
<code>applicationId</code>	<p>Optional. Indicates the application ID.</p> <ul style="list-style-type: none"> If populated in a login request, <code>applicationId</code> should be set to the DACS <code>applicationId</code>. If the server authenticates with DACS, the consumer application may be required to pass in a valid application id. If initializing <code>LoginRequest</code> using <code>initDefaultRequest</code>, an <code>applicationId</code> of 256 will be used. If populated in a login refresh, <code>applicationId</code> should match the <code>applicationId</code> used in the login request. <p>If present, a <code>flags</code> value of <code>LoginAttribFlags.HAS_APPLICATION_ID</code> should be specified.</p>
<code>applicationName</code>	<p>Optional. Indicates the application name.</p> <ul style="list-style-type: none"> If populated in a login request, the <code>applicationName</code> identifies the OMM consumer or OMM non-interactive provider. If initializing <code>LoginRequest</code> using <code>initDefaultRequest</code>, the <code>applicationName</code> is set to upa. If populated in a login refresh, the <code>applicationName</code> identifies the OMM provider. <p>If present, a <code>flags</code> value of <code>LoginAttribFlags.HAS_APPLICATION_NAME</code> should be specified.</p>

Table 100: `LoginAttrib` Members

MEMBER	DESCRIPTION
flags	Required. Indicates the presence of optional login attribute members. For details, refer to Section 7.3.8.3.
position	<p>Optional. Indicates the DACS position.</p> <ul style="list-style-type: none"> When populated in a login request, position should match the position contained in the login request and the DACS position (if using DACS). If the server is authenticating with DACS, the consumer application might be required to pass in a valid position. If initializing LoginRequest using initDefaultRequest, the IP address of the system on which the application runs will be used. When populated in a login refresh, this should match the position contained in the login request <p>If present, a flags value of LoginAttribFlags.HAS_POSITION should be specified.</p>
providePermissionExpressions	<p>Optional. Indicates whether the consumer wants permission expression information. Permission expressions allow for items to be proxy-permissioned by a consumer via content-based entitlements.</p> <ul style="list-style-type: none"> 1: Requests that permission expression information be sent with responses. If absent, a default value of 1 is assumed. 0: Indicates that the consumer does not want permission expression information. <p>If present, a flags value of LoginAttribFlags.HAS_PROVIDE_PERM_EXPR should be specified.</p>
providePermissionProfile	<p>Optional. Indicates whether the consumer desires the permission profile. An application can use the permission profile to perform proxy permissioning.</p> <p>If present, a flags value of LoginAttribFlags.HAS_PROVIDE_PERM_PROFILE should be specified.</p> <ul style="list-style-type: none"> 1: Indicates that the consumer wants the permission profile. If absent, a default value of 1 is assumed. 0: Indicates the consumer does not want the permission profile.
singleOpen	<p>Optional. Indicates which application the consumer wants to drive stream recovery.</p> <p>If present, a flags value of LoginAttribFlags.HAS_SINGLE_OPEN should be specified.</p> <ul style="list-style-type: none"> 1: Indicates that the consumer application wants the provider to drive stream recovery. If absent, a default value of 1 is assumed. 0: Indicates that the consumer application drives stream recovery.
supportProviderDictionaryDownload	<p>Optional. Indicates whether the interactive provider can request dictionaries from the ADH:</p> <ul style="list-style-type: none"> 1: The interactive provider can request dictionaries from the ADH. 0: The interactive provider cannot request dictionaries from the ADH. <p>If present, a flags value of LoginAttribFlags.HAS_PROVIDER_SUPPORT_DICTIONARY_DOWNLOAD should be specified. If absent, a default value of 0 is assumed.</p>

Table 100: LoginAttrib Members (Continued)

7.3.8.2 Login Attrib Methods

METHOD NAME	DESCRIPTION
clear	Clears a <code>LoginAttrib</code> object for reuse.
copy	Performs a deep copy of a <code>LoginAttrib</code> object.

Table 101: `LoginAttrib` Methods

7.3.8.3 Login Attrib Flag Enumeration Values

FLAG ENUMERATION	MEANING
HAS_ALLOW_SUSPECT_DATA	Indicates the presence of <code>allowSuspectData</code> . If absent, a value of 1 is assumed.
HAS_APPLICATION_ID	Indicates the presence of <code>applicationId</code> .
HAS_APPLICATION_NAME	Indicates the presence of <code>applicationName</code> .
HAS_POSITION	Indicates the presence of <code>position</code> .
HAS_PROVIDE_PERM_EXPR	Indicates the presence of <code>providePermissionExpressions</code> . If absent, a value of 1 is assumed.
HAS_PROVIDE_PERM_PROFILE	Indicates the presence of <code>providePermissionProfile</code> . If absent, a value of 1 is assumed.
HAS_PROVIDER_SUPPORT_DICTIONARY_DOWNLOAD	Indicates the presence of <code>supportProviderDictionaryDownload</code> .
HAS_SINGLE_OPEN	Indicates the presence of <code>singleOpen</code> . If absent, a value of 1 is assumed.

Table 102: `LoginAttrib` Flags

7.3.9 Login Message

`LoginMsg` is the base interface for all Login messages. It is provided for use with general login-specific functionality. The following table summarizes different login messages.

INTERFACE	DESCRIPTION
LoginClose	RDM Login Close.
LoginConsumerConnectionStatus	RDM Login Consumer Connection Status.
LoginRefresh	RDM Login Refresh
LoginRequest	RDM Login Request.
LoginStatus	RDM Login Status.

Table 103: `LoginMsg` Interfaces

7.3.10 Login Message Utility Messages

FUNCTION NAME	DESCRIPTION
copy	Performs a deep copy of a <code>LoginMsg</code> object.

Table 104: LoginMsg Utility Methods

7.3.11 Login Encoding and Decoding

7.3.11.1 Login Encoding and Decoding Methods

METHOD NAME	DESCRIPTION
decode	Decodes a Login message. The decoded message may refer to encoded data from the original <code>message</code> . If you want to store the message, use the appropriate copy method for the decoded message to create a full copy. Each login subinterface overrides this method to decode specific login message.
encode	Encodes a Login message. This method takes the <code>EncoderIterator</code> as a parameter into which the encoded content is populated. Each login subinterface overrides this method to encode specific login message.

Table 105: Login Encoding and Decoding Methods

7.3.11.2 Encoding a Login Request

```

EncodeIterator encodeIter = CodecFactory.createEncodeIterator();
LoginRequest loginRequest = (LoginRequest)LoginMsgFactory.createMsg();

/* Clear the Login Request object. */
loginRequest.clear();

/* Set login message type - required as object created by LoginMsgFactory.createMsg() is generic Login */
/* object. */
loginRequest.rdmMsgType(LoginMsgType.REQUEST);

/* Set stream id. */
loginRequest.streamId(streamId);

/* Set flags indicating presence of optional members. */
loginRequest.applyHasAttrib();

/* Set UserName. */
loginRequest.userName().data("username");

/* Set ApplicationName */
loginRequest.attrib().applyHasApplicationName();
loginRequest.attrib().applicationName().data("upa");

/* Set ApplicationId */
loginRequest.attrib().applyHasApplicationId();
loginRequest.attrib().applicationId().data("256");

/* Set Position */
loginRequest.attrib().applyHasPosition();
loginRequest.attrib().position().data("127.0.0.1/net");

/* Clear the encode iterator, set its RWF Version, and set it to a buffer for encoding into. */
encodeIter.clear();
ret = encodeIter.setBufferAndRWFVersion(msgBuf,channelMajorVersion, channelMinorVersion);

/* Encode the message. */
ret = loginRequest.encode(encodeIter);

```

Code Example 19: Login Request Encoding Example

7.3.11.3 Decoding a Login Request

```

DecodeIterator decodeIter = CodecFactory.createDecodeIterator();
LoginRequest loginRequest = (LoginRequest)LoginMsgFactory.createMsg();
Msg msg = CodecFactory.createMsg();

/* Clear the decode iterator, set its RWF Version, and set it to the encoded buffer. */
decodeIter.clear();
ret = decodeIter.setBufferAndRWFVersion(msgBuf,channelMajorVersion, channelMinorVersion);

/* Decode the message to a Msg object. */
ret = msg.decode(decodeIter);

if (ret == CodecReturnCodes.SUCCESS && msg.domainType() == DomainTypes.LOGIN && msg.msgClass() ==
    MsgClasses.REQUEST)
{
    loginRequest.clear();
    loginRequest.rdmMsgType(LoginMsgType.REQUEST);

    ret = loginRequest.decode(decodeIter, msg);

    if(ret == CodecReturnCodes.SUCCESS)
    {
        /* Print username. */
        printf("Username: " + loginRequest.userName());

        if (loginRequest.checkHasAttrib())
        {
            LoginAttrib attrib = loginRequest.attrib();

            /* Print ApplicationName if present. */
            if(attrib.checkHasApplicationName())
                System.out.println("ApplicationName: " + attrib.applicationName().toString());

            /* Print ApplicationId if present. */
            if(attrib.checkHasApplicationId())
                System.out.println("ApplicationId: " + attrib.applicationId().toString());

            /* Print Position if present. */
            if(attrib.checkHasPosition())
                System.out.println("Position: " + attrib.position().toString());
        }
    }
}
}

```

Code Example 20: Login Request Decoding Example

7.3.11.4 Encoding a Login Refresh

```

EncodeIterator encodeIter = CodecFactory.createEncodeIterator();
LoginRefresh loginRefresh = (LoginRefresh)LoginMsgFactory.createMsg();

/* Clear the Login Refresh object. */
loginRefresh.clear();

/* Set login message type - required as object created by LoginMsgFactory.createMsg() is generic Login */
/* object.*/
encodeIter.rdmMsgType(LoginMsgType.REFRESH);

/* Set stream id. */
loginRefresh.streamId(streamId);

/* Set flags indicating presence of optional members. */
loginRefresh.applyHasAttrib();
loginRefresh.applyHasUserName();

/* Set UserName. */
loginRefresh.userName().data("username");

/* Set ApplicationName */
loginRefresh.attrib().applyHasApplicationName();
loginRefresh.attrib().applicationName().data("upa");

/* Set ApplicationId */
loginRefresh.attrib().applyHasApplicationId();
loginRefresh.attrib().applicationId().data("256");

/* Set Position */
loginRefresh.attrib().applyHasPosition();
loginRefresh.attrib().position().data("127.0.0.1/net");

/* Clear the encode iterator, set its RWF Version, and set it to a buffer for encoding into. */
encodeIter.clear();
ret = encodeIter.setBufferAndRWFVersion(msgBuf,channelMajorVersion, channelMinorVersion);

/* Encode the message. */
ret = loginRefresh.encode(encodeIter);

```

Code Example 21: Login Refresh Encoding Example

7.3.11.5 Decoding a Login Refresh

```

DecodeIterator decodeIter = CodecFactory.createDecodeIterator();
LoginRefresh loginRefresh = (LoginRefresh)LoginMsgFactory.createMsg();
Msg msg = CodecFactory.createMsg();

/* Clear the decode iterator, set its RWF Version, and set it to the encoded buffer. */
decodeIter.clear();
ret = decodeIter.setBufferAndRWFVersion(msgBuf,channelMajorVersion, channelMinorVersion);

/* Decode the message to a Msg object. */
ret = msg.decode(decodeIter);

if (ret == CodecReturnCodes.SUCCESS && msg.domainType() == DomainTypes.LOGIN && msg.msgClass() ==
    MsgClasses.REFRESH)
{
    loginRefresh.clear();
    loginRefresh.rdmMsgType(LoginMsgType.REFRESH);

    ret = loginRefresh.decode(decodeIter, msg);

    if(ret == CodecReturnCodes.SUCCESS)
    {
        /* Print username. */
        if(loginRefresh.checkHasUserName())
            printf("Username: " + loginRefresh.userName().toString());

        if (loginRefresh.checkHasAttrib())
        {
            LoginAttrib attrib = loginRefresh.attrib();

            /* Print ApplicationName if present. */
            if(attrib.checkHasApplicationName())
                System.out.println("ApplicationName: " + attrib.applicationName().toString());

            /* Print ApplicationId if present. */
            if(attrib.checkHasApplicationId())
                System.out.println("ApplicationId: " + attrib.applicationId().toString());

            /* Print Position if present. */
            if(attrib.checkHasPosition())
                System.out.println("Position: " + attrib.position().toString());
        }
    }
}
}

```

Code Example 22: Login Refresh Decoding Example

7.4 RDM Source Directory Domain

The Source Directory domain model conveys information about:

- All available services and their capabilities, their supported domain types, services' states, QoS, and item group information (associated with any particular service). Each service is associated with a unique `serviceId`.
- Item group status, allowing a single message to change the state of all associated items. Thus, using the Source Directory domain an application can send a mass update for multiple items instead of sending a status message for each individual item. The consumer is responsible for applying any changes to its open items. For details, refer to Section 7.4.10.
- Source Mirroring between an ADH and OMM interactive provider applications. The Source Directory exchanges this information via a specifically-formatted generic message as described in Section 7.4.6.

7.4.1 Directory Request

An OMM consumer application encodes and sends *Directory Request* messages to request information from an OMM provider about available services. A consumer may request information about all services by omitting the `serviceId` member, or request information about a specific service by setting it to the ID of the desired service.

The `DirectoryRequest` represents all members of a directory request message and is easily used in OMM applications that leverage RDM. This structure follows the behavior and layout that is defined in the *Transport API Java Edition RDM Usage Guide*.

7.4.1.1 Directory Request Members

MEMBER	DESCRIPTION
filter	<p>Required. Indicates the service information in which the consumer is interested. The available flags are:</p> <ul style="list-style-type: none"> • <code>Directory.ServiceFilterFlags.INFO = 0x01</code> • <code>Directory.ServiceFilterFlags.STATE = 0x02</code> • <code>Directory.ServiceFilterFlags.GROUP = 0x04</code> • <code>Directory.ServiceFilterFlags.LOAD = 0x08</code> • <code>Directory.ServiceFilterFlags.DATA = 0x10</code> • <code>Directory.ServiceFilterFlags.LINK = 0x20</code> <p>In most cases, you should set the <code>Directory.ServiceFilterFlags.INFO</code>, <code>Directory.ServiceFilterFlags.STATE</code>, and <code>Directory.ServiceFilterFlags.GROUP</code>.</p>
flags	<p>Required. Indicates the presence of optional directory request members. For details, refer to Section 7.4.1.2.</p>
rdmMsgBase	<p>Required. Specifies the directory message type (a directory request would be <code>DirectoryMsgType.REQUEST</code>).</p>
serviceId	<p>Optional.</p> <ul style="list-style-type: none"> • If not present, this indicates the consumer wants information about all available services. • If present, this indicates the ID of the service about which the consumer wants information. Additionally, a <code>flags</code> value of <code>DirectoryRequestFlags.HAS_SERVICE_ID</code> should be specified.

Table 106: `DirectoryRequest` Members

7.4.1.2 Directory Request Flag Enumeration Values

FLAG ENUMERATION	DESCRIPTION
DirectoryRequestFlags.HAS_SERVICE_ID	Indicates the presence of <code>serviceId</code> .
DirectoryRequestFlags.STREAMING	Indicates that the consumer wants to receive updates about directory information after the initial refresh.

Table 107: DirectoryRequest Flags

7.4.1.3 Directory Request Methods

METHOD NAME	DESCRIPTION
clear	Clears a <code>DirectoryRequest</code> object. Useful for object reuse.
copy	Performs a deep copy of a <code>DirectoryRequest</code> object.

Table 108: DirectoryRequest Utility Methods

7.4.2 Directory Refresh

A **Directory Refresh** message is encoded and sent by OMM provider and non-interactive provider applications. This message can provide information about the services supported by the provider application.

The **DirectoryRefresh** represents all members of a directory refresh message and is easily used in OMM applications that leverage RDM. This structure follows the behavior and layout that is defined in the *Transport API Java Edition RDM Usage Guide*.

7.4.2.1 Directory Refresh Members

MEMBER	DESCRIPTION
filter	<p>Required. Indicates the information being provided about supported services. This should match the filter of the consumer's DirectoryRequest. The available flags are:</p> <ul style="list-style-type: none"> • Directory.ServiceFilterFlags.INFO = 0x01 • Directory.ServiceFilterFlags.STATE = 0x02 • Directory.ServiceFilterFlags.GROUP = 0x04 • Directory.ServiceFilterFlags.LOAD = 0x08 • Directory.ServiceFilterFlags.DATA = 0x10 • Directory.ServiceFilterFlags.LINK = 0x20
flags	<p>Required. Indicates the presence of optional directory refresh members. Refer to Section 7.4.2.2.</p>
rdmMsgBase	<p>Required. Specifies the type of directory message. For a directory refresh, send DirectoryMsgType.REFRESH.</p>
sequenceNumber	<p>Optional. If present, a flags value of DirectoryRefreshFlags.HAS_SEQ_NUM should be specified.</p> <p>sequenceNumber is a user-specified, item-level sequence number that the application can use to sequence messages in the stream.</p>
serviceId	<p>Optional. If present, a flags value of DirectoryRefreshFlags.HAS_SERVICE_ID should be specified, which should match the serviceId of the consumer's DirectoryRequest.</p>
serviceList	<p>Optional. Contains a list of information about available services.</p>
state	<p>Required. Indicates stream and data state information. For further details on State, refer to the <i>Transport API Java Edition Developers Guide</i>.</p>

Table 109: DirectoryRefresh Members

7.4.2.2 Directory Refresh Flag Enumeration Values

FLAG ENUMERATION	DESCRIPTION
DirectoryRefreshFlags.CLEAR_CACHE	Indicates that any stored payload information associated with the directory stream should be cleared. This might happen if some portion of data is known to be invalid.
DirectoryRefreshFlags.HAS_SEQ_NUM	Indicates the presence of <code>sequenceNumber</code> .
DirectoryRefreshFlags.HAS_SERVICE_ID	Indicates the presence of <code>serviceId</code> .
DirectoryRefreshFlags.SOLICITED	If present, this flag indicates that the directory refresh is solicited (i.e., it is in response to a request). The absence of this flag indicates that the refresh is unsolicited.

Table 110: DirectoryRefresh Flags

7.4.3 Directory Update

A **Directory Update** message is encoded and sent by OMM provider and non-interactive provider applications. This message can provide information about new or removed services, or changes to existing services.

The **DirectoryUpdate** represents all members of a directory update message and allows for simplified use in OMM applications that leverage RDM. This structure follows the behavior and layout that is defined in the *Transport API Java Edition RDM Usage Guide*.

7.4.3.1 Directory Update Members

MEMBER	DESCRIPTION
filter	<p>Optional. Indicates what information is provided about supported services. This should match the filter of the consumer's DirectoryRequest.</p> <p>If present, a flags value of DirectoryUpdateFlags.HAS_FILTER should be specified.</p> <p>Available flags are:</p> <ul style="list-style-type: none"> • Directory.ServiceFilterFlags.INFO = 0x01 • Directory.ServiceFilterFlags.STATE = 0x02 • Directory.ServiceFilterFlags.GROUP = 0x04 • Directory.ServiceFilterFlags.LOAD = 0x08 • Directory.ServiceFilterFlags.DATA = 0x10 • Directory.ServiceFilterFlags.LINK = 0x20
flags	<p>Required. Indicates the presence of optional directory update members. For details refer to Section 7.4.3.2.</p>
sequenceNumber	<p>Optional. A user-specified, item-level sequence number which the application can use to sequence messages in this stream.</p> <p>If present, a flags value of DirectoryUpdateFlags.HAS_SEQ_NUM should be specified.</p>
serviceId	<p>Optional. This member's value must match the serviceId of the consumer's DirectoryRequest.</p> <p>If present, a flags value of DirectoryUpdateFlags.HAS_SERVICE_ID should be specified.</p>
serviceList	<p>Optional. Contains a list of information about available services.</p>
rdmMsgBase	<p>Required. Specifies the message type. For a directory update, send DirectoryMsgType.UPDATE.</p>

Table 111: **DirectoryUpdate** Members

7.4.3.2 Directory Update Flag Enumeration Values

FLAG ENUMERATION	DESCRIPTION
DirectoryUpdateFlags.HAS_FILTER	Indicates the presence of <code>filter</code> .
DirectoryUpdateFlags.HAS_SEQ_NUM	Indicates the presence of <code>sequenceNumber</code> .
DirectoryUpdateFlags.HAS_SERVICE_ID	Indicates the presence of <code>serviceId</code> .

Table 112: DirectoryUpdate Flags

7.4.4 Directory Status

OMM provider and OMM non-interactive provider applications use the **Directory Status** message to convey state information associated with the directory stream. Such state information can indicate that a directory stream cannot be established or to inform a consumer of a state change associated with an open directory stream. An application can also use the Directory Status message to close an existing directory stream.

The **DirectoryStatus** represents all members of a directory status message and allows for simplified use in OMM applications that leverage RDM. This structure follows the behavior and layout that is defined in the *Transport API Java Edition RDM Usage Guide*.

7.4.4.1 Directory Status Members

MEMBER	DESCRIPTION
filter	<p>Optional. If present, a flags value of DirectoryStatusFlags.HAS_FILTER should be specified. Indicates what information is being provided about supported services. This should match the filter of the consumer's DirectoryRequest. The available flags are:</p> <ul style="list-style-type: none"> • Directory.ServiceFilterFlags.INFO = 0x01 • Directory.ServiceFilterFlags.STATE = 0x02 • Directory.ServiceFilterFlags.GROUP = 0x04 • Directory.ServiceFilterFlags.LOAD = 0x08 • Directory.ServiceFilterFlags.DATA = 0x10 • Directory.ServiceFilterFlags.LINK = 0x20
flags	<p>Required. Indicates the presence of optional directory status members. For details, refer to Section 7.4.4.2.</p>
serviceId	<p>Optional. If present, a flags value of DirectoryStatusFlags.HAS_SERVICE_ID should be specified. This member should match the serviceId of the consumer's DirectoryRequest.</p>
state	<p>Optional. Indicates the state of the directory stream.</p> <p>If present, a flags value of DirectoryStatusFlags.HAS_STATE should be specified. For more information on state, refer to the <i>Transport API Java Edition Developers Guide</i>.</p>
rdmMsgBase	<p>Required. Specifies the message type. For a directory status, send DirectoryMsgType.STATUS.</p>

Table 113: **DirectoryStatus** Members

7.4.4.2 Directory Status Flag Enumeration Values

FLAG ENUMERATION	DESCRIPTION
DirectoryStatusFlags.CLEAR_CACHE	Indicates that any stored payload data associated with the directory stream should be cleared. This might happen if some portion of data is known to be invalid.
DirectoryStatusFlags.HAS_FILTER	Indicates the presence of <code>filter</code> .
DirectoryStatusFlags.HAS_SERVICE_ID	Indicates the presence of <code>serviceId</code> .
DirectoryStatusFlags.HAS_STATE	Indicates the presence of <code>state</code> . If not present, any previously conveyed state should continue to apply.

Table 114: `DirectoryStatus` Flags

7.4.4.3 Directory Status Methods

METHOD NAME	DESCRIPTION
clear	Clears an <code>DirectoryStatus</code> object. Useful for object reuse.
copy	Performs a deep copy of an <code>DirectoryStatus</code> object.

Table 115: `DirectoryStatus` Utility Methods

7.4.5 Directory Close

A **Directory Close** message is encoded and sent by OMM consumer applications. This message allows a consumer to close an open directory stream. A provider can close the directory stream via a Directory Status message; for details refer to Section 7.4.4.

MEMBER	DESCRIPTION
rdmMsgBase	Required. Specifies the directory message type. For a Directory Close message, set <code>rdmMsgBase</code> to <code>DirectoryMsgType.CLOSE</code> .

Table 116: DirectoryClose Member

7.4.6 Directory Consumer Status

The **Directory Consumer Status** is sent by OMM consumer applications to inform a service of how the consumer is used for **Source Mirroring**. This message is primarily informational.

The `DirectoryConsumerStatus` relies on the `GenericMsg` and represents all members necessary for applications that leverage RDM. This structure follows the behavior and layout that is defined in the *Transport API Java Edition RDM Usage Guide*.

7.4.6.1 Directory Consumer Status Members

MEMBER	DESCRIPTION
consumerServiceStatusList	Optional. Contains a list of <code>ConsumerStatusService</code> objects.
rdmMsgBase	Required. Specifies the directory message type. For a directory consumer status, set <code>rdmMsgBase</code> to <code>DirectoryMsgType.CONSUMER_STATUS</code> .

Table 117: DirectoryConsumerStatus Members

7.4.6.2 Directory Consumer Status Service Members

MEMBER	DESCRIPTION
action	Required. Indicates how a cache of Source Mirroring content should apply this information. For information on <code>MapEntry</code> actions, refer to the <i>Transport API Java Edition Developers Guide</i> .
serviceId	Required. Indicates the service associated with this status.
sourceMirroringMode	Required. Indicates how the consumer is using the service. Available enumerations are: <ul style="list-style-type: none"> <code>Directory.SourceMirroringMode.ACTIVE_NO_STANDBY = 0</code>, <code>Directory.SourceMirroringMode.ACTIVE_WITH_STANDBY = 1</code>, <code>Directory.SourceMirroringMode.STANDBY = 2</code>

Table 118: ConsumerStatusService Members

7.4.7 Directory Service

A **Service** object conveys information about a service. A list of **Services** forms the **serviceList** member of the **DirectoryRefresh** and **DirectoryUpdate** messages.

The members of an **Service** represent the different filters used to categorize service information.

7.4.7.1 Service Members

MEMBER	DESCRIPTION
action	Required. Indicates how a cache of the service should apply this information. For information on MapEntry actions, refer to the <i>Transport API Java Edition Developers Guide</i> .
data	Optional. Contains data that applies to the items requested from the service and represents the Source Directory Data Filter. If present, a flags value of ServiceFlags.HAS_DATA should be specified.
flags	Required. Indicates the presence of optional service members. For details, refer to Section 7.4.7.2.
groupStateList	Optional. Contains a list of elements indicating changes to item groups and represents the Source Directory Group filter.
info	Optional. Contains information related to the Source Directory Info Filter. If present, a flags value of ServiceFlags.HAS_INFO should be specified.
link	Optional. Contains information about upstream sources that provide data to this service and represents the Source Directory Link Filter. If present, a flags value of ServiceFlags.HAS_LINK should be specified.
load	Optional. Contains information about the service's operating workload and represents the Source Directory Load Filter. If present, a flags value of ServiceFlags.HAS_LOAD should be specified.
serviceld	Required. Indicates the service associated with this Service .
state	Optional. Contains information related to the Source Directory State Filter. If present, a flags value of ServiceFlags.HAS_STATE should be specified.

Table 119: Service Members

7.4.7.2 Service Flag Enumeration Values

FLAG ENUMERATION	DESCRIPTION
ServiceFlags.HAS_DATA	Indicates the presence of data .
ServiceFlags.HAS_INFO	Indicates the presence of info .
ServiceFlags.HAS_LINK	Indicates the presence of link .
ServiceFlags.HAS_LOAD	Indicates the presence of load .
ServiceFlags.HAS_STATE	Indicates the presence of state .

Table 120: Service Flags

7.4.7.3 Service Methods

METHOD NAME	DESCRIPTION
clear	Clears a <code>Service</code> object. Useful for object reuse.
copy	Performs a deep copy of a <code>Service</code> object.

Table 121: Service Utility Methods

7.4.8 Directory Service Info Filter

A `ServiceInfo` object conveys information that identifies the service and the content it provides. The `ServiceInfo` object represents the Source Directory Info filter. More information about the Info filter is available in the *Transport API Java Edition RDM Usage Guide*.

7.4.8.1 Service Info Members

MEMBER	DESCRIPTION
acceptingConsumerStatus	Optional. Indicates whether this service supports accepting <code>DirectoryConsumerStatus</code> messages for Source Mirroring. Available values are: <ul style="list-style-type: none"> 1: The service will accept Consumer Status messages. If not present, a value of 1 is assumed. 0: The service will not accept Consumer Status messages. If present, a <code>flags</code> value of <code>ServiceInfoFlags.HAS_ACCEPTING_CONS_STATUS</code> should be specified.
action	Required. Indicates how a service info cache should apply this information. For information on <code>FilterEntryActions</code> , refer to the <i>Transport API Java Edition Developers Guide</i> .
capabilitiesList	Required. Contains a list of capabilities that the service supports. Populated by domain types.
dictionariesProvidedList	Optional. Contains a list of elements that identify dictionaries that can be requested from this service. If present, a <code>flags</code> value of <code>ServiceInfoFlags.HAS_DICTS_PROVIDED</code> should be specified.
dictionariesUsedList	Optional. Contains a list of elements that identify dictionaries used to decode data from this service. If present, a <code>flags</code> value of <code>ServiceInfoFlags.HAS_DICTS_USED</code> should be specified.
flags	Required. Indicates the presence of optional service info members. For details, refer to Section 7.4.8.2.

Table 122: Service Info Members

MEMBER	DESCRIPTION
isSource	<p>Optional. Indicates whether the service is provided directly by a source or represents a group of sources.</p> <ul style="list-style-type: none"> • 1: The service is provided directly by a source • 0: The service represents a group of sources. If absent, a value of 0 is assumed. <p>If present, a flags value of ServiceInfoFlags.HAS_IS_SOURCE should be specified.</p>
itemList	<p>Optional. Specifies a name that can be requested on the DomainTypes.SYMBOL_LIST domain to get a list of all items available from this service.</p> <p>If present, a flags value of ServiceInfoFlags.HAS_ITEM_LIST should be specified.</p>
qosList	<p>Optional. Contains a list of elements that identify the available Qualities of Service.</p> <p>If present, a flags value of ServiceInfoFlags.HAS_QOS should be specified.</p>
serviceName	<p>Required. Indicates the name of the service.</p>
supportsOutOfBandSnapshots	<p>Optional. Indicates whether this service supports making snapshot requests even when the OpenLimit is reached. Available values are:</p> <ul style="list-style-type: none"> • 1: Snapshot requests are allowed. If not present, a value of 1 is assumed. • 0: Snapshot requests are not allowed. <p>If present, a flags value of ServiceInfoFlags.HAS_SUPPORT_OOB_SNAPSHOTS should be specified.</p>
supportsQosRange	<p>Optional. Indicates whether this service supports specifying a range of Qualities of Service when requesting an item. For further information, refer to the qos and worstQos members of the RequestMsg in the <i>Transport API Java Edition Developers Guide</i>. Available values are:</p> <ul style="list-style-type: none"> • 1: QoS Range requests are supported. • 0: QoS Range requests are not supported. If not present, a value of 0 is assumed. <p>If present, a flags value of ServiceInfoFlags.HAS_SUPPORT_QOS_RANGE should be specified.</p>
vendor	<p>Optional. Identifies the vendor of the data.</p> <p>If present, a flags value of ServiceInfoFlags.HAS_VENDOR should be specified.</p>

Table 122: **ServiceInfo** Members (Continued)

7.4.8.2 Service Info Flag Enumeration Values

FLAG ENUMERATION	DESCRIPTION
ServiceInfoFlags.HAS_ACCEPTING_CONS_STATUS	Indicates the presence of <code>acceptingConsumerStatus</code> .
ServiceInfoFlags.HAS_DICTS_PROVIDED	Indicates the presence of <code>dictionariesProvidedList</code> .
ServiceInfoFlags.HAS_DICTS_USED	Indicates the presence of <code>dictionariesUsedList</code> .
ServiceInfoFlags.HAS_IS_SOURCE	Indicates the presence of <code>isSource</code> .
ServiceInfoFlags.HAS_ITEM_LIST	Indicates the presence of <code>itemList</code> .
ServiceInfoFlags.HAS_QOS	Indicates the presence of <code>qosList</code> .
ServiceInfoFlags.HAS_SUPPORT_OOB_SNAPSHOTS	Indicates the presence of <code>supportsOutOfBandSnapshots</code> .
ServiceInfoFlags.HAS_SUPPORT_QOS_RANGE	Indicates the presence of <code>supportsQosRange</code> .
ServiceInfoFlags.HAS_VENDOR	Indicates the presence of <code>vendor</code> .

Table 123: `ServiceInfo` Flags

7.4.8.3 Service Info Methods

METHOD NAME	DESCRIPTION
<code>clear</code>	Clears a <code>ServiceInfo</code> object. Useful for object reuse.
<code>copy</code>	Performs a deep copy of a <code>ServiceInfo</code> object.

Table 124: `ServiceInfo` Utility Methods

7.4.9 Directory Service State Filter

A `ServiceState` object conveys information about service's current state. It represents the Source Directory State filter. For more information about the State filter, refer to the *Transport API Java Edition RDM Usage Guide*.

7.4.9.1 Service State Members

MEMBER	DESCRIPTION
acceptingRequests	Indicates whether the immediate provider (to which the consumer is directly connected) can handle the request. Available values are: <ul style="list-style-type: none"> • 1: The service will accept new requests. • 0: The service does not currently accept new requests. If present, <code>flags</code> value of <code>ServiceStateFlags.HAS_ACCEPTING_REQS</code> should be specified.
action	Required. Indicates how a cache of the service state should apply this information. For details on <code>FilterEntryActions</code> , refer to the <i>Transport API Java Edition Developers Guide</i> .
flags	Required. Indicates the presence of optional service state members. For details refer to Section 7.4.9.2.
serviceState	Required. Indicates whether the original provider of the data can respond to new requests. Requests can still be made if so indicated by <code>acceptingRequests</code> . Available values are: <ul style="list-style-type: none"> • 1: The original provider of the data is available. • 0: The original provider of the data is not currently available.
status	This status should be applied to all open items associated with this service. If present, <code>flags</code> value of <code>ServiceStateFlags.HAS_STATUS</code> should be specified.

Table 125: `ServiceState` Members

7.4.9.2 Service State Flag Enumeration Values

FLAG ENUMERATION	DESCRIPTION
<code>ServiceStateFlags.HAS_ACCEPTING_REQS</code>	Indicates the presence of <code>acceptingRequests</code> .
<code>ServiceStateFlags.HAS_STATUS</code>	Indicates the presence of <code>status</code> .

Table 126: `ServiceState` Flags

7.4.9.3 Service State Methods

METHOD NAME	DESCRIPTION
clear	Clears a <code>ServiceState</code> object. Useful for object reuse.
copy	Performs a deep copy of a <code>ServiceState</code> object.

Table 127: `ServiceState` Utility Methods

7.4.10 Directory Service Group Filter

A `ServiceGroup` object is used to convey status and name changes for an item group. It represents the Source Directory Group filter. For further details about the Group filter, refer to the *Transport API Java Edition RDM Usage Guide*.

7.4.10.1 Service Group Members

MEMBER	DESCRIPTION
action	Required. Indicates how a cache of the service group should apply this information. For further details on <code>FilterEntryActions</code> , refer to the <i>Transport API Java Edition Developers Guide</i> .
flags	Required. Indicates the presence of optional service group members. For details, refer to Section 7.4.10.2.
group	Required. Identifies the name of the item group being changed.
mergedToGroup	Optional. Specifies the new group name. All items of the specified <code>group</code> are put into this new group. If present, a <code>flags</code> value of <code>ServiceGroupFlags.HAS_MERGED_TO_GROUP</code> should be specified.
status	Optional. Specifies the status to apply to all open items associated with the group specified by <code>group</code> . If present, a <code>flags</code> value of <code>ServiceGroupFlags.HAS_STATUS</code> should be specified.

Table 128: `ServiceGroup` Members

7.4.10.2 Service Group Flag Enumeration Values

FLAG ENUMERATION	DESCRIPTION
<code>ServiceGroupFlags.HAS_MERGED_TO_GROUP</code>	Indicates the presence of <code>mergedToGroup</code> .
<code>ServiceGroupFlags.HAS_STATUS</code>	Indicates the presence of <code>status</code> .

Table 129: `ServiceGroup` Flags

7.4.10.3 Service Group Methods

METHOD NAME	DESCRIPTION
clear	Clears an <code>ServiceGroup</code> object. Useful for object reuse.
copy	Performs a deep copy of a <code>ServiceGroup</code> object.

Table 130: `ServiceGroup` Utility Methods

7.4.11 Directory Service Load Filter

A `ServiceLoad` object conveys the workload of a service. It represents the Source Directory Load filter. For further details on the Service Load filter, refer to the *Transport API Java Edition RDM Usage Guide*.

7.4.11.1 Service Load Members

MEMBER	DESCRIPTION
action	Required. Indicates how a cache of the service load should apply this information. For information on <code>FilterEntryActions</code> , refer to the <i>Transport API Java Edition Developers Guide</i> .
flags	Required. Indicates presence of optional service load members. For details, refer to Section 7.4.11.2.
loadFactor	If present, <code>flags</code> value of <code>ServiceLoadFlags.HAS_LOAD_FACTOR</code> should be specified. Indicates the current workload on the source that provides data. A higher load factor indicates a higher workload. For more information, refer to the <i>Transport API Java Edition RDM Usage Guide</i> .
openLimit	Specifies the maximum number of streaming requests that the service allows. If present, <code>flags</code> value of <code>ServiceLoadFlags.HAS_OPEN_LIMIT</code> should be specified.
openWindow	Specifies the maximum number of outstanding requests (i.e., requests awaiting a refresh) that the service allows. If present, <code>flags</code> value of <code>ServiceLoadFlags.HAS_OPEN_WINDOW</code> should be specified.

Table 131: `ServiceLoad` Members

7.4.11.2 Service Load Flag Enumeration Values

FLAG ENUMERATION	DESCRIPTION
<code>ServiceLoadFlags.HAS_LOAD_FACTOR</code>	Indicates the presence of <code>loadFactor</code> .
<code>ServiceLoadFlags.HAS_OPEN_LIMIT</code>	Indicates the presence of <code>openLimit</code> .
<code>ServiceLoadFlags.HAS_OPEN_WINDOW</code>	Indicates the presence of <code>openWindow</code> .

Table 132: `ServiceLoad` Flags

7.4.11.3 Service Load Methods

METHOD NAME	DESCRIPTION
clear	Clears an <code>ServiceLoad</code> object. Useful for object reuse.
copy	Performs a deep copy of a <code>ServiceLoad</code> object.

Table 133: `ServiceLoad` Utility Methods

7.4.12 Directory Service Data Filter

An `ServiceData` object conveys the data to apply to all items of a service. It represents the Source Directory Data filter. For further details on the Data filter, refer to the *Transport API Java Edition RDM Usage Guide*.

7.4.12.1 Service Data Members

MEMBER	DESCRIPTION
action	Required. Indicates how a cache of the service data should apply this information. For further details on <code>FilterEntryActions</code> , refer to the <i>Transport API Java Edition Developers Guide</i> .
data	Optional. Contains the encoded <code>Buffer</code> representing the data. The type of the data is given by <code>dataType</code> . If present, a <code>flags</code> value of <code>ServiceDataFlags.HAS_DATA</code> should be specified.
dataType	Optional. Specifies the <code>DataType</code> of the data. For information on <code>DataTypes</code> , refer to the <i>Transport API Java Edition Developers Guide</i> . If present, a <code>flags</code> value of <code>ServiceDataFlags.HAS_DATA</code> should be specified.
flags	Required. Indicates the presence of optional service data members. For details, refer to Section 7.4.12.2.
type	Optional. Indicates the type of content present in <code>data</code> . Available enumerations are: <ul style="list-style-type: none"> <code>Directory.DataTypes.TIME = 1</code> <code>Directory.DataTypes.ALERT = 2</code> <code>Directory.DataTypes.HEADLINE = 3</code> <code>Directory.DataTypes.STATUS = 4</code> If present, <code>flags</code> value of <code>ServiceDataFlags.HAS_DATA</code> should be specified.

Table 134: `ServiceData` Members

7.4.12.2 Service Load Data Enumeration Values

FLAG ENUMERATION	DESCRIPTION
<code>ServiceDataFlags.HAS_DATA</code>	Indicates the presence of <code>type</code> , <code>dataType</code> , and <code>data</code> .

Table 135: `ServiceData` Flags

7.4.12.3 Service Data Methods

METHOD NAME	DESCRIPTION
clear	Clears a <code>ServiceData</code> object. Useful for object reuse.
copy	Performs a deep copy of a <code>ServiceData</code> object.

Table 136: `ServiceData` Methods

7.4.13 Directory Service Link Info Filter

A `ServiceLinkInfo` object conveys information about upstream sources that form a service. It represents the Source Directory Link filter. More information about the Service Link filter content is available in the *Transport API Java Edition RDM Usage Guide*.

The `ServiceLinkInfo` object contains a list of `ServiceLink` objects that each represents an upstream source.

7.4.13.1 Service Link Info Members

MEMBER	DESCRIPTION
action	Required. Indicates how a cache of the service link information should apply this information. For further information on <code>FilterEntryActions</code> , refer to the <i>Transport API Java Edition Developers Guide</i> .
linkList	Optional. Contains a list of <code>ServiceLink</code> objects, each representing a source.

Table 137: `ServiceLinkInfo` Members

7.4.13.2 Service Link Info Methods

METHOD NAME	DESCRIPTION
clear	Clears a <code>ServiceLinkInfo</code> object. Useful for object reuse.
copy	Performs a deep copy of a <code>ServiceLinkInfo</code> object.

Table 138: `ServiceLinkInfo` Methods

7.4.14 Directory Service Link

A `ServiceLink` object conveys information about an upstream source. It represents an entry in the Source Directory Link filter and is used by the `linkList` member of the `ServiceLinkInfo` object. For further details on Service Link filter content, refer to the *Transport API Java Edition RDM Usage Guide*.

7.4.14.1 Service Link Members

MEMBER	DESCRIPTION
action	Required. Indicates how a cache of the service link should apply this information. For information on <code>MapEntryActions</code> , refer to the <i>Transport API Java Edition Developers Guide</i> .
flags	Required. Indicates the presence of optional service link members. For details, refer to Section 7.4.14.2.
linkCode	Optional. Indicates additional information about the status of a source. Available enumerations are: <ul style="list-style-type: none"> • <code>Directory.LinkCodes.NONE = 0</code> • <code>Directory.LinkCodes.OK = 1</code> • <code>Directory.LinkCodes.RECOVERY_STARTED = 2</code> • <code>Directory.LinkCodes.RECOVERY_COMPLETED = 3</code> If present, a <code>flags</code> value of <code>ServiceLinkFlags.HAS_CODE</code> should be specified.
linkState	Required. Indicates whether the source is up or down. Available values are: <ul style="list-style-type: none"> • <code>Directory.LinkStates.DOWN = 0</code> • <code>Directory.LinkStates.UP = 1</code>
name	Required. Specifies the name of the source. Sources with identical names are typically load-balanced sources.
text	Optional. Gives additional status details regarding the source. If present, a <code>flags</code> value of <code>ServiceLinkFlags.HAS_TEXT</code> should be specified.
type	Optional. Specifies whether the source is interactive or broadcast. Available enumerations are: <ul style="list-style-type: none"> • <code>Directory.LinkTypes.INTERACTIVE = 1</code> • <code>Directory.LinkTypes.BROADCAST = 2</code> If present, a <code>flags</code> value of <code>ServiceLinkFlags.HAS_TYPE</code> should be specified.

Table 139: ServiceLink Members

7.4.14.2 Service Link Enumeration Values

FLAG ENUMERATION	DESCRIPTION
ServiceLinkFlags.HAS_CODE	Indicates the presence of <code>code</code> .
ServiceLinkFlags.HAS_TEXT	Indicates the presence of <code>text</code> .
ServiceLinkFlags.HAS_TYPE	Indicates the presence of <code>type</code> .

Table 140: ServiceLinkFlags

7.4.14.3 Service Link Methods

METHOD NAME	DESCRIPTION
clear	Clears a <code>ServiceLink</code> object. Useful for object reuse.
copy	Performs a deep copy of a <code>ServiceLink</code> object.

Table 141: ServiceLink Methods

7.4.15 Directory Message

`DirectoryMsg` is the general purpose base interface for all directory messages. Different directory messages are summarized in the following table.

INTERFACE	DESCRIPTION
DirectoryClose	RDM Directory Close.
DirectoryConsumerConnectionStatus	RDM Directory Consumer Status.
DirectoryRefresh	RDM Directory Refresh.
DirectoryRequest	RDM Directory Request.
DirectoryStatus	RDM Directory Status.
DirectoryUpdate	RDM Directory Update.

Table 142: DirectoryMsg Interfaces

7.4.16 Directory Message Utility Methods

METHOD NAME	DESCRIPTION
copy	Performs a deep copy of a <code>DirectoryMsg</code> object.

Table 143: DirectoryMsg Utility Methods

7.4.17 Directory Encoding and Decoding

7.4.17.1 Directory Encoding and Decoding Methods

METHOD NAME	DESCRIPTION
encode	Encodes a source directory message. This method takes the EncoderIterator as a parameter into which the encoded content is populated.
decode	Decodes a source directory message. The decoded message may refer to encoded data from the original message. If the message is to be stored for later use, use the copy method of the decoded message to create a full copy.

Table 144: Directory Encoding and Decoding Methods

7.4.17.2 Encoding a Source Directory Request

```

EncoderIterator encodeIter = CodecFactory.createEncoderIterator();
DirectoryRequest directoryRequest = (DirectoryRequest)DirectoryMsgFactory.createMsg();

/* Clear the Directory Request object. */
directoryRequest.clear();

/* Set directory message type - required as object created by DirectoryMsgFactory.createMsg() is generic
   Directory object. */
directoryRequest.rdmMsgType(DirectoryMsgType.REQUEST);

/* Set stream id. */
directoryRequest.streamId(streamId);

/* Set flags indicating presence of optional members. */
directoryRequest.flags(DirectoryRequestFlags.HAS_SERVICE_ID | STREAMING);

/* Set Service ID. */
directoryRequest.serviceId(273);

/* Set service filter. */
directoryRequest.filter(Directory.ServiceFilterFlags.INFO | Directory.ServiceFilterFlags.STATE |
    Directory.ServiceFilterFlags.GROUP);

/* Clear the encode iterator, set its RWF Version, and set it to a buffer for encoding into. */
encodeIter.clear();
ret = encodeIter.setBufferAndRWFVersion(msgBuf, channelMajorVersion, channelMinorVersion);

/* Encode the message. */
ret = directoryRequest.encode(encodeIter);

```

Code Example 23: Directory Request Encoding Example

7.4.17.3 Decoding a Source Directory Request

```

DecodeIterator decodeIter = CodecFactory.createDecodeIterator();
DirectoryRequest directoryRequest = (DirectoryRequest)DirectoryMsgFactory.createMsg();
Msg msg = CodecFactory.createMsg();

/* Clear the decode iterator, set its RWF Version, and set it to the encoded buffer. */
decodeIter.clear();

ret = decodeIter.setBufferAndRWFVersion(msgBuf,channelMajorVersion, channelMinorVersion);

/* Decode the message to a Msg object. */
ret = msg.decode(decodeIter);

if (ret == CodecReturnCodes.SUCCESS &&
    msg.domainType() == DomainTypes.SOURCE && msg.msgClass() == MsgClasses.REQUEST)
{
    directoryRequest.clear();
    directoryRequest.rdmMsgType(DirectoryMsgType.REQUEST);

    ret = directoryRequest.decode(decodeIter, msg);

    if(ret == CodecReturnCodes.SUCCESS)
    {
        /* Print if Info filter was requested. */
        if ((directoryRequest.filter() & Directory.ServiceFilterFlags.INFO) != 0)
            System.out.println("Info filter requested.");

        /* Print if State filter was requested. */
        if ((directoryRequest.filter() & Directory.ServiceFilterFlags.STATE) != 0)
            System.out.println("State filter requested.");

        /* Print if Group filter was requested. */
        if ((directoryRequest.filter() & Directory.ServiceFilterFlags.GROUP) != 0)
            System.out.println("Group filter requested.");

        /* Print service ID if present. */
        if (directoryRequest.checkHasServiceId())
            System.out.println("Service ID: " + directoryRequest->serviceId);
    }
}

```

Code Example 24: Directory Request Decoding Example

7.4.17.4 Encoding a Source Directory Refresh

```

EncodeIterator encodeIter = CodecFactory.createEncodeIterator();
DirectoryRefresh directoryRefresh = (DirectoryRefresh)DirectoryMsgFactory.createMsg();

/* Clear the Directory Refresh object. */
directoryRefresh.clear();

/* Set directory message type - required as object created by DirectoryMsgFactory.createMsg() is generic
   Directory object. */
directoryRefresh.rdmMsgType(DirectoryMsgType.REFRESH);

/* Set stream id. */
directoryRefresh.streamId(streamId);

/* Set flags for optional members */
directoryRefresh.applySolicited();

/* Set state. */
directoryRefresh.state().streamState(StreamStates.OPEN);
directoryRefresh.state().dataState(DataStates.OK);
directoryRefresh.state().code(StateCodes.NONE);

/* Set filter to say the Info, State, and Group filters are supported. */
directoryRefresh.filter(Directory.ServiceFilterFlags.INFO | Directory.ServiceFilterFlags.STATE |
Directory.ServiceFilterFlags.GROUP);

/* List of services to be used.
 * This example will show encoding of one service. Additional services can be set up using the same method
 * shown below. */
/**/ Create Service /**/
Service service = CodecFactory.createService();

/**/ Build Service MY_SERVICE. /**/
service.clear();

/* Set flags to indicate Info and State filter are present. */
service.flags(ServiceFlags.HAS_INFO | ServiceFlags.HAS_STATE);

/* Set action to indicate adding a new service. */
service.info().action(MapEntryActions.ADD);

/* Set flags to indicate optional members. */
service.info().flags(ServiceInfoFlags.HAS_VENDOR | ServiceInfoFlags.HAS_DICTS_PROVIDED |
ServiceInfoFlags.HAS_DICTS_USED | ServiceInfoFlags.HAS_QOS);

/* Set service name. */
service.info().serviceName().data("MY_SERVICE");

/* Set vendor name. */

```

```

service.info().vendor().data("Thomson Reuters");

/* Set capabilities list. */
service.info().capabilitiesList().add(DomainTypes.DICTIONARY);
service.info().capabilitiesList().add(DomainTypes.MARKET_PRICE);
service.info().capabilitiesList().add(DomainTypes.MARKET_BY_ORDER);

/* Set dictionaries provided. */
service.info().dictionariesProvidedList().add("RWFFld");
service.info().dictionariesProvidedList().add("RWFEnum");

/* Set dictionaries used. */
service.info().dictionariesUsedList().add("RWFFld");
service.info().dictionariesUsedList().add("RWFEnum");

/* Build QoS list. */
Qos qos1 = CodecFactory.createQos();
qos1.timeliness(QosTimeliness.REALTIME);
qos1.rate(QosRates.TICK_BY_TICK);
Qos qos2 = CodecFactory.createQos();
service.info().qosList().add(qos2);
qos2.timeliness(QosTimeliness.REALTIME);
qos2.rate(QosRates.JIT_CONFLATED);

/* Set QoS list. */
service.info().qosList().add(qos1);
service.info().qosList().add(qos2);

/** Build Service State for MY_SERVICE */
service.state().flags(ServiceStateFlags.HAS_ACCEPTING_REQS);
service.state().serviceState(1);
service.state().acceptingRequests(1);

/** Finish and encode. */

/* Set the list of services on the message.*/
directoryRefresh.serviceList().add(service);

/* Clear the encode iterator, set its RWF Version, and set it to a buffer for encoding into. */
encodeIter.clear();
ret = encodeIter.setBufferAndRWFVersion(msgBuf,channelMajorVersion, channelMinorVersion);

/* Encode the message. */
ret = directoryRefresh.encode(encodeIter);

```

Code Example 25: Directory Refresh Encoding Example

7.4.17.5 Decoding a Source Directory Refresh

```

DecodeIterator decodeIter = CodecFactory.createDecodeIterator();
DirectoryRefresh directoryRefresh = (DirectoryRefresh)DirectoryMsgFactory.createMsg();
Msg msg = CodecFactory.createMsg();

/* Clear the decode iterator, set its RWF Version, and set it to the encoded buffer. */
decodeIter.clear();

ret = decodeIter.setBufferAndRWFVersion(msgBuf,channelMajorVersion, channelMinorVersion);

/* Decode the message to a Msg object. */
ret = msg.decode(decodeIter);

if (ret == CodecReturnCodes.SUCCESS && msg.domainType() == DomainTypes.SOURCE && msg.msgClass() ==
    MsgClasses.REFRESH)
{
    directoryRefresh.clear();
    directoryRefresh.rdmMsgType(DirectoryMsgType.REFRESH);

    ret = directoryRefresh.decode(decodeIter, msg);

    if(ret == CodecReturnCodes.SUCCESS)
    {
        /* Print serviceId if present. */
        if (directoryRefresh.checkHasServiceId())
            System.out.println("Service ID: " + directoryRefresh.serviceId());

        /* Print information about each service present in the refresh. */
        for(Service service : directoryRefresh.serviceList())
        {
            /* Print Service Info if present */
            if (service.checkHasInfo())
            {
                ServiceInfo info = service.info();

                /* Print service name. */
                System.out.println("Service Name: " + info.serviceName().toString());

                /* Print vendor name if present.*/
                if (info.checkHasVendor())
                    System.out.println("Vendor: " + info.vendor().toString());

                /* Print supported domains if present.*/
                for(long capability : info.capabilityList())
                    System.out.println("Capability: " + DomainTypes.toString(capability));

                /* Print dictionaries provided if present.*/
                if (info.checkHasDictionariesProvided())
                {

```


7.5 RDM Dictionary Domain

The Dictionary domain model conveys information needed for parsing published data. Dictionaries provide additional meta-data, such as that necessary to decode the content of a `FieldEntry` or additional content related to its `fieldId`. For more information about the different types of dictionaries and their usage, refer to the *Transport API Java Edition RDM Usage Guide*.

This domain's interface makes it easier to use the existing utilities for encoding, decoding, and caching dictionary information. For more information on these utilities, see the *Transport API Java Edition RDM Usage Guide*.

7.5.1 Dictionary Request

A **Dictionary Request** message is encoded and sent by OMM Consumer applications. This message requests a dictionary from a service.

The `DictionaryRequest` represents all members of a dictionary request message and is easily used in OMM applications that leverage RDM. This object follows the behavior and layout that is defined in the *Transport API Java Edition RDM Usage Guide*.

7.5.1.1 Dictionary Request Members

MEMBER	DESCRIPTION
dictionaryName	Required. Indicates the name of the dictionary being requested.
flags	Required. Indicates the presence of optional dictionary request members. For details, refer to Section 7.5.1.2.
rdmMsgBase	Required. Specifies the message type (i.e., Dictionary). For a dictionary request, send <code>DictionaryMsgType.REQUEST</code> .
serviceId	Required. Specifies the service from which to request the dictionary.
verbosity	<p>Required. Indicates the amount of information desired from the dictionary. Available enumerations are:</p> <ul style="list-style-type: none"> <code>Dictionary.VerbosityValues.INFO = 0x00</code>: Version information only <code>Dictionary.VerbosityValues.MINIMAL = 0x03</code>: Provides information needed for caching <code>Dictionary.VerbosityValues.NORMAL = 0x07</code>: Provides all information needed for decoding <code>Dictionary.VerbosityValues.VERBOSE = 0x0F</code>: Provides all information (including comments) <p>Providers are not required to support the MINIMAL and VERBOSE filters.</p>

Table 145: `DictionaryRequest` Members

7.5.1.2 Dictionary Request Flag Enumeration Values

FLAG ENUMERATION	DESCRIPTION
STREAMING	Indicates that the dictionary stream should remain open after the initial refresh. An open stream can listen for status messages that indicate changes to the dictionary version. For more information, see the <i>Transport API Java Edition RDM Usage Guide</i> .

Table 146: `DictionaryRequest` Flag

7.5.2 Dictionary Refresh

A **Dictionary Refresh** message is encoded and sent by OMM provider applications. This message transmits dictionary content in response to a request.

The **DictionaryRefresh** represents all members of a dictionary refresh message and is easy to use in OMM applications that leverage RDM. This object follows the behavior and layout that is defined in the *Transport API Java Edition RDM Usage Guide*.

7.5.2.1 Dictionary Refresh Members


MEMBER	DESCRIPTION
dataBody	When decoding, this points to the encoded data buffer with dictionary content. This buffer should be set on a DecodeIterator and passed to the appropriate decode method according to the type . Not used when encoding. The dictionary is retrieved from the DataDictionary .
dictionary	Conditional (required when encoding). Points to an DataDictionary object that contains content to encode. For more information on the DataDictionary object, refer to the <i>Transport API Java Edition RDM Usage Guide</i> . Not used when decoding.
dictionaryName	Required. Indicates the name of the dictionary being provided.
flags	Required. Indicates the presence of optional dictionary refresh members. For details, refer to Section 7.5.2.2.
rdmMsgBase	Required. Specifies the message type (i.e., dictionary message). For a dictionary refresh, set to DictionaryMsgType.REFRESH .
sequenceNumber	Optional. A user-specified, item-level sequence number that the application can use to sequence messages in this stream. If present, a flags value of DictionaryRefreshFlags.HAS_SEQ_NUM should be specified.
serviceId	Required. Indicates the service ID of the service from which the dictionary is provided.
startFid	Maintains the state when encoding a dictionary across multiple messages.  Warning! To ensure that all dictionary content is correctly encoded, the application should not modify this.
state	Required. Indicates the state of the dictionary stream. Defaults to a streamState of StreamStates.OPEN and a dataState of DataStates.OK . For more information on state , refer to the <i>Transport API Java Edition Developers Guide</i> .
dictionaryType	Required. Indicates the type of dictionary being provided. The dictionary encoder and decoder support the following types: <ul style="list-style-type: none"> Dictionary.VerbosityValues.FIELD_DEFINITIONS = 1 Dictionary.VerbosityValues.ENUM_TABLES = 2

Table 147: DictionaryRefresh Members

MEMBER	DESCRIPTION
verbosity	<p>Required. Indicates the amount of information desired from the dictionary. Available enumerations are:</p> <ul style="list-style-type: none"> • Dictionary.VerbosityValues.INFO = 0x00: Provides version information only • Dictionary.VerbosityValues.MINIMAL = 0x03: Provides information needed for caching • Dictionary.VerbosityValues.NORMAL = 0x07: Provides all information needed for decoding • Dictionary.VerbosityValues.VERBOSE = 0x0F: Provides all information (including comments) <p>Providers do not need to support the MINIMAL and VERBOSE filters.</p>

Table 147: DictionaryRefresh Members (Continued)

7.5.2.2 Dictionary Refresh Flag Enumeration Values

FLAG ENUMERATION	DESCRIPTION
DictionaryRefreshFlags.CLEAR_CACHE	Indicates that stored payload information associated with the dictionary stream should be cleared. This might happen if some portion of data is known to be invalid.
DictionaryRefreshFlags.HAS_INFO	Indicates the presence of dictionaryType . Not used when encoding. The encode method adds information to the encoded message when appropriate.
DictionaryRefreshFlags.HAS_SEQ_NUM	Indicates presence of sequenceNumber .
DictionaryRefreshFlags.IS_COMPLETE	Indicates that this is the final fragment and that the consumer has received all content for this dictionary. Not used when encoding. The encode method adds information to the encoded message when appropriate.
DictionaryRefreshFlags.SOLICITED	Indicates that the directory refresh is solicited (e.g., it is a response to a request). If the flag is not present, this refresh is unsolicited.

Table 148: DictionaryRefreshFlags

7.5.3 Dictionary Status

OMM provider and non-interactive provider applications use the **Dictionary Status** message to convey state information associated with the dictionary stream. Such state information can indicate that a dictionary stream cannot be established or to inform a consumer of a state change associated with an open dictionary stream. The Dictionary status message can also indicate that a new dictionary should be retrieved. For more information on handling Dictionary versions, see the *Transport API Java Edition RDM Usage Guide*.

The **DictionaryStatus** represents all members of a dictionary status message and allows for simplified use in OMM applications that leverage RDM. This object follows the behavior and layout that is defined in the *Transport API Java Edition RDM Usage Guide*.

7.5.3.1 Dictionary Status Members

MEMBER	DESCRIPTION
flags	Required. Indicate the presence of optional dictionary status members. For details, refer to Section 7.5.3.2.
rdmMsgBase	Required. Specifies the dictionary message type. For a dictionary status, set to DictionaryMsgType.STATUS .
state	Optional. Indicates the state of the dictionary stream. For more information on state , refer to the <i>Transport API Java Edition Developers Guide</i> . If present, a flags value of DictionaryStatusFlags.HAS_STATE should be specified.

Table 149: DictionaryStatus Members

7.5.3.2 Dictionary Status Flag Enumeration Value

FLAG ENUMERATION	DESCRIPTION
DictionaryStatusFlags.CLEAR_CACHE	Indicates that any stored payload information associated with the dictionary stream should be cleared. This might happen if some portion of data is known to be invalid.
DictionaryStatusFlags.HAS_STATE	Indicates the presence of state . If absent, any previously conveyed state continues to apply.

Table 150: DictionaryStatus Flags

7.5.4 Dictionary Close

A **Dictionary Close** message is encoded and sent by OMM consumer applications. This message allows a consumer to close an open dictionary stream. A provider can close the directory stream via a Dictionary Status message; for details, refer to Section 7.5.3.

MEMBER	DESCRIPTION
rdmMsgBase	Required. Specifies the dictionary message type. For a dictionary close, set to DictionaryMsgType.CLOSE .

Table 151: DictionaryClose Member

7.5.5 Dictionary Messages

`DictionaryMsg` is the base interface for all Dictionary messages. It is provided for use with general dictionary-specific functionality.

INTERFACE	DESCRIPTION
DictionaryClose	RDM Dictionary Close.
DictionaryRefresh	RDM Dictionary Refresh.
DictionaryRequest	RDM Dictionary Request.
DictionaryStatus	RDM Dictionary Status.

Table 152: DictionaryMsg Interfaces

7.5.6 Dictionary Message: Utility Methods

FUNCTION NAME	DESCRIPTION
copy	Performs a deep copy of a <code>DictionaryMsg</code> object.

Table 153: DictionaryMsg Utility Methods

7.5.7 Dictionary Encoding and Decoding

7.5.7.1 Dictionary Encoding and Decoding Methods

METHOD NAME	DESCRIPTION
encode	Encodes a dictionary message. This method takes the <code>Encoder</code> as a parameter into which the encoded content is populated.
decode	Decodes a dictionary message. The decoded message may refer to encoded data from the original message. If the message is to be stored for later use, use the <code>copy</code> method of the decoded message to create a full copy.

Table 154: Dictionary Encoding and Decoding Methods

7.5.7.2 Encoding a Dictionary Request

```

EncodeIterator encodeIter = CodecFactory.createEncodeIterator();
DictionaryRequest dictionaryRequest = (DictionaryRequest)DictionaryMsgFactory.createMsg();

/* Clear the Dictionary Request object. */
dictionaryRequest.clear();

/* Set dictionary message type - required as object created by DictionaryMsgFactory.createMsg() is
   generic Dictionary object. */
dictionaryRefresh.rdmMsgType(DictionaryMsgType.REQUEST);

/* Set stream id. */
dictionaryRefresh.streamId(streamId);

/* Set streaming flag. */
dictionaryRequest.applyStreaming();

/* Set serviceId. */
dictionaryRequest.serviceId(273);

/* Set verbosity. */
dictionaryRequest.verbosity(Dictionary.VerbosityValues.NORMAL);

/* Set dictionary name. */
dictionaryRequest.dictionaryName().data("RWFFld");

/* Clear the encode iterator, set its RWF Version, and set it to a buffer for encoding into. */
encodeIter.clear();
ret = encodeIter.setBufferAndRWFVersion(msgBuf,channelMajorVersion, channelMinorVersion);
/* Encode the message. */
ret = dictionaryRequest.encode(encodeIter);

```

Code Example 27: Dictionary Request Encoding Example

7.5.7.3 Decoding a Dictionary Request

```

DecodeIterator decodeIter = CodecFactory.createDecodeIterator();
DictionaryRequest dictionaryRequest = (DictionaryRequest)DictionaryMsgFactory.createMsg();
Msg msg = CodecFactory.createMsg();

/* Clear the decode iterator, set its RWF Version, and set it to the encoded buffer. */
decodeIter.clear();
ret = decodeIter.setBufferAndRWFVersion(msgBuf,channelMajorVersion, channelMinorVersion);

/* Decode the message to a Msg object. */
ret = msg.decode(decodeIter);

if (ret == CodecReturnCodes.SUCCESS && msg.domainType() == DomainTypes.DICTIONARY && msg.msgClass() ==
    MsgClasses.REQUEST)
{
    dictionaryRequest.clear();

/* Set dictionary message type - required as object created by DictionaryMsgFactory.createMsg() is
    generic Dictionary object. */
    dictionaryRequest.rdmMsgType(DictionaryMsgType.REQUEST);

    ret = dictionaryRequest.decode(decodeIter, msg);

    if(ret == CodecReturnCodes.SUCCESS)
    {
        if(dictionaryRequest.checkStreaming())
            System.out.println("Request is streaming");

        /* Print serviceId. */
        System.out.println ("Service ID: " + dictionaryRequest.serviceId());

        /* Print verbosity. */
        System.out.println ("Verbosity: " + dictionaryRequest.verbosity());

        /* Print dictionary name. */
        System.out.println ("Dictionary Name: " + dictionaryRequest.dictionaryName().toString());
    }
}

```

Code Example 28: Dictionary Request Decoding Example

7.5.7.4 Encoding a Dictionary Refresh

```

EncodeIterator encodeIter = CodecFactory.createEncodeIterator();
DictionaryRefresh dictionaryRefresh = (DictionaryRefresh)DictionaryMsgFactory.createMsg();

/* Clear the Dictionary Refresh object. */
dictionaryRefresh.clear();
dictionaryRefresh.rdmMsgType(DictionaryMsgType.REFRESH);

DataDictionary dataDictionary = CodecFactory.createDataDictionary();
dataDictionary.clear();

ret = dataDictionary.loadFieldDictionary("RDMFieldDictionary", errorText);

/* Clear the Dictionary Refresh object. */
dictionaryRefresh.clear();

/* Set dictionary message type - required as object created by DictionaryMsgFactory.createMsg() is
   generic Dictionary object. */

dictionaryRefresh.rdmMsgType(DictionaryMsgType.REFRESH);

/* Set stream id. */
dictionaryRefresh.streamId(streamId);

/* Set state fields to state object managed by dictionary refresh. */
dictionaryRefresh.state().streamState(StreamStates.OPEN);
dictionaryRefresh.state().dataState(DataStates.OK);
dictionaryRefresh.state().code(StateCodes.NONE);

/* Set flags. */
dictionaryRefresh.applySolicited();

/* Set dictionary name. */
dictionaryRefresh.dictionaryName().data("RWFFld");

/* Set dictionary type. */
dictionaryRefresh.dictionaryType(Dictionary.Types.FIELD_DEFINITIONS);

/* Set the dictionary. */
dictionaryRefresh.dictionary(dataDictionary);

/* Set serviceId. */
dictionaryRefresh.serviceId(273);

/* Set verbosity. */
dictionaryRefresh.verbosity(Dictionary.VerbosityValues.NORMAL);

do
{

```

```

/* (Represents the application getting a new buffer to encode the message into.) */
getNextEncodeBuffer(msgBuffer);

/* Clear the encode iterator, set its RWF Version, and set it to a buffer for encoding into. */
encodeIter.clear();
ret = encodeIter.setBufferAndRWFVersion(msgBuf,channelMajorVersion, channelMinorVersion);

/* Encode the message. This will return CodecReturnCodes.DICT_PART_ENCODED if it only a part
 * was encoded. We must keep encoding the message until CodecReturnCodes.SUCCESS is returned. */
ret = dictionaryRefresh.encode(encodeIter);
} while (ret == CodecReturnCodes.DICT_PART_ENCODED);

```

Code Example 29: Dictionary Refresh Encoding Example

7.5.7.5 Decoding a Dictionary Refresh

```

DecodeIterator decodeIter = CodecFactory.createDecodeIterator();
DictionaryRefresh dictionaryRefresh = (DictionaryRefresh)DictionaryMsgFactory.createMsg();
Msg msg = CodecFactory.createMsg();

DataDictionary dataDictionary = CodecFactory.createDataDictionary();
dataDictionary.clear();

int dictionaryTypeForThisStreamId = 0;

do
{
    /* (Represents the application getting the next buffer to decode.) */
    getNextDecodeBuffer(msgBuf);

    /* Clear the decode iterator, set its RWF Version, and set it to the encoded buffer. */
    decodeIter.clear();
    ret = decodeIter.setBufferAndRWFVersion(msgBuf,channelMajorVersion, channelMinorVersion);

    /* Decode the message to a Msg object. */
    sret = msg.decode(decodeIter);
    if (ret == CodecReturnCodes.SUCCESS && msg.domainType() == DomainTypes.DICTIONARY && msg.msgClass()
        == MsgClasses.REFRESH)
    {
        dictionaryRefresh.clear();

        /* Set dictionary message type - required as object created by DictionaryMsgFactory.createMsg()
         is generic Dictionary object. */
        dictionaryRefresh.rdmMsgType(DictionaryMsgType.REFRESH);

        ret = dictionaryRefresh.decode(decodeIter, msg);

        if (ret == CodecReturnCodes.SUCCESS)

```



```

{

    /* Print if request is streaming. */
    if (dictionaryRefresh.checkSolicited())
        System.out.println("Refresh is solicited.");

    /* Print info if present. If the dictionary is split into parts, this is normally only
       present on the first part. */
    if (dictionaryRefresh.checkHasInfo())
    {
        /* Remember the dictionary type for this stream since subsequent parts will not indicate
           it. */
        dictionaryTypeForThisStreamId = dictionaryRefresh.dictionaryType();

        /* Print version. */
        System.out.println("Version: " + dictionaryRefresh.version.toString());

        /* Print dictionary ID. */
        System.out.println("Dictionary ID: " + dictionaryRefresh.dictionaryId());
    }

    /* Print serviceId. */
    System.out.println("Service ID: " + dictionaryRefresh.serviceId());

    /* Print verbosity. */
    System.out.println("Verbosity: " + dictionaryRefresh.verbosity());

    /* Print dictionary name. */
    System.out.println("Dictionary Name: " + dictionaryRefresh.dictionaryName().toString());

    if (dictionaryTypeForThisStreamId == Dictionary.Types.FIELD_DEFINITIONS)
    {
        /* Decode the dictionary content into the DataDictionary object. */
        decodeIter.clear();
        ret = decodeIter.setBufferAndRWFVersion(dictionaryRefresh.dataBody(),
            channelMajorVersion, channelMinorVersion);

        ret = dataDictionary.decodeFieldDictionary(decodeIter,
            Dictionary.VerbosityValues.NORMAL, errorText);
    }
}
}
} while(!(dictionaryRefresh.checkRefreshComplete()));

```

Code Example 30: Dictionary Refresh Decoding Example

7.6 RDM Queue Messages

The Queue Messaging domain model is a series of message constructs that you use to interact with a Queue Provider. A Queue Provider can persist content for which users want to have guaranteed delivery and can also help send content to destinations with which users cannot directly communicate.

7.6.1 Queue Data Message Persistence

When opening a queue messaging stream with a queue provider, using a persistence file can guarantee delivery of messages sent by the OMM consumer on that queue stream. The queue file will be named after the name of the queue stream (as specified in the `QueueRequest` message that opened the stream). When the consumer submits `QueueData` messages, the consumer stores these messages in the persistence file in case the tunnel stream to the queue provider is lost and reconnected. As `QueueAck` messages are received from the queue provider, space in the persistence file is freed for additional messages. If at any time the application submits an `QueueData` message but the persistence file has no room for it, the application receives the `ReactorReturnCodes.PERSISTENCE_FULL` return code.

The `ClassOfService.guarantee.persistLocally` option (set when opening the tunnel stream) specifies whether to create and maintain persistence files. The location for storage of persistent files is specified by the `ClassOfService.guarantee.persistenceFilePath` option. For more information on these options, refer to Section 6.7.3.

Note: Thomson Reuters recommends that the `ClassOfService.guarantee.persistenceFilePath` be set to a local storage device.

If a particular queue stream is no longer needed, the user may delete the persistence file that carries the associated queue stream's name.



Warning! If you delete a persistence file that stores messages that were not successfully transmitted, the messages will be lost.

7.6.2 Queue Request

The OMM application encodes and sends a *Queue Request* message to a Queue Provider to open a user queue. By opening a queue with an `QueueRequest`, the user receives any content previously sent to and persisted on a Queue Provider. To send content to another user's queue, a user must first open their own queue.

MEMBER	DESCRIPTION
<code>rdmMsgBase</code>	Required. Specifies the message type. For a queue request, use <code>QueueMsgType.REQUEST</code> .
<code>sourceName</code>	Required. Specifies the name of the queue you want to open.

Table 155: `QueueRequest` Members

7.6.3 Queue Refresh

A Queue Provider encodes and sends a **Queue Refresh** message to OMM applications to inform users about queue open requests and give state information pertaining to specific queue refresh request attempts.

MEMBER	DESCRIPTION
rdmMsgBase	Required. Sets the message type. For a queue refresh, use QueueMsgType.REFRESH .
sourceName	Required. Specifies the name of a queue you want to open.
state	<p>Required. Indicates the state of the queue.</p> <ul style="list-style-type: none"> States of Open and Ok indicate the queue was successfully opened. Other state combinations indicate an issue, for which additional code and text provide supplemental information. <p>For more information on state, refer to the <i>Transport API Java Edition Developers Guide</i>.</p>
queueDepth	Required. Indicates the number of messages remaining in the queue for this stream.

Table 156: QueueRefresh Members

7.6.4 Queue Status

A Queue Provider encodes and sends **Queue Status** messages to OMM applications, conveying state information about a user's queue.

MEMBER	DESCRIPTION
flags	<p>Required. Indicates the presence of optional queue status members.</p> <p>flags has only one enumeration: HAS_STATE, which indicates the presence of the state member. If flags is absent (or has no value), any previously conveyed state continues to apply.</p>
rdmMsgBase	Required. Sets the message type. For a queue status, use QueueMsgType.STATUS .
state	<p>Indicates the state of the queue:</p> <ul style="list-style-type: none"> States of Open and Ok indicate the queue is in a good state. Other state combinations indicate an issue, for which additional code and text provide supplemental information. <p>For more information on state, refer to the <i>Transport API Java Edition Developers Guide</i>.</p>

Table 157: QueueStatus Members

7.6.5 Queue Close

An OMM application encodes and sends a **Queue Close** message to a Queue Provider, closing the user's queue.

MEMBER	DESCRIPTION
rdmMsgBase	Required. Sets the message type. For a queue close, use QueueMsgType.CLOSE .

Table 158: QueueClose Members

7.6.6 Queue Data

Both OMM applications and queue providers can send and receive **Queue Data** messages, which exchange data content between queue users and also communicate whether content was undeliverable.

7.6.6.1 Queue Data Members

MEMBER	DESCRIPTION
containerType	Required. Indicates the type of contents in this queue data message.
destName	Required. Specifies the name of the queue to which content is sent.
encodedDataBody	Optional. <ul style="list-style-type: none"> If sending a message, populate <code>encodedDataBody</code> with pre-encoded content. If sending a message without pre-encoded contents, you can use the encoding methods described in Section 7.6.6.4. If receiving a message, <code>encodedDataBody</code> can be used to access payload contents for decoding.
flags	Required. Specifies any flags that indicate more information about this message. For further details on available flags, refer to Section 7.6.6.2.
identifier	Required. A user-specified unique identifier for the message being sent. <code>identifier</code> is used when acknowledging this content via a Queue Ack message.
queueDepth	Required. Indicates the number of Queue Data or Queue Data Expired messages still inbound on this queue stream, following this message.
rdmMsgBase	Required. Sets the message type. For queue data, use <code>QueueMsgType.DATA</code> .
sourceName	Required. Specifies the name of the queue from which content is sourced, which should match the <code>sourceName</code> specified in the Queue Request for this substream.
timeout	Optional. Specifies the desired timeout for this content (which can be any of the <code>QueueMsgTimeoutCodes</code> in Section 7.6.6.3 or a specific time interval in milliseconds). If a timeout value expires during the course of delivery, the content is returned as a <code>QueueDataExpired</code> message. If not specified, this defaults to <code>QueueMsgTimeoutCodes.INFINITE</code> (i.e., the content never times out).

Table 159: `QueueData` Members

7.6.6.2 Queue Data Flag

`QueueData` messages and `QueueDataExpired` messages use the following flag:

FLAG	DESCRIPTION
<code>QueueDataFlags.POSSIBLE_DUPLICATE= 0x1</code>	Indicates that the message was retransmitted and that the application might have already received it.

Table 160: Queue Data Flag

7.6.6.3 Queue Message Timeout Codes

ENUMERATION	DESCRIPTION
INFINITE	This message persists in the system for an infinite amount of time.
IMMEDIATE	This message immediately times out if any portion of its delivery path is unavailable.
PROVIDER_DEFAULT	This message persists in the system for a duration set by the provider.

Table 161: Queue Data Message Timeout Codes

7.6.6.4 Queue Data Encoding

METHOD NAME	DESCRIPTION
encode	When sending no payload or payload content is preencoded and specified on the <code>QueueData.encodedDataBody</code> buffer, this method encodes the <code>QueueData</code> message in a single call.
encodeComplete	Completes the content encoding into this <code>QueueData</code> message.
encodeInit	<p>Begins the process of encoding content into this <code>QueueData</code> message. This method takes an <code>EncodeIterator</code> as a parameter, where the <code>EncodeIterator</code> is associated with the buffer into which content is encoded.</p> <p>When this method returns, users should call additional methods required to encode the content. After all remaining encoding is completed, call the <code>encodeComplete</code> method.</p>

Table 162: Queue Data Message Encoding Methods

7.6.6.5 Queue Data Message Encoding Code Sample

```

EncodeIterator _msgEncIter = CodecFactory.createEncodeIterator();
QueueData _queueData = QueueMsgFactory.createQueueData();

// initialize the QueueData encoding
_queueData.clear();
_queueData.streamId(QueueMsgStreamID);
_queueData.identifier(124);
_queueData.sourceName().data("MY_QUEUE");
_queueData.destName().data("DESTINATION_QUEUE");
_queueData.timeout(QueueMsgTimeoutCodes.INFINITE);
_queueData.containerType(DataTypes.FIELD_LIST);

_msgEncIter.clear();
_msgEncIter.setBufferAndRWFVersion(buffer, tunnelStream.classOfService().common().
    protocolMajorVersion(), tunnelStream.classOfService().common().protocolMinorVersion());

// begin encoding content into QueueData message
if ((ret = _queueData.encodeInit(_msgEncIter)) < ReactorReturnCodes.SUCCESS)
{
    System.out.println("QueueData.encodeInit() failed");
    return;
}

// Start Content Encoding - follow standard field list encoding
// as shown in the Transport API Java Developers Guide examples

// when content encoding is done, complete the QueueData encoding
if ((ret = _queueData.encodeComplete(_msgEncIter)) < ReactorReturnCodes.SUCCESS)
{
    System.out.println("QueueData.encodeComplete() failed");
    return;
}

```

Code Example 31: Queue Data Message Encoding Example

7.6.7 QueueDataExpired

If queue data messages sent on a queue stream cannot be successfully delivered, the queue provider sends `QueueDataExpired` messages on the queue stream to OMM consumer applications.

OMM consumer applications do not send this message.

7.6.7.1 QueueDataExpired Members

MEMBER	DESCRIPTION
containerType	Required. Indicates the type of contents in the message.
destName	Required. <code>destName</code> specifies the name of the queue from which content is sourced (i.e., the value of <code>sourceName</code> as set in the original <code>QueueData</code> message).
encodedDataBody	Optional. Contains the payload contents (if any) of the original Queue Data message.
flags	Required. <code>flags</code> indicate more information about this message. For details, refer to Section 7.6.6.2.
identifier	Required. A user-specified, unique identifier for the message (which is the same as the <code>identifier</code> from the original <code>QueueData</code> message).
queueDepth	Required. Indicates how many Queue Data or Queue Data Expired messages are still inbound on this queue stream (following this message).
rdmMsgBase	Required. Specifies the queue message type. For expired queue data, use <code>QueueMsgType.DATAEXPIRED</code> .
sourceName	Required. <code>sourceName</code> specifies the name of the queue to which content was sent (i.e., the value of <code>destName</code> as set in the original <code>QueueData</code> message).
undeliverableCode	Required. Specifies a code explaining why the content was undeliverable. For more information on undeliverable codes and their meanings, refer to Section 7.6.7.2.

Table 163: QueueDataExpired Members

7.6.7.2 Queue Data Message Undeliverable Codes

ENUMERATION	REASON FOR DELIVERY FAILURE
EXPIRED	Indicates that the timeout value specified for this message has expired.
INVALID_SENDER	Indicates that the sender of this message has now become invalid.
INVALID_TARGET	Indicates that the specified destination of this message does not exist.
MAX_MSG_SIZE	Indicates that the message was too large.
NO_PERMISSION	Indicates that the source/sender of this message is not permitted to send or is not permitted to send to the specified destination.
QUEUE_DISABLED	Indicates that the specified destination of this message has a disabled queue.
QUEUE_FULL	Indicates that the specified destination of this message has a full queue and cannot receive any additional content.
TARGET_DELETED	Indicates that the target queue was deleted after sending the message, but before the message was delivered.

Table 164: Queue Data Message Undeliverable Codes

7.6.8 Queue Ack

A Queue Provider encodes and sends a **Queue Ack** message to OMM applications, acknowledging that a Queue Data message is persisted on the Queue Provider. After a Queue Provider acknowledges persistence, the OMM application no longer needs to persist the acknowledged content.

MEMBER	DESCRIPTION
destName	Required. Specifies the name of the queue from which content is sourced (i.e., the value of <code>sourceName</code> as set in the original Queue Data message).
identifier	Required. The identifier of the message being acknowledged. This should match the <code>QueueData.identifier</code> for the message being acknowledged.
sourceName	Required. Specifies the name of the queue to which content was originally sent (i.e., the value of <code>destName</code> as set in the original Queue Data message).
rdmMsgBase	Required. Sets the message type. For a queue ack, this is set to <code>QueueMsgType.ACK</code> .

Table 165: Queue Ack Members

Chapter 8 Payload Cache Detailed View

8.1 Concepts

The Value Added Payload Cache component provides a facility for storing OMM containers (the data payload of OMM messages). Typical use of a payload cache is to store the current image of OMM data streams, where each entry in the cache corresponds to a single data stream. The initial content of a cache entry is defined by the payload of a refresh message. The current (or last) value of the entry is defined by the cumulative application of all refresh and update messages applied to the cache entry container. Values are stored in and retrieved from the cache as encoded OMM containers.

A cache is defined as a collection of OMM data containers. An application may create multiple cache collections, or instances, depending on how it wants to organize the data. The only restriction on cache organization is that all entries in a cache must use the same RDM Field Dictionary to define the set of field definitions it will use. At minimum, a separate cache would be required for each field dictionary in use by the application. However, because cache instances can also share the same field dictionary, partitioning is not restricted to dictionary usage. Some examples of how cache instances can be organized in an application include: all item streams on a connection; all items belonging to a particular service; all items across the entire application.

The application is responsible for organizing cache instances, managing the lifecycle of all entries in each cache, and applying and retrieving data from the cache. Figure 9 shows an example consumer type application which has created two cache instances to store data from two services on an OMM provider.

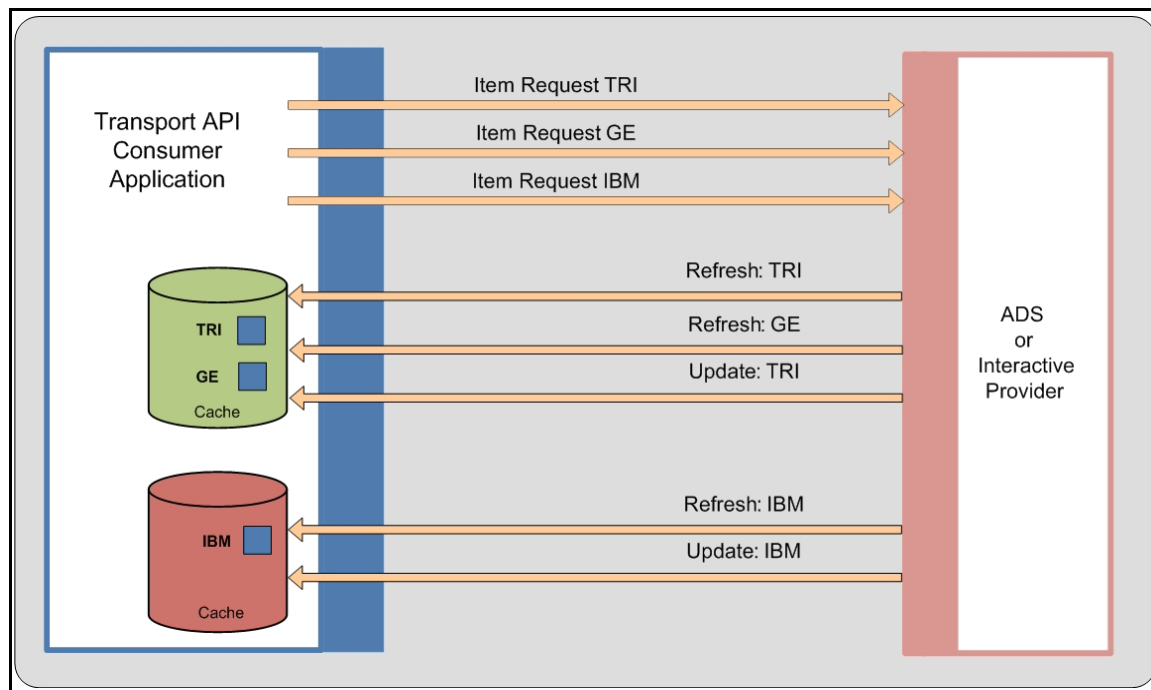


Figure 9. Consumer Application using Cache to Store Payload Data for Item Streams

8.2 Payload Cache

This section describes how the payload cache is managed (initialization and uninitialization), and how instances of cache (collections of payload entries) are created and destroyed.

8.2.1 Payload Cache Management

After the first Value Added Payload Cache instance is created, all global static resources used by the cache are initialized. When the application destroys the last cache instance, the cache releases all the resources it used.

8.2.2 Cache Error Handling

Some of the methods on the payload cache interface use the `CacheError` object to return error information. This object will be populated with additional information if an error occurs during the method call. The application should check the return value from methods. The application can optionally provide the `CacheError` object to obtain additional information.

8.2.2.1 Cache Error Class Members

The `CacheError` has the following class members:

CLASS MEMBER	DESCRIPTION
errorId	Specifies an error ID. The range of values is defined by the set of Transport API Codec return codes (from the <code>CodecReturnCodes</code> enumeration).
text	This <code>String</code> will contain text with additional information when a method call returns a failed result.

Table 166: `CacheError` Class Members

8.2.2.2 Clearing a Cache Error

The following method clears the `CacheError`.

METHOD NAME	DESCRIPTION
clear	Clears the <code>CacheError</code> object. Use this method prior to passing the object to a cache interface method.

Table 167: `CacheError` Utility Method

8.2.3 Payload Cache Instances

A payload cache instance is a collection of payload data containers. An empty cache instance must be created before any data can be stored in the cache. When a cache or its entries are no longer needed, it can be destroyed. For methods used to create and destroy a cache, refer to Section 8.2.3.1.

8.2.3.1 Managing the Payload Cache Instance

METHOD NAME	DESCRIPTION
CacheFactory.createPayloadCache	Creates a payload cache instance. Options are passed in via the <code>PayloadCacheConfigOptions</code> whose member is defined in Section 8.2.3.2.
destroy	Destroys a payload cache instance. Any entries remaining in the cache are also destroyed at this time.
destroyAll	Destroys all payload cache instances. All entries remaining in the application are also destroyed at this time.

Table 168: Methods for Managing Cache Instances

8.2.3.2 Payload Cache Config Options

MEMBER	DESCRIPTION
maxItems	<p>Sets the maximum number of entries allowed in the cache. When the maximum number of items is reached, the cache refuses new entries until existing entries are removed. The <code>CacheFactory.createPayloadEntry</code> method will return a null <code>PayloadEntry</code> when the maximum number of items is reached.</p> <p>When set to zero, the cache allows an unlimited number of items.</p> <p>Refer to Section 8.3.1.</p>

Table 169: PayloadCacheConfigOptions Members

8.2.4 Managing RDM Field Dictionaries for Payload Cache

Each cache instance requires an RDM Field Dictionary, to define the set of fields that may be encoded in the OMM containers stored in the cache.

A cache is associated with a field dictionary through a setting process, which requires a `DataDictionary` object loaded with the field dictionary. The dictionary object can be loaded from a file (using the `loadFieldDictionary` method) or from an encoded dictionary message from a provider (using the `decodeFieldDictionary` method). The cache does not use the enumerated dictionary content, so loading the enumeration dictionary is not required. For more information on using `DataDictionary`, refer to the *Transport API Reference Manual*.

After the `DataDictionary` loads, it is set to a cache instance using a key (an arbitrary string identifier assigned by the application to name the dictionary). The key allows multiple cache instances to share the same dictionary. After the first setting of a dictionary, it can be set to additional cache instances by simply providing the same key on additional settings. For a list of methods used in setting a dictionary to a cache, refer to Section 8.2.4.1.

The cache builds its own field definition database from the `DataDictionary` definitions. After setting, the application does not need to retain the dictionary object, because the cache does not refer to the `DataDictionary` used during the setting. In typical usage, the application will likely retain the dictionary for use with other encoding and decoding operations.

Note: A cache can be set to a dictionary only once during its lifetime. While a cache cannot be switched to a new dictionary, the dictionary in use can be extended with new definitions. Refer to Section 8.2.4.3.

8.2.4.1 Setting Functions

METHOD NAME	DESCRIPTION
<code>setDictionary</code>	<p>This method sets a <code>DataDictionary</code> to a cache instance. Use this method the first time a dictionary is set to a cache. The application must provide a key parameter to this method to name the dictionary for future reference. This key is used in future setting operations when the application wants to share a dictionary between cache instances or to extend the definitions in the dictionary.</p> <p>The first time a particular key is used with this method will be the initial setting of that dictionary to a cache. The second time the same key is used in this method; it will reload the field definitions from the given <code>DataDictionary</code> object, enabling the dictionary to be extended. Refer to Section 8.2.4.3.</p>
<code>setSharedDictionaryKey</code>	<p>Use this method when sharing a dictionary among multiple caches. This method sets a cache (identified by the dictionary key name) to a previously set dictionary (identified by the dictionary key name). To share a dictionary, the dictionary must have previously had an initial setting to another cache using the <code>setDictionary</code> method.</p> <p>This method does not require the <code>DataDictionary</code> object, since that was already loaded during the initial setting with this dictionary key.</p>

Table 170: Methods for Setting Dictionary to Cache

8.2.4.2 Setting Example

In the following example, two cache instances are created and set to a single, shared field dictionary.

```

PayloadCacheConfigOptions cacheConfig = CacheFactory.createPayloadCacheConfig();
cacheConfig.maxItems(0); /* unlimited */

/* For simplicity in this code fragment, CHK is assumed to be a macro for error handling (performing
   cleanup and returning from method). */

/* create cache instances */
CacheError cacheError = CacheFactory.createCacheError();
PayloadCache cacheInstance1 = CacheFactory.createPayloadCache(cacheConfig, cacheError);
if (cacheInstance1 == null)
{
    System.out.println("CacheFactory.createPayloadCache failure: " + cacheError.text());
    CHK(cacheError.errorId());
}

PayloadCache cacheInstance2 = CacheFactory.createPayloadCache(cacheConfig, cacheError);
if (cacheInstance2 == null)
{
    System.out.println("CacheFactory.createPayloadCache failure: " + cacheError.text());
    CHK(cacheError.errorId());
}

/* Load an RDM Field Dictionary object from file: set to each cache. */
DataDictionary dataDictionary = CodecFactory.createDataDictionary();
com.thomsonreuters.upa.transport.Error error = TransportFactory.createError();
int ret = dataDictionary.loadFieldDictionary("RDMFieldDictionary", error); CHK(ret);

String dictionaryKey = "SharedKey1";

/* Initial setting of the dictionary to the first cache */
ret = cacheInstance1.setDictionary(dataDictionary, dictionaryKey, cacheError); CHK(ret);
/* Shared setting of the same dictionary to the second cache */
ret = cacheInstance2.setSharedDictionaryKey(dictionaryKey, cacheError); CHK(ret);
/* The dataDictionary can be destroyed after setting, but is typically retained by the application for
   encoding and decoding. */

/* Two cache instances are now ready for applying and retrieving data */

/* Cleanup */
cacheInstance1.destroy(); /* destroys all entries and the cache instance */
cacheInstance2.destroy();

```

Code Example 32: Creating Cache and Setting to Dictionary

8.2.4.3 Extending the Cache Field Dictionary

While a cache can only be set to a single dictionary during its lifetime, the set of field definitions defined by the dictionary can be extended. This is accomplished by reloading the cache field definition database with another call to the `setDictionary` method. When extending the field dictionary, the `DataDictionary` must contain the original field definitions and any new definitions the application wishes to use. Changes or deletions to the original field definitions are not supported; only additions are allowed. Using the same `PayloadCache` instance and dictionary key that were previously set, call the `setDictionary` method again with extended dictionary object.

Note: When extending a field dictionary that is shared, all caches sharing that same dictionary key will see the extension with only a single call to `setDictionary`. There is no need to set the shared dictionary key again to each cache after a dictionary is extended.

8.2.5 Payload Cache Utilities

Use the following methods for managing cache instances. These utilities provide a count of the cache entries and a list of handles to each cache entry.

METHOD NAME	DESCRIPTION
<code>entryCount</code>	Returns the number of item payload entries in this cache instance
<code>entryList</code>	Populates an array list for this cache instance. Because each cache entry is likely associated with an entry in the application's item list, an application would typically manage the entire set of entry instances. This utility provides access to the entire entry instance list if needed.
<code>clear</code>	Destroys all entries in the cache instance. The empty cache can be reused and remains bound to it's data dictionary.

Table 171: `PayloadCache` Utility Methods

8.3 Payload Cache Entries

A payload cache entry stores a single OMM container (whose containers are defined by `DataTypes`). While a cache entry can store any arbitrary OMM data, the primary use case is to maintain the last known value of an item data stream by applying the sequence of refresh and update messages in the stream to the cache entry. Initial data applied to a container must be a refresh message payload, which will define the container type to be stored (e.g. Map). As refresh and update messages from the item stream are applied to the cache entry, the cache decodes the OMM data and sets the current value by following the OMM rules for the container (e.g., adding, deleting, or updating map entries in a Map, or updating fields in a field list). The last value of the data stream can be retrieved from cache at any time as an encoded OMM container.

8.3.1 Managing Payload Cache Entries

Payload cache entries are created within a cache instance. Use the `CacheFactory.createPayloadEntry` method to create a cache entry instance. You cannot move entries between different cache instances, due to their dependency on the field dictionary set to the cache where they are created.

Cache entries only store the payload container of an item. Maintain other item data (e.g. message key attributes, domain, state) as needed in an item list managed by the application, which will identify the source or sink associated with the cache entry data. This item list will likely include the `PayloadEntry` instance if the payload of the item is cached.

For a list of basic utilities provided by the payload cache to manage the collection of entries in the cache, refer to Section 8.2.5.

Use the following methods to manage cache entries:

METHOD NAME	DESCRIPTION
<code>CacheFactory.createPayloadEntry</code>	This method returns a newly created entry in the cache defined by the given <code>PayloadCache</code> instance. This method will return a null instance if it cannot create the entry (e.g., if the maximum number of entries as defined in <code>PayloadCacheConfigOptions</code> would be exceeded).
<code>destroy</code>	This method destroys the cache entry defined <code>PayloadEntry</code> instance and removes it from its cache.
<code>clear</code>	This method deletes any data in the cache entry instance and returns the entry to its initial state. The entry itself remains in the cache and can be re-used.

Table 172: Payload Cache Entry Management Methods

8.3.2 Applying Data

Data is applied to a cache entry from the payload of an OMM message by using the `apply` method. The decoded `Msg` and an `DecodeIterator` are passed to the `apply` method. The iterator (positioned at the start of the encoded payload data `Msg.encodedDataBody`) will be used to decode the OMM data so that the cache entry data can be set or updated.

Some caching behaviors are controlled by flags in the `Msg`. When a `RefreshMsg` is applied to the cache entry, the following `RefreshMsgFlags` take effect:

- **CLEAR_CACHE**: Cache entry data will be cleared prior to applying this message.
- **DO_NOT_CACHE**: The payload will not be applied to the cache entry.

When an `UpdateMsg` is applied to cache, the following `UpdateMsgFlags` take effect:

- **DO_NOT_CACHE**: The payload data will not be applied to the cache entry.
- **DO_NOT_RIPPLE**: When applying the data, entry rippling is not performed.

The following example demonstrates how to create a payload entry in a cache instance and apply the payload of a `Msg` to the cache entry.

```

/* For simplicity in this code fragment, CHK is assumed to be a macro for error handling (performing
   cleanup and returning from method). */

CacheError cacheError = CacheFactory.createCacheError();
PayloadEntry entryInstance = CacheFactory.createPayloadEntry(cacheInstance, cacheError);
if (entryInstance == null)
{
    System.out.println("Error " + cacheError.errorId() + " creating cache entry: " + cacheError.text());
    CHK(cacheError.errorId());
}

/* Apply buffer containing an encoded Msg to cache entry */
int applyBufferToCache(Channel channel, TransportBuffer buffer, PayloadEntry entryInstance)
{
    /* Perform message decoding. */
    DecodeIterator dIter = CodecFactory.createDecodeIterator();
    dIter.clear();
    dIter.setBufferAndRWFVersion(buffer, channel.majorVersion(), channel.minorVersion());
    Msg msg = CodecFactory.createMsg();
    int ret = msg.decode(dIter);
    if (ret < CodecReturnCodes.SUCCESS)
    {
        System.out.println("Failure decoding message from buffer");
        CHK(ret);
    }

    /* Apply the decoded Msg to cache, with iterator positioned at the start of the payload */
    CacheError cacheError = CacheFactory.createCacheError();
    ret = entryInstance.apply(dIter, msg, cacheError);
    if (ret < CodecReturnCodes.SUCCESS)
    {
        System.out.println("Error " + cacheError.errorId() + " applying data to cache entry: " +

```



```

        cacheError.text();
    CHK(ret);
}

CHK(ret);
}

```

Code Example 33: Applying Data to a Payload Cache Entry

8.3.3 Retrieving Data

Data is retrieved from a cache entry as an encoded OMM container by using the `retrieve` method. The application provides the data buffer (via an `EncodeIterator`) where the container will be encoded. The retrieve method supports both encoding scenarios. When using `Msg.encodedDataBody`, the encoded content retrieved from the cache entry can be set on the `Msg` data body. If using `encodeInit` and `encodeComplete` encoding, the cache retrieve method can encode the message payload prior to `encodeComplete`.

There are two options for using the `retrieve` method. For single-part retrieval, the buffer provided by the application must be large enough to hold the entire encoded container. For multi-part retrieval, the application makes a series of calls to `retrieve` to get the OMM container in fragments (e.g., a sequence of maps are retrieved which together contain the entire set of map entries for the OMM container). In this usage, the optional `PayloadCursor` instance is required to maintain the state of the multi-part retrieval. Container types `FieldList` and `ElementList` cannot be fragmented, so the buffer size must be large enough to retrieve the entire container.

The following methods describe data-related operations on a cache entry.

METHOD NAME	DESCRIPTION
<code>dataType</code>	Returns the <code>DataType</code> stored in the cache entry instance. When initially created (or after the entry is cleared), the data type will be UNKNOWN . The data type is defined by the container type of the first refresh message applied to the entry.
<code>apply</code>	Applies the OMM data in the payload of the <code>Msg</code> to the cache entry instance. The first message applied must be a refresh message (class REFRESH).
<code>retrieve</code>	Retrieves data from the cache entry by encoding the OMM container into the buffer provided with the <code>EncodeIterator</code> given by the application. The buffer can be <code>Buffer</code> or <code>TransportBuffer</code> . For single-part retrieval, the <code>PayloadCursor</code> parameter is optional. For details on multi-part retrieval, refer to Section 8.3.3.1.

Table 173: Methods for Applying and Retrieving Cache Entry Data

8.3.3.1 Multi-Part Retrieval

For data types that support fragmentation, the container can be retrieved in multiple parts by calling `retrieve` until the complete container is returned. To support multi-part retrieval, the optional `PayloadCursor` parameter is required when calling `retrieve`. The cursor is used to maintain the position where the next retrieval will resume. The application must check the state of the cursor after each call to `retrieve` to determine when the retrieval is complete. The following methods are needed when using the payload cursor.

METHOD NAME	DESCRIPTION
<code>CacheFactory.createPayloadCursor</code>	Creates a cursor for optional use in the <code>retrieve</code> method (required for multi-part retrieval). Returns the <code>PayloadCursor</code> instance.
<code>destroy</code>	Destroys the cursor instance.
<code>clear</code>	Clears the state of the cursor instance. Whenever retrieving data from a cache entry, the cursor must be cleared prior to the first call to <code>retrieve</code> . Clearing the cursor also allows it to be reused with a retrieval on a different container.
<code>isComplete</code>	Returns the completion state of a retrieval where the <code>PayloadCursor</code> instance was used. The state must be checked after each call to <code>retrieve</code> to determine whether additional data needs to be encoded for the cache entry container. When the cursor state is complete, the entire container of the cache entry has been retrieved.

Table 174: Methods for Using the Payload Cursor

8.3.3.2 Buffer Management

In multi-part usage, the size of the buffer used in the calls to `retrieve` will affect how many fragments are required to retrieve the entire image of the cache entry. The retrieve method will continue to encode OMM entries from the cache container until it runs out of room in the buffer to encode the next entry. To progress during a multi-part retrieval, the buffer size must be at least large enough to encode a single OMM entry from the payload container. For example, if retrieving a map in multiple parts, the buffer must be large enough to encode at least one `MapEntry` on each retrieval.

There are three general outcomes when using the `retrieve` method:

- Full cache container is encoded into the buffer. This can occur with or without the use of the optional `PayloadCursor` instance. If used in this scenario, the cursor state would indicate the retrieval is complete.
- Partial container encoded into the buffer. This is only possible when using the `PayloadCursor` instance for container types that support fragmentation. The application must check the cursor to test whether this is the final part.
- No data encoded into container due to insufficient buffer size. This can occur with or without the use of the optional `PayloadCursor` instance. The application may retrieve again with a larger buffer.

8.3.3.3 Example: Cache Retrieval with Multi-Part Support

The following example illustrates data retrieval from a cache entry, which supports multi-part encoding of a container.

```

/*Code fragment showing use of retrieve for multi-part retrieval.*/
com.thomsonreuters.upa.transport.Error error = TransportFactory.createError();
TransportBuffer buffer = channel.getBuffer(DEFAULT_BUFFER_SIZE, false, error);

int ret;
CacheError cacheError = CacheFactory.createCacheError();
PayloadCursor cursorInstance = CacheFactory.createPayloadCursor();
cursorInstance.clear();
EncodeIterator eIter = CodecFactory.createEncodeIterator();
while (!cursorInstance.isComplete())
{
    eIter.clear();
    eIter.setBufferAndRWFVersion(buffer, channel.majorVersion(), channel.minorVersion());

    /* entryInstance created outside the scope of this code fragment */
    ret = entryInstance.retrieve(eIter, cursorInstance, cacheError);
    if (ret == CodecReturnCodes.SUCCESS)
        /* buffer is big enough to hold whole container data. Application can used encoded data, e.g. set the
           payload on Msg.encodedDataBody and encode a message to be transmitted. */
    else if (ret == CodecReturnCodes.BUFFER_TOO_SMALL)
        /* Increase buffer size and reallocate buffer. */
    else
        /* Handle terminal error condition. See cacheError.text() for additional information. */
}

cursorInstance.destroy();

```

Code Example 34: Cache Retrieval with Multi-Part Support

Appendix A Value Added Utilities

Value Added Utilities are a collection of common classes used mainly by the Transport API Reactor. Included is a selectable, bidirectional queue that can communicate events between the Reactor and Worker threads. Other Value Added Utilities include a simple queue along with iterable and concurrent versions of it.

The Value Added Utilities are internally leveraged by the Transport API Reactor and cache so applications need not be familiar with their use.

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