RTI Queuing Service

User's Manual

Version 7.3.0

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Chapter 1 Welcome to RTI Queuing Service

RTI® Queuing Service is a broker that provides a queuing communication model in which a sample is stored in a queue until it is consumed by one QueueConsumer. If there are no QueueConsumers available when the sample is sent, the sample is kept in the queue until a QueueConsumer is available to process it. If a QueueConsumer receives a sample and does not acknowledge it before a specified amount of time or acknowledges it negatively, the sample will be redelivered to a different QueueConsumer.

Queuing Service provides an "at-most-once" and "at-least once" delivery semantic.

By default, *Queuing Service* keeps the samples in memory. To provide fault tolerance, *Queuing Service* can be configured to keep the samples on disk.

For high availability, *Queuing Service* provides mechanisms to replicate its state so that samples can survive the loss of any particular service and/or computer.

1.1 Paths Mentioned in Documentation

The documentation refers to:

- **<NDDSHOME>**

  This refers to the installation directory for *RTI® Connext®*. The default installation paths are:
  - macOS® systems:
    /Applications/rti_connext_dds-7.3.0
  - Linux systems, non-*root* user:
    /home/<*your user name*>/rti_connext_dds-7.3.0
  - Linux systems, *root* user:
    /opt/rti_connext_dds-7.3.0

- Windows® systems, user without Administrator privileges:
  <*your home directory*>\rti_connext_dds-7.3.0
- Windows systems, user with Administrator privileges:
  C:\Program Files\rti_connext_dds-7.3.0

You may also see **$NDDSHOME** or **%NDDSHOME%**, which refers to an environment variable set to the installation path.

Wherever you see **<NDDSHOME>** used in a path, replace it with your installation path.

Note for Windows Users: When using a command prompt to enter a command that includes the path **C:\Program Files** (or any directory name that has a space), enclose the path in quotation marks. For example:

```
"C:\Program Files\rti_connext_dds-7.3.0\bin\rtiddsgen"
```

Or if you have defined the **NDDSHOME** environment variable:

```
"%NDDSHOME%\bin\rtiddsgen"
```

- ***<path to examples>***

  By default, examples are copied into your home directory the first time you run *RTI Launcher* or any script in **<NDDSHOME>/bin**. This document refers to the location of the copied examples as ***<path to examples>***.

  Wherever you see ***<path to examples>***, replace it with the appropriate path.

  Default path to the examples:

  - macOS systems: **/Users/<*your user name*>/rti_workspace/7.3.0/examples**
  - Linux systems: **/home/<*your user name*>/rti_workspace/7.3.0/examples**
  - Windows systems: ***<your Windows documents folder>*\rti_workspace\7.3.0\examples**

    Where 'your Windows documents folder' depends on your version of Windows. For example, on Windows 10, the folder is **C:\Users\<*your user name*>\Documents**.

  Note: You can specify a different location for **rti_workspace**. You can also specify that you do not want the examples copied to the workspace. For details, see *Controlling Location for RTI Workspace and Copying of Examples* in the *RTI Connext Installation Guide*.

Chapter 2 Queuing Service Architecture and Operation

2.1 Terms to Know

You should become familiar with a few key terms and concepts.

- **QueuingService instance**: A single application process (service) that is deployed and configured to host the queues.
- **QueuingServiceName**: A string label that uniquely identifies a QueuingService instance running within a DDS domain.
- **SharedSubscriber**: A container that hosts SharedReaderQueues, allowing remote QueueConsumers to attach to the shared queues, and providing "exactly once" or "at-most once" access to the samples in the shared queues. With these access modes, when one QueueConsumer gets a message, the other QueueConsumers attached to the same SharedReaderQueue do not get that message. A SharedSubscriber can host one or more SharedReaderQueues, each one associated with a different DDS *Topic* name.
- **SharedSubscriberName**: A string label that uniquely identifies a SharedSubscriber within a DDS domain.
- **SharedReaderQueue**: A logical *DataReader* queue hosted inside a SharedSubscriber that provides "exactly once" or "at-most once" access to the Consumers attached to the SharedReaderQueue. It is associated with a *Topic* and the name of the SharedReaderQueue is derived from the name of the *Topic* and the SharedSubscriber that hosts it. Implementation-wise, a SharedReaderQueue is composed of an input (DDS *DataReader*) and output (DDS *DataWriter*) pair that, together with a queue storage, implement the queuing behavior for a *Topic*. The input *DataReader* is matched to the *DataWriters* associated with the Queue Producers and the output *DataWriter* is matched to the *DataReaders* associated with the Queue Consumers. The processing logic ensures that each sample in the SharedReaderQueue is delivered to only one of the QueueConsumers.

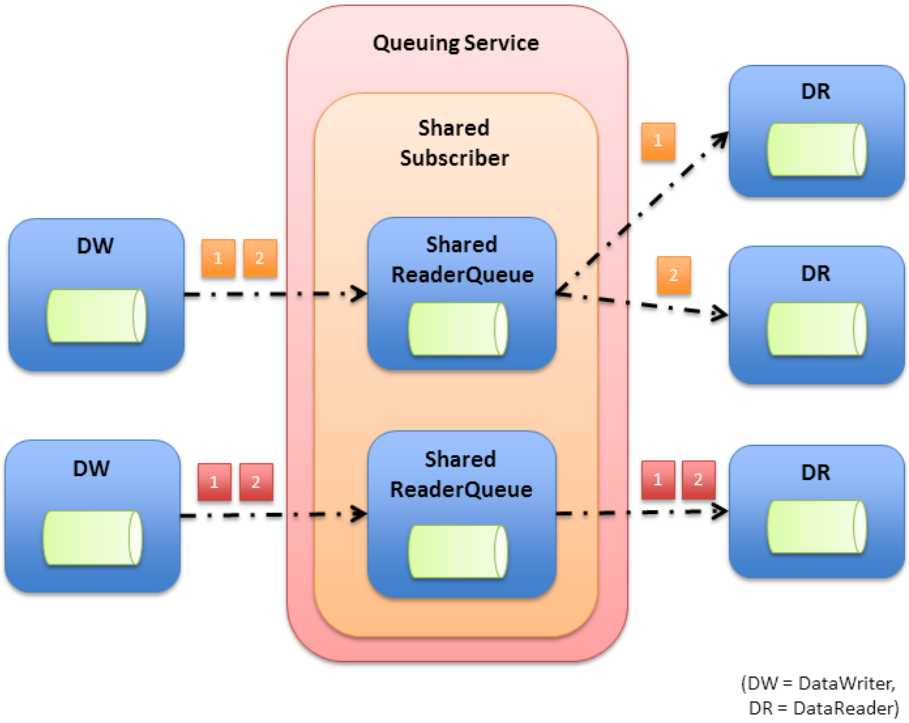
- **SharedReaderQueueName**: A string label that uniquely identifies a SharedReaderQueue within a DDS domain. It is derived from the name of the SharedSubscriber that hosts the queue and the name of the associated DDS Topic, as in **<aQueueTopicName>@<aSharedSubscriberName>**.
- **Session**: Defines a threaded context for a SharedReaderQueue. Sessions are part of SharedSubscribers. SharedReaderQueues in different sessions can be processed in parallel.
- **QueueProducer**: An application-level entity that is either a DDS *DataWriter,* or a wrapper for it, which allows an application to send data on a single *Topic* to a SharedReaderQueue.
- **QueueConsumer**: An application-level entity that is either a DDS *DataReader,* or a simple wrapper for it, which allows an application to access data on a single DDS *Topic* from a SharedReaderQueue hosted inside a SharedSubscriber. The QueueConsumer *DataReaders* "compete" for the data on the SharedReaderQueue, such that each sample in the SharedReaderQueue will be received by exactly one QueueConsumer *DataReader*.

2.2 Load Balancing by Sharing a Queue

A DDS *DataReader* has an ingress ReaderQueue that stores received samples. The *DataReader* can perform a**take()** operation to remove the data from the ReaderQueue, in which case a subsequent read/take will not see that sample. Two threads can read/take from the same *DataReader* to balance the load of processing samples from the queue. However, each *DataReader* has a different ReaderQueue; therefore, they are independent from each other. "Taking" from one *DataReader* does not affect the other *DataReaders*.

Queuing Service provides a way to share a ReaderQueue (SharedReaderQueue) among *DataReaders* of the same *Topic* (see Figure 2.1: Load-Balancing Using Queuing Service on the next page) running in separate processes, possibly on different computers. By sharing the same ReaderQueue, multiple *DataReaders* can collaborate, coordinate, and load-balance among each other.

Figure 2.1: Load-Balancing Using Queuing Service



Realizing the SharedReaderQueue in a separate service also decouples the lifecycle of the samples from that of the producer (*DataWriter*) and consumer (*DataReader*) of the data.

In order to be shared, a ReaderQueue must have a ReaderQueueName, so that a DataReader can specify which queue to attach to.

Queuing Service provides a way to host the SharedReaderQueues. *DataReaders* attach to a shared ReaderQueue by specifying the same ReaderQueueName. Multiple *DataReaders* can attach to the same shared ReaderQueue and *Queuing Service* will ensure that each sample is delivered to *exactly one DataReader*.

SharedReaderQueues exist within SharedSubscribers. A SharedSubscriber has a name (SharedSubscriberName) that provides a scope for the shared ReaderQueue names. Each SharedReaderQueue is associated with exactly one DDS *Topic*. A single SharedSubscriber is not allowed to host two SharedReaderQueues of the same *Topic* name; hence the *Topic* name uniquely identifies the SharedReaderQueue within the SharedSubscriber. For this reason, the name of a shared ReaderQueue is defined by combining the two, as in: **aTopicName@aSharedSubscriberName**.

2.3 DataWriter Connection to a SharedReaderQueue

You can use a *DataWriter* to send data to a SharedReaderQueue. The *DataWriter* simply writes to the *Topic* that is associated with a SharedReaderQueue.

With regards to QoS, the *DataWriter* can specify any *DataWriter* QoS, except: the following are required:

- **reliability.kind** = **RELIABLE_RELIABILITY_QOS**
- **reliability.acknowledgment_kind** = **APPLICATION_EXPLICIT_ACKNOWLEDGMENT_MODE**
- **history.kind = KEEP_ALL_HISTORY_QOS**

The *DataWriter* is typically also configured with **durability.kind** set to **VOLATILE_DURABILITY_QOS**.

For every received sample, *Queuing Service* sends an application-level acknowledgement (AppAck) message to the QueueProducer's *DataWriter* indicating successful processing or rejection of the sample.

The sending of the application-level acknowledgement (enabled by default) message is optional and can be disabled on a per SharedReaderQueue basis by setting the tag **<app_ack_sample_to_producer>** under **<queue_qos>/<reliability>** to false (see Table 3.15 Queue QoS Tags on page 58).

Samples are successfully processed when they are stored in the SharedReaderQueue. Samples are rejected when they cannot be stored in the SharedReaderQueue.

One possible cause of rejection is when the maximum number of samples that can be stored in the queue is exceeded.

The response data of the AppAck message for successfully processed samples will be a single byte set to 1. The response data for rejected samples will be a single byte set to 0.

You may want to capture the AppAck message by installing a listener on the *DataWriter* that implements the **on_application_acknowledgment()** callback.

2.3.1 QueueProducer Wrapper

To simplify the use and configuration of a *DataWriter* to send samples to a SharedReaderQueue, *Connext* provides an abstraction, **QueueProducer<aMessageType>**, that wraps the *DataWriter* and provides additional services such as an operation to detect if there is a matching SharedReaderQueue or an operation to wait for application-level acknowledgement after sending a sample.

For more information, see Chapter 8 Queuing Service Wrapper API on page 91.

Note: In this release, the QueueProducer wrapper API is only supported in the C++ API.

2.3.2 Samples with Large Maximum Size

By default, *Connext* preallocates the samples in the QueueProducer's *DataWriter* queue and the keys stored with the instances to their maximum size. If the SharedReaderQueue type has variable-size

members (sequences and/or strings) with large maximum size this may lead to high memory-usage.

For information on how to reduce memory consumption on a *DataWriter*, see *Sample and Instance Memory Management* in the RTI Connext Core Libraries User's Manual.

2.4 DataReader Connection to a SharedReaderQueue

You can use a *DataReader* to read samples from a SharedReaderQueue as long as the *DataReader* is configured as follows:

- The *DataReader* must attach to the SharedSubscriber that contains the SharedReaderQueue. It does this by setting the property **dds.data_reader.shared_subscriber_name** in **reader_qos.property** with a value that is equal to the SharedSubscriberName. This property *must* be propagated as follows:

```
<element>
    <name>dds.data_reader.shared_subscriber_name</name>
    <value>MySharedSubscriberName</value>
    <propagate>true</propagate>
</element>
```

- The *DataReader* must set a ContentFilteredTopic on the **related_reader_guid**. *Queuing Service* uses this filter to distribute a sample only to the *DataReader* that has been selected for the sample (see 2.6 Sample Distribution to a Selected QueueConsumer on page 9).
- The *DataReader* must subscribe to the *Topic* **<SharedReaderQueue TopicName>@<SharedSubscriberName>**.

With regards to QoS, the *DataReader* can specify any *DataReader* QoS except: **reliability.kind** must be set to **RELIABLE_RELIABILITY_QOS** and **reliability.acknowledgment_kind** must be set to **APPLICATION_EXPLICIT_ACKNOWLEDGMENT_MODE**.

The *DataReader* is typically also configured with **durability.kind** set to **VOLATILE_DURABILITY_QOS**.

The application must acknowledge the successful processing or rejection of a received sample using the *DataReader's* **acknowledge_sample()** and/or **acknowledge_all()** operations.

The response data for successfully processed samples will be a single byte set to 1. The response data for rejected samples will be a single byte set to 0.

For more information on the sample lifecycle in a SharedReaderQueue, see 2.8 Sample Lifecycle In Queuing Service on page 11.

2.4.1 QueueConsumer Wrapper

To simplify the use and configuration of a *DataReader* to receive samples from a SharedReaderQueue, *Connext* provides an abstraction, **QueueConsumer<MessageType>**, which wraps the *DataReader* and provide additional services such as an operation to detect if there is a matching SharedReaderQueue or a blocking operation to receive samples.

For more information, see Chapter 8 Queuing Service Wrapper API on page 91.

Note: In this release, the QueueConsumer wrapper API is only supported in the C++ API.

2.4.2 Samples with Large Maximum Size

By default, *Connext* preallocates the samples in the QueueConsumer's *DataReader* queue and the keys stored with the instances to their maximum size. If the SharedReaderQueue type has variable-size members (sequences and/or strings) with large maximum size, this may lead to high memory-usage.

For information on how to reduce memory consumption on a *DataReader*, see *Sample and Instance Memory Management* in the RTI Connext Core Libraries User's Manual.

2.5 Queuing Service Entities

A SharedReaderQueue is the result of the association of a *Topic* with a SharedSubscriber. For each SharedReaderQueue, *Queuing Service* instantiates:

- A *DataReader* to receive data from the **QueueProducer<*aMessageType*>**
- A *DataWriter* to send data to the **QueueConsumer<*aMessageType*>**

In the entities above, **aMessageType** refers to the data type of the *Topic* associated with the SharedReaderQueue.

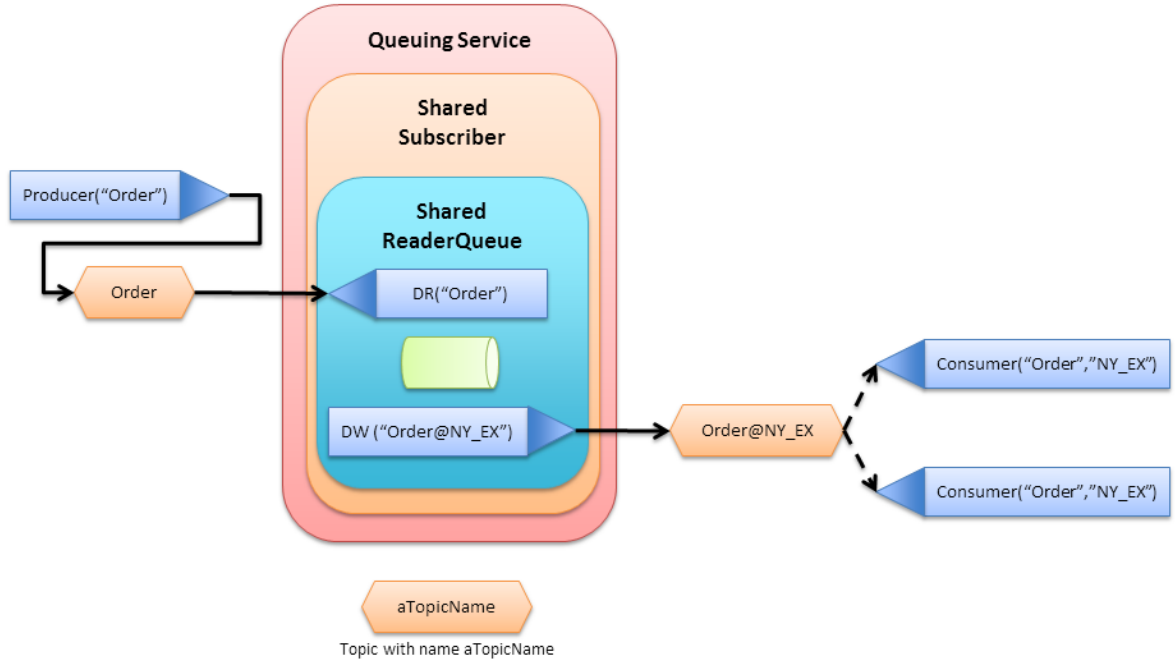
The *Queuing Service DataReader* subscribes directly to the SharedReaderQueue *Topic* with name **aTopicName**. Thus the *Queuing Service DataReader* which will 'match' the **QueueProducer<aMessageType>** *DataWriter*, subject to normal DDS type and QoS matching.

The *Queuing Service DataWriter* publishes a *Topic* whose name is obtained by concatenating the SharedReaderQueue *Topic* name **aTopicName** with the SharedSubscriber name **aSharedSubscriberName** as in **aTopicName@aSharedSubscriberName**.

With this *Topic* name:

- The *Queuing Service DataReader* will only match the **QueueProducer<*aMessageType*>**
- The *Queuing Service DataWriter* will only match the **QueueConsumer<*aMessageType*>**

Figure 2.2: Queuing Service Entities and Topics



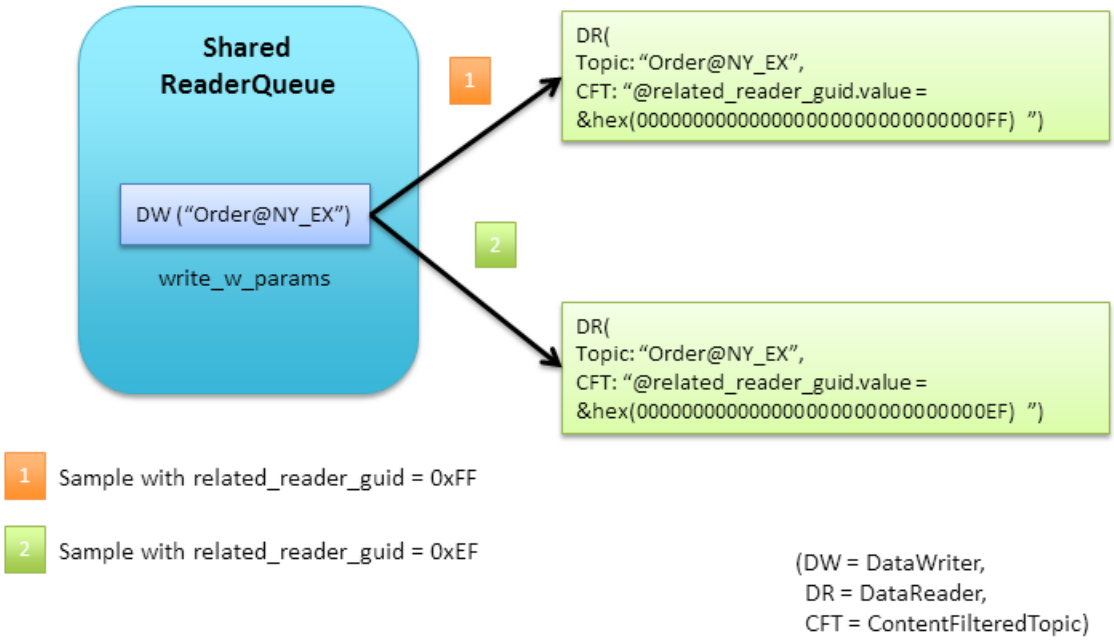
2.6 Sample Distribution to a Selected QueueConsumer

Queuing Service implements the logic that decides which QueueConsumer *DataReader* gets each sample. To distribute a sample to the selected QueueConsumer, the QueueConsumer *DataReader* uses a ContentFilteredTopic on the **related_reader_guid**. For example:

```
(@related_reader_guid.value = &hex(00000000000000000000000000000007))
```

Queuing Service uses the **write_w_param()** operation on the SharedReaderQueue *DataWriter* to set the **related_reader_guid** to the value specified in the filter expression of the selected *DataReader* (see Figure 2.3: Sample Distribution to Selected QueueConsumer DataReader on the next page).

Figure 2.3: Sample Distribution to Selected QueueConsumer DataReader



In Figure 2.3: Sample Distribution to Selected QueueConsumer DataReader above, when *Queuing Service* wants to send a sample to the first *DataReader*, it sets the field **related_reader_guid** in WriteParams_t to **0xFF**. To send to the second *DataReader*, **related_reader_guid** is set to **0xEF**.

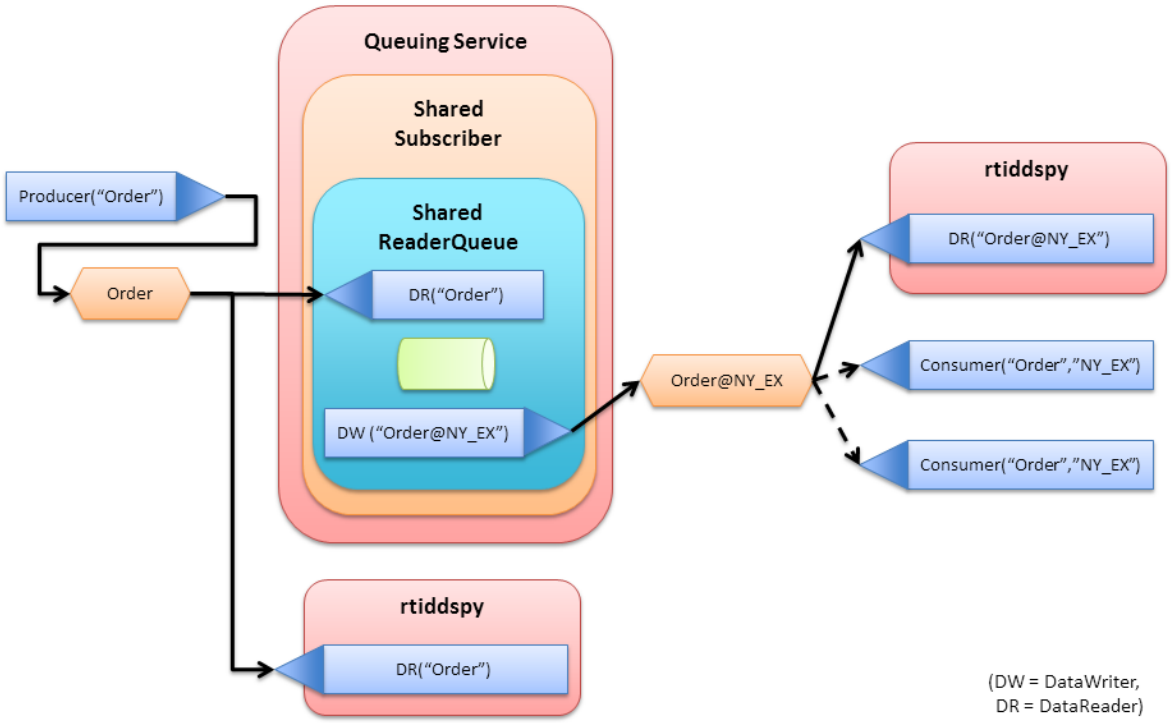
2.7 Interaction of Publish-Subscribe Entities with Queuing Service Entities

A regular *DataReader* of *Topic* **aQueueTopicName@aSharedSubscriberName** will match a SharedReaderQueue *DataWriter* for the *SharedSubscriber* **aSharedSubscriberName** of *Topic* **aQueueTopicName**. However, *Queuing Service* will notice that the *DataReader's* SharedSubscriberName is not set and interpret this to mean that it does not want to share the ReaderQueue. Instead, the *DataReader* wants traditional publish-subscribe access, which means it will get a copy of each sample that is sent to any of the **QueueConsumers**. See Figure 2.4: Queuing Service Endpoint Matching with non-QueueConsumer DataReaders on the next page.

This approach ensures that *RTI DDS Spy*, *RTI Recording Service*, and other such tools that observe data will continue to function without changes.

Note that the **QueueProducer** has a regular *DataWriter* of *Topic* **aQueueTopicName**. In addition to the SharedReaderQueue *DataReader*, it will also match any regular *DataReader* of that *Topic*. Consequently, the regular *Connext* tools (such as *RTI DDS Spy* and *RTI Recording Service*) will also receive the data sent by the **QueueProducer**.

Figure 2.4: Queuing Service Endpoint Matching with non-QueueConsumer DataReaders



2.8 Sample Lifecycle In Queuing Service

The samples received by a *Queuing Service* instance have a lifecycle described by the following states:

- **Enqueued**: The sample has been received by *Queuing Service* and has been stored in the SharedReaderQueue (persistent or in memory).

  In addition, if SharedReaderQueue replication is enabled, the sample must have been received and stored by a quorum of up-to-date replicas. See Chapter 7 High Availability on page 80.
- **Assigned**: The sample has been assigned to one of the QueueConsumers.

  In addition, if SharedReaderQueue replication is enabled, the selected QueueConsumer must have been communicated to the replicas and optionally confirmed by a quorum of up-to-date replicas. See Chapter 7 High Availability on page 80.
- **Sent**: The sample has been sent to the designated QueueConsumer.
- **Delivered**: The sample has been delivered to a QueueConsumer and the (application-level) acknowledgment of the successful delivery has been received from the QueueConsumer.

  In addition, if SharedReaderQueue replication is enabled, the delivery of the sample must have been communicated to the replicas. See Chapter 7 High Availability on page 80.

- **Rejected**: The sample has been delivered to the selected QueueConsumer and the (application-level) acknowledgment from the QueueConsumer has been received with an indication that the message has been rejected.
- **Timed out**: The sample has been delivered to the selected QueueConsumer and it has not been (application-level) acknowledged from the QueueConsumer for a configurable maximum time (set using the tag **<response_timeout>** under **<queue_qos>**/**<redelivery>**, see Table 3.15 Queue QoS Tags on page 58).
- **Expired**: Indicates a sample that has exceeded a configurable maximum time to be held by *Queuing Service*. The sample lifespan can be configured per SharedReaderQueue or per QueueProducer:
  - To configure the sample lifespan per SharedReaderQueue, use the **<lifespan>** tag under **<queue_qos>**, see Table 3.15 Queue QoS Tags on page 58.
  - To configure the sample lifespan per QueueProducer, set the Lifespan QoS policy for the QueueProducer's *DataWriter*. This way all the samples sent by that QueueProducer will have a lifespan equal to the **writer_qos.lifespan.duration**. The lifespan per QueueProducer, when finite, takes precedence over the lifespan per SharedReaderQueue.
- **FailedDelivery**: Indicates a sample that has not been successfully delivered to any QueueConsumer after the maximum number of attempts (configured using the tag **<max_delivery_retries>** under **<queue_qos>**/**<redelivery>** for a SharedReaderQueue, see Table 3.15 Queue QoS Tags on page 58.

In addition to the state, each sample has a flag that indicates whether the sample may be a duplicate. This flag is set when *Queuing Service* sends a sample to a QueueConsumer but cannot ensure that no other QueueConsumer has processed it.

You can inspect the status of the duplicate flag in a received sample by inspecting the field flag in the SampleInfo. A sample may be a duplicate if the bit **DDS_REDELIVERED_SAMPLE** is active.

Table 2.1 State Transitions

State(s)	Transition Event to Next State	Next State
<Init>	Sample is received by SharedReaderQueue *DataReader* and stored in the SharedReaderQueue. If SharedReaderQueue replication is enabled, sample is received and stored by a quorum of up-to-date replicas. *Queuing Service* sends an AppAck message to the QueueProducer.	Enqueued
Enqueued	*Queuing Service* decides which QueueConsumer should get the sample. If SharedReaderQueue replication is enabled, the selected QueueConsumer has been communicated to the replicas and optionally confirmed by a quorum of up-to-date replicas.	Assigned

Table 2.1 State Transitions

State(s)	Transition Event to Next State	Next State
Assigned	*Queuing Service* sends the sample to the designated QueueConsumer. If the sample is the last sample in the SharedReaderQueue that can be received by the QueueConsumer, *Queuing Service* can be configured to mark the sample with the flag **DDS_LAST_SHARED_READER_QUEUE_SAMPLE**. You can inspect the status of this flag in a received sample by inspecting the **flag** field in the SampleInfo.	Sent
Sent	*Queuing Service* receives an AppAck message from QueueConsumer indicating successful processing. In addition, if SharedReaderQueue replication is enabled, the delivery of the sample must is communicated to the replicas.	Delivered
Sent	*Queuing Service* receives an AppAck message from QueueConsumer indicating sample rejection. AttemptedDeliveryCount is incremented.	Enqueued WHEN AttemptedDeliveryCount < MAX_ATTEMPTS FailedDelivery WHEN AttemptedDeliveryCount == MAX_ATTEMPTS
Sent	*Queuing Service* does not receive an AppAck message after a timeout. DDS_REDELIVERED_SAMPLE is set. AttemptedDeliveryCount is incremented	Enqueued WHEN AttemptedDeliveryCount < MAX_ATTEMPTS FailedDelivery WHEN AttemptedDeliveryCount == MAX_ATTEMPTS
Any state	The lifespan timeout elapses	Expired

2.9 Selecting a QueueConsumer for a Sample

Queuing Service implements the logic that decides which QueueConsumer gets each sample. This decision can be made according to different dispatch policies. To configure a dispatch policy and its properties, use the **<distribution>** tag under **<queue_qos>** (see Table 3.15 Queue QoS Tags on page 58).

2.9.1 Round-Robin Dispatch Policy without Explicit QueueConsumer Availability Feedback

This dispatch mode uses a round-robin approach to dispatch messages among the QueueConsumers that have acknowledged all previous messages sent to them up to a specified threshold. This dispatch mode does not require explicit feedback from the QueueConsumer.

For example, with a threshold of zero, samples are round-robin'ed among QueueConsumers that have acknowledged all previous samples that were sent to them. With a threshold of 2, samples are round-robin'ed among QueueConsumers that have acknowledged all samples sent to them except up to 2 samples (i.e., have acknowledged all, all but one, or all but two). With a threshold of UNLIMITED (-1), samples are round-robin'ed among all QueueConsumers, regardless of the number of outstanding unacknowledged samples in each one of them.

With this dispatch mode, the threshold is set per SharedReaderQueue using the property UNACKED_THRESHOLD. For example:

```
<distribution>
       <kind>ROUND_ROBIN</kind>
       <property>
           <value>
               <element>
                   <name>UNACKED_THRESHOLD</name>
                   <value>-1</value>
               </element>
           </value>
       </property>
</distribution>
```

2.9.2 Round-Robin Dispatch Policy with Explicit QueueConsumer Availability Feedback

This dispatch mode uses a QueueConsumer Availability Topic, which is published by the QueueConsumers and provides information about the capability of the QueueConsumer to process messages from *Queuing Service*. The round-robin will be done among the QueueConsumers that are available.

The ConsumerAvailability topic name is as follows: **ConsumerAvailability@<SharedReaderQueueName>**, where <*SharedReaderQueueName*> is <*SharedReaderQueueTopicName*>@<*SharedSubscriberName*>.

The topic type is the following and can be found in **<NDDSHOME>/resource/idl/QueuingServiceTypes.idl**.

```
@appendable
struct ConsumerAvailability_t {
    GUID_t consumer_guid; //@key
    boolean reception_enabled;
    long unacked_threshold;
};
```

The type is registered with the following name: **RTI::QueuingService::ConsumerAvailability_t**.

A QueueConsumer can report its availability by updating the **unacked_threshold** and **reception_enabled** fields. The **unacked_threshold** field is equivalent to the threshold parameter described in 2.9.1 Round-Robin Dispatch Policy without Explicit QueueConsumer Availability Feedback on the previous page but it can be set per QueueConsumer.

In addition, a QueueConsumer can indicate that it does not want to receive any samples from *Queuing Service* by setting the field **reception_enabled** to DDS_BOOLEAN_FALSE.

The field **consumer_id** must be used to identify the QueueConsumer that sends the Availability sample. This field must be the same value that was used to set the QueueConsumer ContentFilteredTopic described in 2.6 Sample Distribution to a Selected QueueConsumer on page 9.

By default, when using ROUND_ROBIN policy, a SharedReaderQueue does not create a *DataReader* to receive availability updates from a QueueConsumer. To enable that behavior, set the property **ALLOW_CONSUMER_FEEDBACK** to 1. For example:

```
<distribution>
       <kind>ROUND_ROBIN</kind>
       <property>
           <value>
               <element>
                   <name>UNACKED_THRESHOLD</name>
                   <value>-1</value>
               </element>
               <element>
                   <name>ALLOW_CONSUMER_FEEDBACK</name>
                   <value>1</value>
               </element>
           </value>
       </property>
</distribution>
```

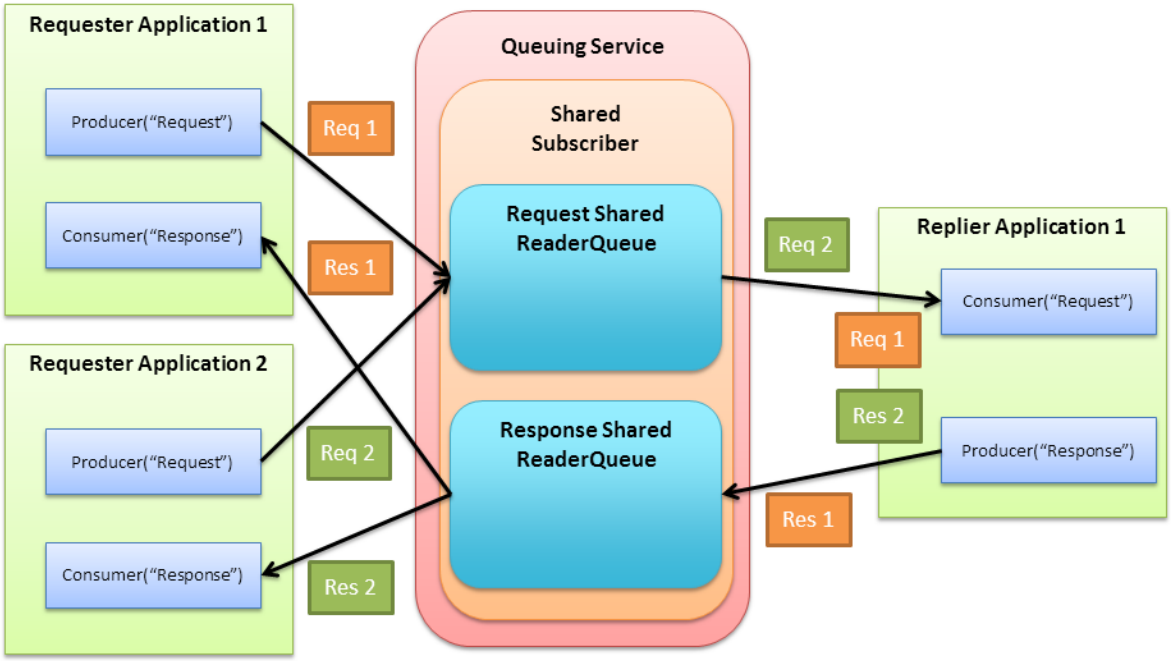
Notice that in a SharedReaderQueue with the previous configuration it is possible to have some QueueConsumers reporting availability through the new topic and some QueueConsumers not reporting availability and using the configuration threshold under **<distribution>**.

2.10 Sending a Reply from QueueConsumer to QueueProducer

Queuing Service also supports a request-reply communication model in which a requester application sends a sample to a SharedReaderQueue, and a replier application receives the sample from the SharedReaderQueue and returns a response to the requester application.

Realizing the request-reply communication model requires creating a new SharedReaderQueue that will be used to send responses from the replier application to the requester application (see Figure 2.5: Request-Reply Communication Model on the next page).

Figure 2.5: Request-Reply Communication Model



2.10.1 Requester Identification

In a request-reply pattern, requests must uniquely identify the associated QueueProducer so that each reply sample can be unambiguously delivered to the requester application that sent the associated request. To identify a QueueProducer, you can use the source GUID.

The **source_guid** consists of a GUID; it can be set per sample using the **source_guid** field in the **WriteParams_t** parameter provided to the QueueProducer's *DataWriter* **write_w_params()** operation.

If you do not want to set the source GUID of a sample, the QueueProducer's *DataWriter* will assign it automatically to be equal to the *DataWriter's* virtual GUID.

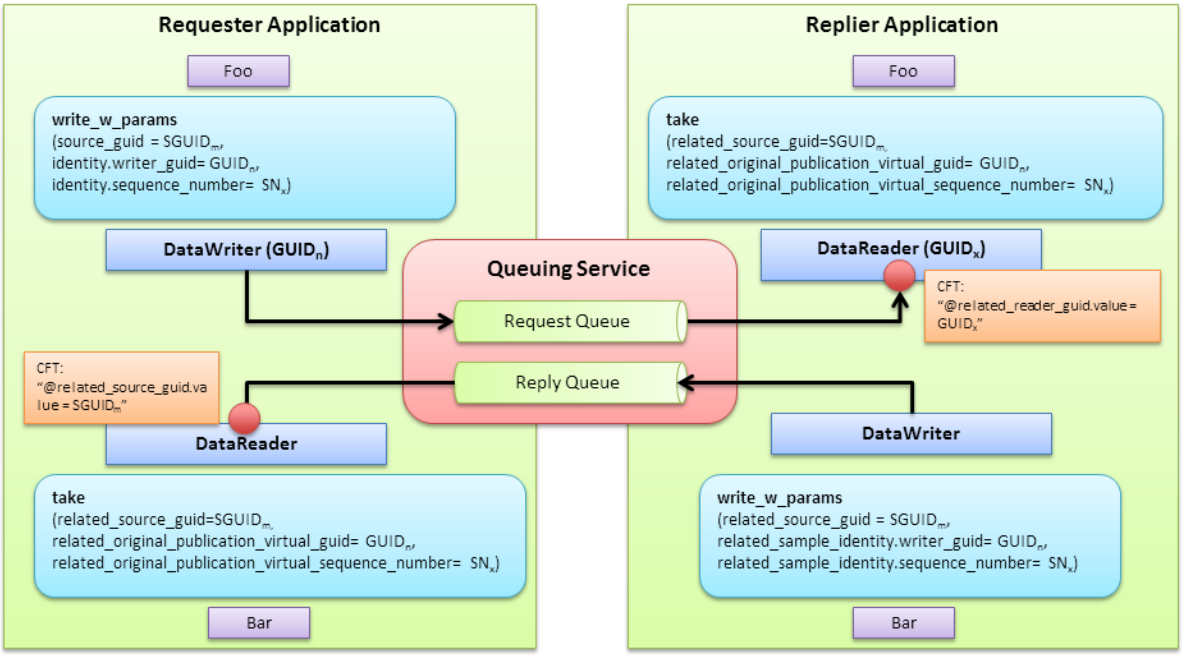
In general, you should always assign the source GUID when sending requests. Otherwise, the requester application will not be robust to potential restarts. If the source GUID is different every time the requester application restarts, there may be responses that get lost since *Queuing Service* will not know how to route them to the proper requester application.

2.10.2 Request-Reply Correlation

When the replier application receives a request sample from *Queuing Service*, it must extract the source GUID and the sample identity in order to send them back as part of the reply to the requester application. This allows requests and replies to be correlated.

The replier application can extract the identity of a request from the fields **related_original_publication_virtual_guid** and **related_original_publication_virtual_sequence_number** in the SampleInfo associated with the request sample (see Figure 2.6: Request Generation below).

Figure 2.6: Request Generation



The replier application can extract the source GUID of a request from the field **related_source_guid** of the SampleInfo associated with the request sample (see Figure 2.6: Request Generation above).

Once the replier application extracts the request sample identity and source GUID from the request SampleInfo, it must attach them to the reply sample as follows:

- The sample identity will be set using the field **related_sample_identity** in the **WriteParams_t** parameter provided to the *DataWriter's* **write_w_params()** operation.
- The source GUID will be set using the field **related_source_guid** in the **WriteParams_t** parameter provided to the *DataWriter's* **write_w_params()** operation.

When the requester application receives the reply, it can associate the reply with the corresponding request by inspecting the **related_original_publication_virtual_guid** and **related_original_publication_virtual_sequence_number** fields in the SampleInfo associated with the reply sample (see Figure 2.6: Request Generation above).

2.10.3 Sending the Reply Sample to the Associated Requester

To guarantee that a reply sample is only distributed to right *Requester*, the *DataReader* in the *Requester* must use a ContentFilteredTopic on the **related_source_guid**, where the value is set to the source GUID associated with the request. For the example in Figure 2.6: Request Generation on the previous page, the filter would be:

```
(@related_source_guid.value = &hex(<SGUIDm>))
```

Alternatively, you can set the filter in the **related_reader_guid**, as follows:

```
(@related_reader_guid. value = &hex(<SGUIDm>))
```

2.10.4 QueueRequester Wrapper

To simplify the use and configuration of the *DataReader* and *DataWriter* in the requester application, *Connext* provides an abstraction, **QueueRequester<MessageRequestType, MessageReplyType**, which wraps the *DataReader* and *DataWriter* usage and provide additional services such as an operation to wait for the response for a given request.

For more information, see Chapter 8 Queuing Service Wrapper API on page 91.

In this release, the QueueRequester wrapper API is only supported in the C# API.

2.10.5 QueueReplier Wrapper

To simplify the use and configuration of the *DataReader* and *DataWriter* in the replier application, *Connext* provides an abstraction, **QueueReplier<MessageRequestType, MessageReplyType>**, which wraps the *DataReader* and *DataWriter* usage.

For more information, see Chapter 8 Queuing Service Wrapper API on page 91.

In this release, the QueueReplier wrapper API is only supported in the C# API.

2.11 Dead-Letter Queues

Queuing Service provides support for dead-letter queues. A dead-letter queue is a SharedReaderQueue to which other SharedReaderQueues can send messages that for some reason could not be successfully delivered and processed.

Queuing Service supports the definition of one dead-letter queue per SharedSubscriber by using the XML tag **<dead_letter_shared_reader_queue>**. The dead-letter queue has two limitations compared with a regular queue:

1. It cannot have a **<reply_type>**.
2. It cannot have a **<type_name>**.

The type associated with the samples in a dead-letter queue is **DeadLetter_t**, defined as follows:

```
enum UndeliveredReasonKind {
    LIFESPAN_UNDELIVERED_REASON_KIND,
    MAX_RETRIES_UNDELIVERED_REASON_KIND
    UNRECOVERABLE_WRITE_ERROR_UNDELIVERED_REASON
}
struct GUID_t {
    octet value[16];
};
struct SequenceNumber_t {
    long high;
    unsigned long low;
};
struct SampleIdentity_t {
    GUID_t writer_guid;
    SequenceNumber_t sequence_number;
};
struct SampleBuffer_t {
    sequence<octet> value;
};
@appendable
struct DeadLetter_t {
    string queue_name;
    SampleIdentity_t sample_identity;
    UndeliveredReasonKind undelivered_reason;
    SampleBuffer_t sample_buffer;
};
```

You can find the IDL file that defines the DeadLetter types in **<NDDSHOME>/resource/idl/QueuingServiceTypes.idl**.

The **queue_name** has the format **<aQueueTopicName>@<aSharedSubscriberName>**.

The **sample_identity** contains the identity of the undelivered sample.

The **sample_buffer** contains the sample data in serialized form with CDR representation. To deserialize the sample data, use the following operations:

- C: **FooTypeSupport_deserialize_data_from_cdr_buffer()**
- C++: **FooTypeSupport::deserialize_data_from_cdr_buffer()**
- Java: **FooTypeSupport.get_instance().deserialize_from_cdr_buffer()**
- C++/CLI: **FooTypeSupport::deserialize_data_from_cdr_buffer()**
- C#: **FooTypeSupport.deserialize_data_from_cdr_buffer()**

For additional information on these deserialization operations, see the *Connext* API Reference HTML documentation.

The **undelivered_reason** is an enumeration describing why the sample was not delivered. There are two possible reasons:

- The lifespan expired for the sample.
- The sample exceeded the maximum number of redelivery retries.

For more information on why a sample may be undelivered, see 2.8 Sample Lifecycle In Queuing Service on page 11.

By default, SharedReaderQueues do not send undelivered samples to the dead-letter queue. To enable this behavior, you must use the attribute **dead_letter_queue** in the **<shared_reader_queue>** tag. This attribute must be set to the name of the dead-letter queue in the configuration file.

2.12 Detecting the Presence of a SharedReaderQueue

You can detect the existence of a SharedReaderQueue for a given QueueProducer or QueueConsumer by monitoring the matched subscriptions associated with the QueueProducer's *DataWriter* and the matched publications associated with the QueueConsumer's *DataReader*.

The PublicationBuiltinTopicData and SubscriptionBuiltinTopicData include a field called **service**, which, in the case of a *Queuing Service DataWriter* or *DataReader*, is set to **QUEUING_SERVICE_QOS**.

Since the durability of the QueueProducer *DataWriter* is normally set to VOLATILE, to guarantee that the initial samples are received by a *Queuing Service* instance, the application should check that there is a match between a QueueProducer *DataWriter* and a SharedReaderQueue *DataReader* before starting to publish samples.

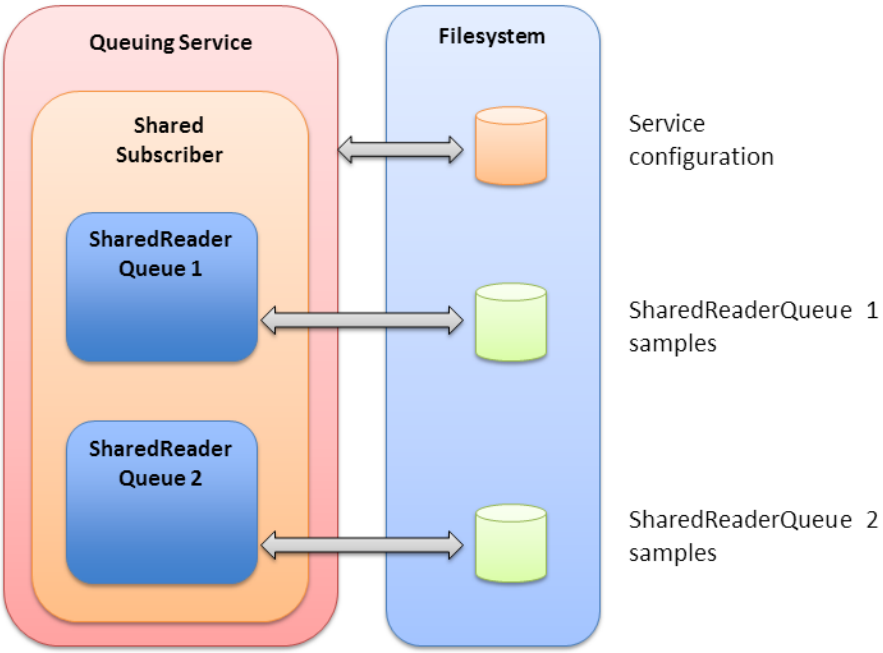
For convenience and ease of use, the wrapper APIs offer methods to detect when there are matching SharedReaderQueue for QueueProducers, QueueConsumers, QueueRequesters, and QueueRepliers. See Chapter 8 Queuing Service Wrapper API on page 91.

2.13 Queuing Service Persistency

By default, both the service state and the SharedReaderQueues samples are kept in memory.

For fault tolerance, and to preserve the current configuration, *Queuing Service* can be configured to persist its configuration, as well as the SharedReaderQueues samples to disk.

Figure 2.7: Service State Persistency



2.13.1 Service State Persistency

The configuration of a *Queuing Service* instance is dynamic. Once the service is bootstrapped from a configuration file in XML format or remotely by getting the configuration from other *Queuing Service* instances, the configuration can be changed at run time by sending remote commands to the service (see Chapter 5 Administering Queuing Service from a Remote Location on page 67). For example, you may decide to add a new SharedReaderQueue or to remove a SharedReaderQueue.

You can choose to persist the configuration to disk each time it changes by setting the **<kind>** tag within **<queuing_service>/<service_qos>/<persistence>** to PERSISTENT (see Table 3.15 Queue QoS Tags).

The location of the file where the configuration is persisted, as well as the properties of the storage process, can be configured using the **<filesystem>** tag under **<queuing_service>/<persistence_settings>** (see 3.3.5 Configuring Persistence Settings on page 48).

When *Queuing Service* is restarted, it will look for its persisted configuration using the following values:

- Command-line option **-appName** (see Table 4.1 RTI Queuing Service Command-Line Options)
- XML tag values **<directory>** and **<file_prefix>** under **<persistence_settings>/<filesystem>**

If the persisted configuration is found and the service is configured from a XML file, the persisted configuration will be used to configure the service instance. In that case, the input XML file is only used to find the location of the persistent storage and configure the storage process. If the persisted configuration is not found, the service will be initialized using the input XML file.

When the service configuration is obtained remotely using the command-line option (see Table 4.1 RTI Queuing Service Command-Line Options), any persisted configuration will be dropped and the service will always be initialized using the remote XML configuration.

The location and name of the file where the configuration is persisted is as follows:

[*directory*]/[*prefix*]service@[*appName*].db

Where:

- [*directory*] is configured using the tag **<directory>** under **<persistence_settings>/<filesystem>**
- [*prefix*] is configured using the tag **<file_prefix>** under **<persistence_settings>/<filesystem>**
- [*appName*] is configured using the command-line parameter **-appName**.

2.13.2 SharedReaderQueue Persistency

A SharedReaderQueue can be configured to persist the undelivered samples into disk by setting the XML tag **<kind>** within **<shared_reader_queue>/<queue_qos>/<persistence>** to **PERSISTENT** (see Table 3.15 Queue QoS Tags).

Queuing Service provides two different PERSISTENT implementations:

- **Without In-Memory State:** In this mode, the metadata and user data associated with the SharedReaderQueue's samples is kept only on disk. Every time the metadata or user data is used, *Queuing Service* reads it from disk.
- **With In-Memory State:** In this mode, the metadata for the SharedReaderQueue's samples is always kept both on disk and in memory. The sample's user data is kept in memory and on disk only when:
  - Its serialized size is smaller than the threshold set using the tag **<domain_participant>/<memory_management>/<sample_buffer_min_size>** (see 2.14.2 Memory Management for a Sample on page 26).
  - **<domain_participant>/<memory_management>/<sample_buffer_trim_to_size>** is set to to false (see 2.14.2 Memory Management for a Sample on page 26).

PERSISTENT SharedReaderQueues with in-memory state introduce significant performance improvements because the sample metadata, and in some cases the sample user data, does not need to be accessed from disk. The disadvantage is that the number of samples on the SharedReaderQueue is limited by the available memory, as the service needs to keep some state per sample in memory.

To configure a PERSISTENT SharedReaderQueue to keep the sample state in-memory (the default configuration), you must set the XML tag **<in_memory_state>** under **<queue_qos>/<persistence>** to true.

Samples are persisted before *Queuing Service* sends an application-level acknowledgement (AppAck) message to the QueueProducer *DataWriter* indicating successful processing of the sample.

Like with the service configuration, the location of the file(s) where the SharedReaderQueue's samples are persisted, as well as the properties of the storage process, can be configured using the **<filesystem>** tag under **<queuing_service>/<persistence_settings>** (see 3.3.5 Configuring Persistence Settings on page 48).

When a SharedReaderQueue is created, the service will locate its persisted samples using the following values:

- Command-line option **-appName** (*Queuing Service* runs as a separate application. The script to run the executable is in **<NDDSHOME>/bin**. See Chapter 4 Running Queuing Service on page 63.)
- XML tag values **<directory>** and **<file_prefix>** under **<persistence_settings>/<filesystem>**
- The SharedSubscriber's name configured using the name attribute in **<shared_subscriber>**
- The SharedReaderQueue's topic name configured using the XML tag value **<topic_name>** under **<shared_reader_queue>**
- The DomainParticipant's domain ID configured using the XML tag value **<domain_id>** under **<domain_participant>**

If the samples are found, the SharedReaderQueue will be initialized with them.

The location and name of the file where the SharedReaderQueue's samples are persisted is as follows:

- Without in-memory state:

  [*directory*]/[*prefix*] [*topicName*]@[*sharedSubscriberName*]@[*domainId*]@[*appName*].db
- With in-memory state:

  For data:
  *[directory]/[prefix] [topicName]@[sharedSubscriberName]@[domainId]@[appName]*_d*[fileIndex]*.db

  For metadata:
  *[directory]/[prefix] [topicName]@[sharedSubscriberName]@[domainId]@[appName]*_m*[fileIndex]*.db

Where:

- [*directory*] is configured using the tag **<directory>** under **<persistence_settings>/<filesystem>**
- [*prefix*] is configured using the tag **<file_prefix>** under **<persistence_settings>/<filesystem>**
- [*appName*] is configured using the command-line parameter **-appName**
- [*topicName*] is configured using the tag value **<topic_name>** under **<shared_reader_queue>**
- [*sharedSubscriberName*] is configured using the attribute name under **<shared_subscriber>**
- [*domain_id*] is configured using the tag value **<domain_id>** under **<domain_participant>**
- *[*fileIndex*] is the index of the file containing data or metadata. This index always increases and *Queuing Service* creates a new file after **<filesystem>/<file_max_size>** is reached (see Table 3.9 Filesystem Tags).

2.13.2.1 The Restore Process

Before the samples for a SharedReaderQueue are restored, the service instance will preprocess them as follows. See 2.8 Sample Lifecycle In Queuing Service on page 11 for more information.

- If there is no DeadLetterSharedReaderQueue, the service will remove expired samples from disk based on the expiration time set when the samples were first added to the SharedReaderQueue.
- If there is no DeadLetterSharedReaderQueue, the service will remove samples on the FailedDelivery state from disk.
- The service will remove samples on the Delivered state from disk.
- The service will move samples in the Assigned, Sent, Rejected, or Timed-out state to the Enqueued state.

2.14 SharedReaderQueue Resource Management

Queuing Service provides fine-grained control over the resources (memory and disk) associated with the samples in a SharedReaderQueue. It provides ways to monitor when the space taken by the samples in a SharedReaderQueue goes above or below configurable watermarks and when the SharedReaderQueue fills up. Finally, it also provides a way to configure the SharedReaderQueue behavior when a new sample arrives and the SharedReaderQueue is full.

2.14.1 Maximum SharedReaderQueue Size

The maximum size of a SharedReaderQueue can be configured based on number of samples, number of bytes in memory, or both.

2.14.1.1 Initial and Maximum Number of Samples

The tag **<resource_limits>** under **<shared_reader_queue>/<queue_qos>** can be used to configure the initial and maximum number of samples in a SharedReaderQueue (see Table 3.15 Queue QoS Tags on page 58) as well as if dynamic allocations are allowed and how they occur.

Example:

```
<resource_limits>
    <queue_allocation_settings>
        <initial_count>10</initial_count>
        <max_count>LENGTH_UNLIMITED</max_count>
       <incremental_count>-1</incremental_count>
    </queue_allocation_settings>
</resource_limits>
```

In the above example:

- **initial_count**: *Queuing Service* will pre-allocate ten queue samples in advance.
- **max_count**: The maximum number of samples that the queue can hold is UNLIMITED.
- **incremental_count**: As additional samples are needed, *Queuing Service* will double the amount of extra memory allocated each time memory is needed.

Ranges:

- **initial_count**: positive number and < max_count
- **max_count**: LENGTH_UNLIMITED or positive number
- **incremental_count**: -1 (double) or positive number

Defaults:

- **initial_count**: 1
- **max_count**: LENGTH_UNLIMITED
- **incremental_count**: -1

When **max_count** is exceeded, the behavior of a SharedReaderQueue when new samples are received can be configured using **<replacement_policy>** under **<resource_limits>**. See 2.14.4 Sample Replacement Policy on page 28.

2.14.1.2 Maximum Number of Bytes in Memory

The tag **<resource_limits>** under **<shared_reader_queue>/<queue_qos>** can also be used to configure the maximum size of a SharedReaderQueue based on the number of bytes required to store the

samples in-memory. For example:

```
<resource_limits>
    <queue_allocation_settings>
        <max_in_memory_bytes>1000000</max_in_memory_bytes>
    </queue_allocation_settings>
</resource_limits>
```

In the above example, the size required to store the SharedReaderQueue samples in-memory cannot exceed 1,000,000 bytes. Notice that if the SharedReaderQueue does not have any samples and the size of a new sample exceeds 1,000,000 bytes, this sample will be stored in the SharedReaderQueue. Therefore, it is possible to go beyond 1,000,000 bytes when the SharedReaderQueue is empty.

The configuration parameter **max_in_memory_bytes** includes both the sample metadata and the sample user data. The parameter does not take into account the SharedReaderQueue metadata and the preallocated samples (metadata and user data) that are not currently used.

If both **<max_count>** and **<max_in_memory_bytes>** are set to a finite number, the maximum size of the SharedReaderQueue will be limited by the limit that is reached first.

<max_in_memory_bytes> is ignored for PERSISTENT SharedReaderQueues where the state is not kept in-memory.

Ranges:

- **max_in_memory_bytes**: LENGTH_UNLIMITED or positive number

Defaults:

- **max_in_memory_bytes**: LENGTH_UNLIMITED

2.14.2 Memory Management for a Sample

For every sample in a SharedReaderQueue, *Queuing Service* will use a buffer to store the content of the sample in serialized form. The memory for that buffer may come from a pre-allocated pool of buffers or may be dynamically allocated from the heap upon sample reception. This behavior is controlled per **<domain_participant>** using the XML tag **<memory_management>** (see Table 3.10 DomainParticipant Tags on page 51), which affects all the SharedReaderQueues within the **<domain_participant>**.

For example:

```
<memory_management>
    <sample_buffer_min_size>16000</sample_buffer_min_size>
    <sample_buffer_trim_to_size>true</sample_buffer_trim_to_size>
</memory_management>
```

In the above example:

- **sample_buffer_min_size**: If the serialized size of an incoming sample is smaller or equal to 16000 bytes, *Queuing Service* will use a pre-allocated buffer from a pool to hold the sample. The initial and maximum number of buffers in the pool as well as the pool's growth policy is configured using the XML tag **<resource_limits>** under **<shared_reader_queue>/<queue_qos>**. When the serialized size of the incoming sample is greater than 16,000 bytes, *Queuing Service* will allocate the buffer from the heap dynamically upon sample reception.
- **sample_buffer_trim_to_size**: For dynamically allocated buffers *Queuing Service* will release the memory after the sample is removed from the SharedReaderQueue.

For more information on **<memory_management>** and its default values, see Table 3.10 DomainParticipant Tags on page 51.

2.14.3 High and Low Watermarks

The tag **<queue_watermark_settings>** under **<shared_reader_queue>/<queue_qos>/<resource_limits>** can be used to configure high and low watermarks in a SharedReaderQueue (see Table 3.15 Queue QoS Tags on page 58). Watermarks are expressed as a percentage with respect to the maximum number of samples or maximum number of bytes allowed in the SharedReaderQueue. For example:

```
<resource_limits>
    <queue_allocation_settings>
        <max_count>1000</max_count>
        <max_in_memory_bytes>10000000</max_in_memory_bytes>
    </queue_allocation_settings>
    <queue_watermark_settings>
        <high_watermark>90</low_watermark>
        <low_watermark>10</low_watermark>
    </queue_watermark_settings>
</resource_limits>
```

In the above example, the high watermark of 90% corresponds to 900 samples (9,000,000 bytes) and the low watermark of 10% corresponds to 100 samples (1,000,000 bytes).

An application can monitor if the number of samples in a SharedReaderQueue go over the high watermark or below the low watermark by retrieving the SharedReaderQueue status using the remote administration command Get SharedReaderQueue Status (see 5.4.4 Get SharedReaderQueue Status on page 73) or by subscribing to the SharedReaderQueue status monitoring topic (see Chapter 6 Publish-Subscribe Monitoring of Queuing Service from a Remote Location on page 78).

The SharedReaderQueueStatus type used to provide the status of a SharedReaderQueue can be found **<NDDSHOME>/resource/idl/QueuingServiceTypes.idl** :

```
@mutable
struct SharedReaderQueueStatus {
    ...
    unsigned long long high_watermark_count;
    unsigned long long low_watermark_count;
    unsigned long long queue_full_count;
```

```
    ...
    unsigned long long high_watermark_count_change;
    unsigned long long low_watermark_count_change;
    unsigned long long queue_full_count_change;
    ...
};
```

Where:

- **high_watermark_count**: Number of times that the SharedReaderQueue went over the high watermark since the service started.
- **low_watermark_count**: Number of times that the SharedReaderQueue went below the low watermark since the service started.
- **high_watermark_count_change**: Number of times that the SharedReaderQueue has gone over the high watermark since the last remote administration command to retrieve the status of the SharedReaderQueue.
- **low_watermark_count_change**: Number of times that the SharedReaderQueue has gone below the low watermark since the last remote administration command to retrieve the status of the SharedReaderQueue.

Notice that it is also possible to monitor how many times the SharedReaderQueue filled up by inspecting the fields **queue_full_count** and **queue_full_count_change**.

2.14.4 Sample Replacement Policy

The tag **<replacement_policy>** under **<shared_reader_queue>/<queue_qos>/<resource_limits>** can be used to configure a SharedReaderQueue behavior when it is full and a new sample is received. For example:

```
<resource_limits>
    <replacement_policy>
        <kind>REJECT_WITHOUT_REPLACEMENT</kind>
    </replacement_policy>
</resource_limits>
```

In the above example, a new incoming sample will be rejected if there is no space for it in the SharedReaderQueue. When a sample is rejected, and if **<app_ack_sample_to_producer>** is set to true for the SharedReaderQueue, *Queuing Service* will send an AppAck message to the QueueProducer with a payload byte set to 0.

This version of *Queuing Service* supports two kinds of replacement policies:

- REJECT_WITHOUT_REPLACEMENT: New samples are rejected when the SharedReaderQueue is full.

- WAIT_WITHOUT_REPLACEMENT: New samples are kept in the SharedReaderQueue's DataReader cache until they can be added to the SharedReaderQueue.

Default:

- **kind**: REJECT_WITHOUT_REPLACEMENT

Notice that the WAIT_WITHOUT_REPLACEMENT replacement kind allows you to implement a flow-control mechanism with the QueueProducer's *DataWriter* in which the *DataWriter's* **write()** operation will block if new samples cannot be added to the SharedReaderQueue.

To achieve this behavior:

- The SharedReaderQueue's *DataReader's* cache must have a finite size. This can be done by configuring **<shared_reader_queue>/<datareader_qos>/<resource_limits>/ <max_samples>** to a finite number.
- The QueueProducer's *DataWriter's* send window size must be a finite value. This can be done by configuring **<datawriter_qos>/<protocol>/<rtps_reliable_writer>/<max_send_window_size>**.

If a new sample arrives to the SharedReaderQueue and there is no space for it in the SharedReaderQueue's **DataReader** cache, the sample will be rejected by *Connext*. The QueueProducer's *DataWriter* will not be able to mark that sample or any subsequent samples as acknowledged and eventually it will block after its send window fills up.

2.15 High Availability

For high availability, you can configure *Queuing Service* to replicate both the content of the SharedReaderQueues and the service configuration.

By default, SharedReaderQueues within a *Queuing Service* instance are not replicated. SharedReaderQueues can optionally be replicated across multiple instances of *Queuing Service* running on the same or different nodes.

By default, the service configuration is not replicated. The service configuration can optionally be replicated across multiple instances of *Queuing Service* running in the same or different nodes.

For more information on SharedReaderQueues and service configuration replication, see Chapter 7 High Availability on page 80.

2.16 Remote Administration

You can control *Queuing Service* remotely by sending commands through a special topic. Any *Connext* application can be implemented to send these commands and receive their corresponding responses.

These remote administration commands will allow you to:

- Create SharedReaderQueues
- Delete SharedReaderQueues
- Flush SharedReaderQueues
- Get SharedReaderQueues status
- Get service data
- Get samples from a SharedReaderQueue

For more information on remote administration, see Chapter 5 Administering Queuing Service from a Remote Location on page 67.

2.17 Queuing Service Monitoring

With *Queuing Service*, you can monitor the status of the service and its SharedReaderQueues using request-reply or publish-subscribe communication patterns.

Request-reply monitoring is done by issuing remote administration commands that retrieve the status of the different entities in the service. See Chapter 5 Administering Queuing Service from a Remote Location on page 67.

Publish-subscribe monitoring is done by subscribing to monitoring topics. See Chapter 6 Publish-Subscribe Monitoring of Queuing Service from a Remote Location on page 78.

Chapter 3 Configuring Queuing Service

This chapter describes how to configure *Queuing Service*. For installation instructions, please see the *Queuing Service Getting Started Guide*.

Queuing Service is configured using a configuration in XML format. There are three different ways to provide the initial configuration to *Queuing Service*:

- **Configuration file:** The file(s) can be implicit or explicit using the **-cfgFile** command-line option (see 3.1 How to Load the XML Configuration from a File below).
- **Database:** The *Queuing Service* configuration can be persisted and restored from disk by enabling service state Persistency (see 2.13.1 Service State Persistency on page 21).
- **Remote configuration:** *Queuing Service* can be set up to obtain its initial configuration remotely from a different *Queuing Service* instance by using the **-cfgRemote** command-line option (see 4.2 Starting Manually from the Command Line on page 63).

Before reading this chapter, you should be familiar with 2.1 Terms to Know on page 3.

This chapter describes:

3.1 How to Load the XML Configuration from a File

Queuing Service loads its XML configuration file(s) from multiple locations. This section presents the various approaches, listed in load order.

The first three locations only contain QoS Profiles and are inherited from *Connext* (see *Configuring QoS with XML*, in the RTI Connext Core Libraries User's Manual).

- **<NDDSHOME>/resource/xml/NDDS_QOS_PROFILES.xml**

  This file contains the *Connext* default QoS values; it is loaded automatically if it exists. (First to be loaded)
- File in **NDDS_QOS_PROFILES**

  The files (or XML strings) separated by semicolons referenced in this environment variable are loaded automatically.
- **<*working directory*>/USER_QOS_PROFILES.xml**

  This file is loaded automatically if it exists.

The next locations are specific to *Queuing Service:*

- **<NDDSHOME>/resource/xml/RTI_QUEUING_SERVICE.xml**

  This file contains the default *Queuing Service* configuration; it is loaded if it exists. **RTI_QUEUING_SERVICE.xml** defines a service with an empty SharedSubscriber and with administration enabled.
- **<*working directory*>/USER_QUEUING_SERVICE.xml**

  This file is loaded automatically if it exists.
- File specified using the command line parameter **-cfgFile**

  The command-line option **-cfgFile** (see Table 4.1 RTI Queuing Service Command-Line Options on page 64) can be used to specify a configuration file.

An example configuration file is seen below. You will learn the meaning of each line as you read the rest of this chapter.

Example XML Configuration File

```
<?xml version="1.0"?>
<dds xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
    xsi:noNamespaceSchemaLocation="rti_queuing_service.xsd">

    <types>
        <struct name="Foo">
            <member type="string" stringMaxLength="255" name="message"/>
        </struct>

        <struct name="Bar">
            <member type="string" stringMaxLength="255" name="message"/>
        </struct>
    </types>

    <queuing_service name="QueuingService_1">
```

```
        <administration>
            <domain_id>56</domain_id>
        </administration>

        <domain_participant name="DomainParticipant_1">
            <domain_id>57</domain_id>

            <shared_subscriber name="SharedSubscriber_1">
                <session_settings>
                    <session name="Session_1" />
                </session_settings>

                <dead_letter_shared_reader_queue name="DeadLetter_1"
                                                 session="Session_1">
                    <topic_name>DeadLetter</topic_name>
                </dead_letter_shared_reader_queue>

                <shared_reader_queue session="Session_1"
                                     dead_letter_queue="DeadLetter_1">
                    <topic_name>HelloWorld</topic_name>
                    <type_name>Foo</type_name>
                    <reply_type>Bar</reply_type>

                    <queue_qos>
                        <distribution>
                            <kind>ROUND_ROBIN</kind>
                        </distribution>

                        <lifespan>
                            <duration>
                                <sec>120</sec>
                                <nanosec>0</nanosec>
                            </duration>
                        </lifespan>

                        <redelivery>
                            <reponse_timeout>
                                <duration>
                                    <sec>10</sec>
                                    <nanosec>0</nanosec>
                                </duration>
                            </reponse_timeout>
                            <max_delivery_retries>10</max_delivery_retries>
                        </redelivery>
                    </queue_qos>
                </shared_reader_queue>
            </shared_subscriber>
        </domain_participant>
    </queuing_service>
</dds>
```

Queuing Service makes use of XSD files to validate the XML configuration files used to configure *Queuing Service*. Due to the restrictions imposed by XSD schemas for XML 1.0, some of the tags used in the configuration must be grouped in order. This behavior is intended; *Queuing Service* validates the XML files before parsing them to catch as many parsing errors as possible beforehand.

3.2 XML Syntax and Validation

The XML configuration file must follow these syntax rules:

- The syntax is XML; the character encoding is UTF-8.
- Opening tags are enclosed in **<>**; closing tags are enclosed in **</>**.
- A tag value is a UTF-8 encoded string. Legal values are alphanumeric characters. *Queuing Service's* parser will remove all leading and trailing spaces from the string before it is processed. For example, **" <tag> value </tag>"** is the same as **"<tag>value</tag>"**.
- All values are case-sensitive unless otherwise stated.
- Comments are enclosed as follows: **<!-- comment -->**.
- The root tag of the configuration file must be **<dds>** and end with **</dds>**.

Queuing Service provides an XSD file that describes the format of the XML content. We recommend including a reference to this file in the XML file that contains the *Queuing Service* configuration—this provides helpful features in code editors such as Visual Studio and Eclipse, including validation and auto-completion while you are editing the XML file.

The XSD definition of the XML elements is in **<NDDSHOME>/resource/schema/rti_queuing_service.xsd**.

To include a reference to the XSD document in your XML file, use the attribute **xsi:noNamespaceSchemaLocation** in the **<dds>** tag. For example:

```
<?xml version="1.0" encoding="UTF-8"?>
<dds xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:noNamespaceSchemaLocation=
"<Queuing Service installation directory>/resource/schema/rti_queuing_service.xsd">
...
</dds>
```

3.3 Top-Level XML Tags for Configuring Queuing Service

This section describes the XML tags you can use in a *Queuing Service* configuration file. The following diagram and Table 3.1 Top-Level Tags in the Configuration File describe the top-level tags allowed within the root **<dds>** tag.

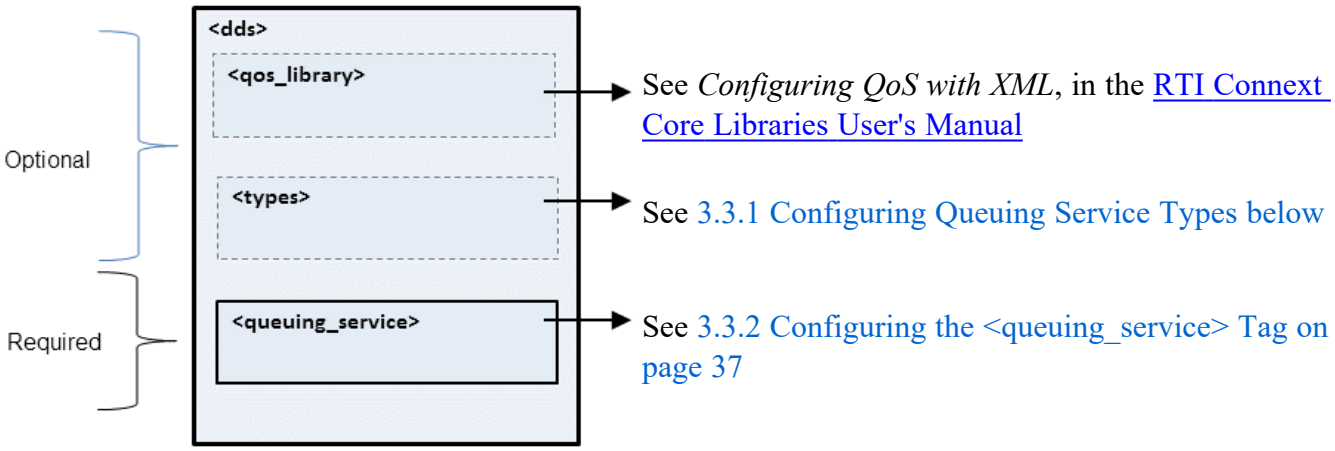


Table 3.1 Top-Level Tags in the Configuration File

Tags within <dds>	Description	Number of Tags Allowed
<queuing_service>	Specifies a *Queuing Service* configuration. See 3.3.2 Configuring the <queuing_service> Tag on page 37.	1 or more **(required)**
<qos_library>	Specifies a QoS library and profiles. The contents of this tag are specified in the same manner as for a *Connext* QoS profile file. See *Configuring QoS with XML*, in the RTI Connext Core Libraries User's Manual	0 or more
<types>	Defines types that can be used by *Queuing Service*. See 3.3.1 Configuring Queuing Service Types below.	0 or 1

3.3.1 Configuring Queuing Service Types

Queuing Service allows users to provide type definitions for a SharedReaderQueue using two different mechanisms:

- Type definition in the XML configuration file
- Type discovery

To define and use a type in your XML configuration file:

1. Define your type within the **<types>** tag. (This is one of the top-level tags, see Table 3.1 Top-Level Tags in the Configuration File.)
2. Refer to it using its fully qualified name in the SharedReaderQueues that will use it.

For example:

```
<?xml version="1.0"?>
<dds xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
    xsi:noNamespaceSchemaLocation="rti_queuing_service.xsd">

    <types>
        <struct name="Foo">
            <member type="string" stringMaxLength="255" name="message"/>
        </struct>

        <struct name="Bar">
            <member type="string" stringMaxLength="255" name="message"/>
        </struct>
    </types>

    <queuing_service name="QueuingService_1">
        ...
        <domain_participant name="DomainParticipant_1">
            <domain_id>57</domain_id>

            <shared_subscriber name="SharedSubscriber_1">
                <session_settings>
                    <session name="Session_1" />
                </session_settings>
                <dead_letter_shared_reader_queue name="DeadLetter_1"
                                                 session="Session_1">
                    <topic_name>DeadLetter</topic_name>
                </dead_letter_shared_reader_queue>

                <shared_reader_queue session="Session_1"
                                     dead_letter_queue="DeadLetter_1">
                    <topic_name>HelloWorld</topic_name>
                    <type_name>Foo</type_name>
                    <reply_type>Bar</reply_type>
                    ...
                </shared_reader_queue>
            </shared_subscriber>
        </domain_participant>
    </queuing_service>
</dds>
```

When types are defined in XML, *Queuing Service* is registering them with the underlying DDS *DomainParticipant* using as the registration name the fully qualified name of the type under the **<type>** tag.

If you refer to types that are not defined in the configuration file, *Queuing Service* has to discover the type representation (e.g., a typeobject). A SharedReaderQueue cannot be instantiated without the type representation information.

3.3.2 Configuring the <queuing_service> Tag

A configuration file must have at least one **<queuing_service>** tag, which is used to configure an execution of *Queuing Service*. A configuration file may contain multiple **<queuing_service>** tags.

When you start *Queuing Service*, you can specify which **<queuing_service>** tag to use to configure the service using the **-cfgName** command-line parameter.

For example:

```
<dds xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
    xsi:noNamespaceSchemaLocation="rti_queuing_service.xsd">

    ...
    <queuing_service name="QueuingService_1">
       ...
    </queuing_service>
    ...
    <queuing_service name="QueuingService_2">
       ...
    </queuing_service>
</dds>
```

Starting *Queuing Service* with the following command will use the **<queuing_service>** tag with the name **QueuingService_1**:

```
Queuingservice -cfgFile example.xml -cfgName QueuingService_1
```

Because a configuration file may contain multiple **<queuing_service>** tags, one file can be used to configure multiple *Queuing Service* executions.

Table 3.2 Queuing Service Tags describes the tags allowed within a **<queuing_service>** tag. Notice that the **<domain_participant>** tag is required.

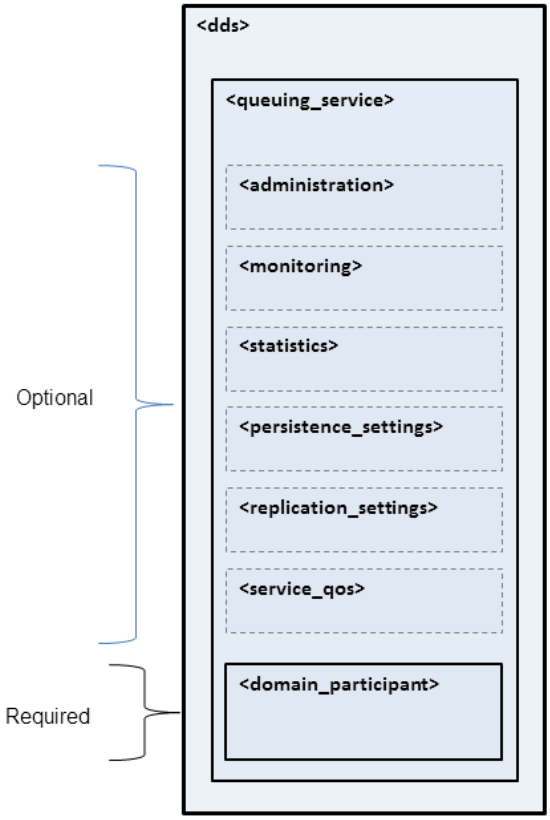


Table 3.2 Queuing Service Tags

Tags within <queuing_ service>	Description	Number of Tags Allowed
<administration>	Enables and configures remote administration. See 3.3.3 Configuring Administration on page 40 and Chapter 5 Administering Queuing Service from a Remote Location on page 67.	0 or 1
<domain_participant>	For each **<domain_participant>** tag, *Queuing Service* creates one *DomainParticipant* to communicate over DDS. SharedSubscribers are defined within a **<domain_participant>**. See 3.3.6 Configuring DomainParticipants on page 51.	1 or more **(required)**
<monitoring>	Enables and configures general remote Pub/Sub monitoring. See 3.3.4 Configuring Monitoring on page 42.	0 or 1
<persistence_settings>	Configures the storage settings that are used to persist the service state as well as the SharedReaderQueues samples. See 3.3.5 Configuring Persistence Settings on page 48.	0 or 1

Table 3.2 Queuing Service Tags

Tags within <queuing_ service>	Description	Number of Tags Allowed
<replication_settings>	Configures the default settings for the replication protocol for SharedReaderQueues and configuration. These settings can be overridden by the settings under: • **<shared_reader_queue_replication>** under **<service_qos>** • **<configuration_replication>** under **<service_qos>** • **<replication>** under **<queue_qos>** **Important:** Using this tag does not enable replication. To enable replication, set: • **<shared_reader_queue_replication>** under **<service_qos>** or **<replication>** under **<queue_ qos>** for SharedReaderQueues • **<configuration_replication>** under **<service_qos>** for configuration See Chapter 7 High Availability on page 80.	0 or 1
<service_qos>	Configures the QoS for the service. See Table 3.3 Service QoS Tags	0 or 1
<statistics>	Configures the statistics-gathering process for publish-subscribe and request-reply monitoring. See 3.3.4 Configuring Monitoring on page 42.	0 or 1

Table 3.3 Service QoS Tags

Tags within <service_qos>	Description	Number of Tags Allowed
<configuration_replication>	Enables configuration replication. See Chapter 7 High Availability on page 80.	0 or 1

<persistence>	Configures whether or not the service state must be persisted on disk. In addition, when the state is persisted, you can select whether or not to restore it when the service is restarted.
	Example:
	`<persistence>`
	`<kind>PERSISTENT</kind>`
	`<restore>true</restore>`
	`</persistence>`
	There are two values for the **kind**:
	• VOLATILE: Do not persist service state
	• PERSISTENT: Persist service state
	Note: If this policy's **kind** is configured as VOLATILE and there are changes to the configuration as a result of running remote administration commands when the service is restarted, these changes will be lost.
	See 2.13 Queuing Service Persistency on page 20.
	Defaults:
	kind: VOLATILE
	restore: true
		0 or 1

<shared_reader_queue_replication>	Enables SharedReaderQueue replication. See Chapter 7 High Availability on page 80.	0 or 1

3.3.3 Configuring Administration

You can create a *Connext* application that can remotely control *Queuing Service.* The **<administration>** tag is used to enable remote administration and configure its behavior.

By default, remote administration is turned off in *Queuing Service* for security reasons. A remote administration section is not required in the configuration file.

For example:

```
<dds xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
    xsi:noNamespaceSchemaLocation="rti_queuing_service.xsd">
    <queuing_service name="QueuingService_1">
        <administration>
            <domain_id>55</domain_id>
        </administration>
        ...
    </queuing_service>
</dds>
```

Table 3.4 Remote Administration Tags

Tags within <administration>	Description	Number of Tags Allowed
<datareader_qos>	Configures the *DataReader* QoS for remote administration. If the tag is not defined, *Queuing Service* will use the *Connext* defaults with the following changes: **reliability.kind** = **DDS_RELIABLE_RELIABILITY_QOS** (this value cannot be changed) **history.kind** = **DDS_KEEP_ALL_HISTORY_QOS** **resource_limits.max_samples** = 32	0 or 1
<datawriter_qos>	Configures the *DataWriter* QoS for remote administration. If the tag is not defined, *Queuing Service* will use the *Connext* defaults with the following changes: **history.kind** = **DDS_KEEP_ALL_HISTORY_QOS** **resource_limits.max_samples** = 32	0 or 1
<distributed_logger>	Configures *RTI Distributed Logger*. See 3.5 Enabling RTI Distributed Logger in Queuing Service on page 62.	0 or 1
<domain_id>	Specifies which domain ID *Queuing Service* will use to enable remote administration.	1 **(required)**
<memory_management>	Controls how *Queuing Service* allocates memory for the **string_body** or **octet_body** buffer in a CommandReply. See 3.3.3.1 Configuring Memory Management for a CommandReply Buffer on the next page.	0 or 1
<participant_qos>	Configures the *DomainParticipant* QoS for remote administration. If the tag is not defined, *Queuing Service* will use the *Connext* defaults.	0 or 1
<publisher_qos>	Configures the *Publisher* QoS for remote administration. If the tag is not defined, *Queuing Service* will use the *Connext* defaults.	0 or 1
<subscriber_qos>	Configures the *Subscriber* QoS for remote administration. If the tag is not defined, *Queuing Service* will use the *Connext* defaults.	0 or 1

When remote administration is enabled, *Queuing Service* will create a *DomainParticipant*, *Publisher*, *Subscriber*, *DataWriter*, and *DataReader*. These entities are used to receive commands and send responses. You can configure these entities with QoS tags within the **<administration>** tag.

Table 3.4 Remote Administration Tags lists the tags allowed within **<administration>** tag. Notice that the **<domain_id>** tag is required.

For more details, please see Chapter 5 Administering Queuing Service from a Remote Location on page 67.

Note: The command-line options used to configure remote administration take precedence over the XML configuration.

3.3.3.1 Configuring Memory Management for a CommandReply Buffer

The **<memory_management>** tag under **<administration>** controls how *Queuing Service* allocates memory for the **string_body** or **octet_body** buffer in a CommandReply.

For example:

```
<memory_management>
    <sample_buffer_min_size>16000</sample_buffer_min_size>
    <sample_buffer_trim_to_size>true</sample_buffer_trim_to_size>
</memory_management>
```

- **sample_buffer_min_size**: If the size required for the buffer of a CommandReply is smaller or equal to this value, *Queuing Service* will use a pre-allocated buffer. The size of this buffer is equal to this value.

  If the size required for the buffer of a CommandReply is greater than this value, *Queuing Service* will allocate the buffer from the heap dynamically upon reply generation.
- **sample_buffer_trim_to_size**: This value controls what to do with the CommandReply buffer that is dynamically allocated. When true, the buffer will be released when the corresponding reply is sent. When false, the buffer is retained for future responses. It may be released later on, but only to be replaced by a larger buffer.

Ranges:

- **sample_buffer_min_size**: -1 (2 GB, the maximum size of a CommandReply) or a positive number.
- **sample_buffer_trim_to_size**: true or false

Defaults:

- **sample_buffer_min_size**: 32768
- **sample_buffer_trim_to_size**: false

3.3.4 Configuring Monitoring

With *Queuing Service,* you can monitor the status of the service and its SharedReaderQueues using request-reply or publish-subscribe communication patterns.

Request-reply monitoring is done by issuing remote administration commands that retrieve the status of the different entities in the service. See Chapter 5 Administering Queuing Service from a Remote Location on page 67.

Publish-subscribe monitoring is done by subscribing to the monitoring topics. See Chapter 6 Publish-Subscribe Monitoring of Queuing Service from a Remote Location on page 78.

To enable Request/Reply monitoring and configure its behavior, use the **<administration>** tag under **<queuing_service>** (See 3.3.3 Configuring Administration on page 40).

To enable Pub/Sub monitoring and configure its behavior, use the **<monitoring>** tag under **<queuing_service>** (See 3.3.4.2 Configuring Publish-Subscribe Monitoring on the next page).

By default, both, remote publish-subscribe monitoring and request-reply monitoring are turned off in *Queuing Service* for security and performance reasons. A **<monitoring>** or **<administration>** section is not required in the configuration file.

For example:

```
<dds xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
       xsi:noNamespaceSchemaLocation="rti_queuing_service.xsd">
    <queuing_service name="QueuingService_1">
        <administration>
            <domain_id>55</domain_id>
        </administration>
        <monitoring>
            <domain_id>55</domain_id>
        </monitoring>
        ...
    </queuing_service>
</dds>
```

There are two kinds of monitoring data for en entity (for example, a SharedReaderQueue):

- Entity data
- Entity status

Entity data provides information about the configuration of the entity. For example, the service data contains a list of the SharedReaderQueues contained in the service. Entity data information is updated every time there is a configuration change that affects that data.

Entity status provides information about the operational status of an entity. This kind of information changes continuously and is computed and published periodically. For example, the SharedReaderQueue status contains information such as the SharedReaderQueue's latency and throughput.

The following table shows the monitoring information available with publish-subscribe and request-reply monitoring:

	Publish-Subscribe	Request-Reply
ServiceData	No	Yes
SharedReaderQueueData	No	Yes
SharedReaderQueueStatus	Yes	Yes

For more information on how to retrieve the monitoring data, see Chapter 5 Administering Queuing Service from a Remote Location on page 67 and Chapter 6 Publish-Subscribe Monitoring of Queuing Service from a Remote Location on page 78.

3.3.4.1 Configuring Request-Reply Monitoring

To enable Request/Reply monitoring and configure its behavior, use the **<administration>** tag under **<queuing_service>** (See 3.3.3 Configuring Administration on page 40).

3.3.4.2 Configuring Publish-Subscribe Monitoring

When publish-subscribe remote monitoring is enabled, *Queuing Service* will create one *DomainParticipant*, one *Publisher*, and one *DataWriter* to publish SharedReaderQueue status. You can configure the QoS of these entities with the **<monitoring>** tag defined under **<queuing_service>**.

Table 3.5 Monitoring Tags

Tags within <monitoring>	Description	Number of Tags Allowed
<enabled>	Enables/disables publish-subscribe monitoring for the *Queuing Service* instance. Setting this value to true (default value) in the <monitoring> tag under <queuing_service> enables monitoring in all the entities unless they explicitly disable it by setting this tag to false in their local <entity_monitoring> tags. Setting this tag to false in the <monitoring> tag under <queuing_service> disables monitoring in all the *Queuing Service* entities. In this case, any monitoring configuration settings in the entities are ignored. Default value: true	0 or 1
<datawriter_qos>	Configures the *DataWriter* QoS for remote monitoring. If the tag is not defined, *Queuing Service* will use the *Connext* defaults with this change: durability.kind = DDS_TRANSIENT_LOCAL_DURABILITY_QOS	0 or 1
<domain_id>	Specifies which domain ID *Queuing Service* will use to enable remote monitoring.	1 **(required)**
<participant_qos>	Configures the *DomainParticipant* QoS for remote monitoring. If the tag is not defined, *Queuing Service* will use the *Connext* defaults with this change: resource_limits.type_code_max_serialized_length = 4096	0 or 1

Table 3.5 Monitoring Tags

Tags within <monitoring>	Description	Number of Tags Allowed
<publisher_qos>	Configures the *Publisher* QoS for remote monitoring. If the tag is not defined, *Queuing Service* will use the *Connext* defaults.	0 or 1
<status_publication_period>	Specifies the frequency at which the status of an entity is published. For example: <status_publication_period> <sec>3</sec> <nanosec>0</nanosec> </status_publication_period> If the tag is not defined, the period is 5 seconds. The status publication period defined in **<queuing_service>/<monitoring>** is inherited by all the monitorable entities within **<queuing_service>**. An entity can override the period.	0 or 1

3.3.4.2.1 Publish-Subscribe Monitoring Configuration Inheritance

The <**status_publication_period**> defined under **<queuing_service>/<monitoring>** is inherited by all the monitorable entities. An entity can override this value using the **<entity_monitoring>** tag.

For example, this how a SharedReaderQueue would override the status publication period:

```
<dds xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
       xsi:noNamespaceSchemaLocation="rti_queuing_service.xsd">
    <queuing_service name="QueuingService_1">
        ...
        <monitoring>
            <domain_id>55</domain_id>
            <status_publication_period>
                <sec>5</sec>
                <nanosec>0</nanosec>
            </status_publication_period>
        </monitoring>
        <domain_participant name="DomainParticipant_1">
            ...
            <shared_subscriber name="SharedSubscriber_1">
                ...
                <shared_reader_queue
                    name="SharedReaderQueue_1"
                    session="Session_1">
                    ...
                    <entity_monitoring>
                        <enabled>true</enabled>
                        <status_publication_period>
                            <sec>3</sec>
                            <nanosec>0</nanosec>
                       </status_publication_period>
```

```
                    </entity_monitoring>
                </shared_reader_queue>
            </shared_subscriber>
        </domain_participant>
    </queuing_service>
</dds>
```

In the above example, the SharedReaderQueue overrides the status publication period, setting it to 3 seconds.

Table 3.6 Entity Monitoring Tags

Tags within <entity_ monitoring>	Description	Number of Tags Allowed
<enabled>	Enables/disables remote publish-subscribe monitoring for a given entity. If general monitoring is disabled, this value is ignored. Default value: true	0 or 1
<status_publication_period>	Specifies the frequency at which the status of an entity is published. For example: <status_publication_period> <sec>3</sec> <nanosec>0</nanosec> </status_publication_period> If the tag is not defined, its value is inherited from the general monitoring settings.	0 or 1

3.3.4.3 Configuring Statistics Calculation Process

Queuing Service reports multiple statistics as part of the entity status. Some of these statistics are counters, such as the number of samples received by a SharedReaderQueue; other statistics are statistics variables, such as the number of samples enqueued per second in a SharedReaderQueue.

```
struct SharedReaderQueueStatus {
    ...
    unsigned long long received_message_count;
    ...
    StatisticVariable enqueue_throughput;
    ...
};
```

For a given statistic variable, *Queuing Service* computes the metrics in **StatisticMetrics** during specified time frames.

```
struct StatisticMetrics {
    unsigned long long period_ms;
    long long count;
    float mean;
    float minimum;
    float maximum;
    float std_dev;
};
```

```
struct StatisticVariable {
    StatisticMetric publication_period_metrics;
    sequence<StatisticMetrics, MAX_HISTORICAL_METRICS> historical_metrics;
};
```

The count is the sum of all values received during the time frame. For example, in the case of **enqueue_throughput**, count is the number of samples enqueued during the time frame.

Queuing Service always calculates the statistics corresponding to the time between two status publications (**publication_period_metrics** field) independently of whether or not publish-subscribe monitoring is enabled. This time is configured using the tag **<status_publication_period>** under **<monitoring>** or **<entity_monitoring>** (3.3.4.2 Configuring Publish-Subscribe Monitoring on page 44).

You can also select additional windows on a per-entity basis using the tag **<historical_statistics>** under **<statistics>** (see 3.3.4.3.1 Statistics Calculation below). The sequence **historical_metrics** in **StatisticVariable** contains values corresponding to the windows that have been enabled:

- 5-sec. metrics correspond to activity in the last five seconds.
- 1-min. metrics correspond to activity in the last minute.?
- 5-min. metrics correspond to activity in the last five minutes.
- 1-hour metrics correspond to activity in the last hour.
- Up-time metrics correspond to activity since the entity was created.

Each window has a field called **period_ms** that identifies its size in milliseconds. For the **publication_period_metrics**, this field contains the **<status_publication_period>**. For the up-time metrics, this field contains the time since the entity was created. For the other windows, this field contains a fixed value that identifies the window size (5000 for the 5-second window, 60000 for the one-minute window, etc).

3.3.4.3.1 Statistics Calculation

The accuracy of the statistics calculation process is determined by the value of the statistics sampling period. This period specifies how often statistics are gathered and is configured on a per entity basis using the tag **<statistics_sampling_period>** under **<statistics>**.

As a general rule, the **statistics_sampling_period** of an entity must be smaller than its **status_publication_period** for publish-subscribe monitoring and the request period for request-reply monitoring. A small **statistics_sampling_period** provides more accurate statistics at expense of increasing the memory consumption and decreasing performance.

The statistics calculation process is configured using the tags **<statistics>** under **<queuing_service>** and **<shared_reader_queue>**.

Table 3.7 Statistics Tags

Tags within <statistics>	Description	Number of Allowed Tags

<historical_statistics>	Enables or disables the statistic calculation within fixed time windows.
	By default, *Queuing Service* only publishes the statistics corresponding to the window between two status publications. By using this tag, you can get the following additional windows:
	• 5 seconds
	• 1 minute
	• 5 minutes
	• 1 hour
	• Up time (since the entity was enabled)
	For example:
	`<historical_statistics>`
	`<five_second>true</five_second>`
	`<one_minute>true</one_minute>`
	`<five_minute>false</five_minute>`
	`<one_hour>true</one_hour>`
	`<up_time>false</up_time>`
	`</historical_statistics>`
	If a window is not present (inside **<historical_statistics>**), it is considered disabled.
	Historical statistics can be overridden on a per entity basis.
		0 or 1

<statistics_sampling_period>	Specifies the frequency at which statistics variables (such as throughput and latency) are updated.
	For example:
	`<statistics_sampling_period>`
	`<sec>1</sec>`
	`<nanosec>0</nanosec>`
	`</statistics_sampling_period>`
	If the tag is not defined, the period is 1 second.
	The statistic sampling period defined in **<queuing_service>** is inherited by all the entities inside **<queuing_service>**.
	An entity can override the period.
		0 or 1

3.3.5 Configuring Persistence Settings

The <persistence_settings> tag configures the store settings that are used to persist the service state and the SharedReaderQueues's states (see 2.13 Queuing Service Persistency on page 20).

Table 3.8 Persistence Setting Tags on the next page lists the tags that you can specify in **<persistence_settings>**.

Table 3.8 Persistence Setting Tags

Tags within <persistence_settings>	Description	Number of Tags Allowed
<filesystem>	Configures the file system settings used to persist the service state and the SharedReaderQueues' states. See Table 3.9 Filesystem Tags below.	0 or 1

Table 3.9 Filesystem Tags

Tags within <filesystem>	Description	Number of Tags Allowed
<directory>	Specifies the directory of the files in which the service state and the SharedReaderQueues' states will be persisted. This directory can also be provided by, and is overridden by, the **-persistentStoragePath** command-line option. The directory must exist; otherwise the service will report an error upon start up. Default: Value provided with **-persistentStoragePath** or the current working directory if the command-line option is not provided.	0 or 1
<file_max_size>	This tag configures the maximum size (in KB) of the files storing the SharedReaderQueue data (both metadata and user data). *Queuing Service* will create a new file when this size is exceeded. Default: 1000 KB Note: This tag only applies to PERSISTENT SharedReaderQueues created with <in_memory_state> set to true (see 3.3.10 Configuring SharedReaderQueues on page 54).	0 or 1
<file_prefix>	Specifies a name prefix associated with all the files created by *Queuing Service*. This prefix can also be provided by, and is overridden by, the **-persistentFilePrefix** command-line option. Default: Value provided with **-persistentFilePrefix** or 'QS' if the command-line option is not provided	0 or 1
<journal_mode>	Sets the journal mode of the persistent storage. This tag can take these values: • DELETE: Deletes the rollback journal at the conclusion of each transaction. • MEMORY: Stores the rollback journal in volatile RAM. This saves disk I/O. • OFF: Completely disables the rollback journal. If the application crashes in the middle of a transaction when the journal mode is set to OFF, the files containing the samples will very likely be corrupted. • PERSIST: Prevents the rollback journal from being deleted at the end of each transaction. Instead, the header of the journal is overridden with zeros. • TRUNCATE: Commits transactions by truncating the rollback journal to zero-length instead of deleting it. • WAL: Uses a write-ahead log instead of a rollback journal to implement transactions. Default: DELETE Note: This does not apply to PERSISTENT SharedReaderQueues created with <in_memory_state> set to true (see 3.3.10 Configuring SharedReaderQueues on page 54).	0 or 1

Table 3.9 Filesystem Tags

Tags within <filesystem>	Description	Number of Tags Allowed
<synchronization>	Determines the level of synchronization with the physical disk. This tag can take three values: • FULL: Every sample is written to physical disk as *Queuing Service* receives it. • NORMAL: Samples are written to disk at critical moments. • OFF: No synchronization is enforced. Data will be written to physical disk when the OS flushes its buffers. Default: OFF	0 or 1
<trace_file>	Specifies the name of the trace file for debugging purposes. The trace file contains information about all SQL statements executed by the persistence service. Default: No trace file is generated Note: This does not apply to PERSISTENT SharedReaderQueues created with <in_memory_state> set to true (see 3.3.10 Configuring SharedReaderQueues on page 54).	0 or 1
<vacuum>	Sets the auto-vacuum status of the storage. This tag can take these values: • NONE: When data is deleted from the storage files, the files remain the same size. • FULL: The storage files are compacted every transaction. Default: FULL Note: This does not apply to PERSISTENT SharedReaderQueues created with <in_memory_state> set to true (see 3.3.10 Configuring SharedReaderQueues on page 54).	0 or 1

3.3.6 Configuring DomainParticipants

For each **<domain_participant>** tag, *Queuing Service* creates one *DomainParticipant* to communicate over DDS. Table 3.10 DomainParticipant Tags lists the tags allowed within **<domain_participant>**.

Table 3.10 DomainParticipant Tags

Tags within <domain_participant>	Description	Number of Tags Allowed
<domain_id>	Specifies the domain ID associated with the *DomainParticipant*	1 **(required)**
<memory_management>	Controls how to allocate the memory for a sample buffer. For details, see 3.3.6.1 Configuring Memory Management for Sample Buffers below.	0 or 1
<participant_qos>	Configures the *DomainParticipant* QoS. If the tag is not defined, *Queuing Service* will use the *Connext* defaults.	0 or 1
<shared_subscriber>	Configures a SharedSubscriber. See 3.3.7 Configuring SharedSubscribers on the next page.	1 or more **(required)**

3.3.6.1 Configuring Memory Management for Sample Buffers

For every sample in a SharedReaderQueue, *Queuing Service* uses a buffer to store the content of the sample in serialized form with CDR representation. The **<memory_management>** tag controls how to allocate the memory for a sample buffer.

For example:

```
<memory_management>
    <sample_buffer_min_size>16000</sample_buffer_min_size>
    <sample_buffer_trim_to_size> true</sample_buffer_trim_to_size>
</memory_management>
```

- **sample_buffer_min_size**: If the serialized size of an incoming sample is smaller or equal to this value, *Queuing Service* will use a pre-allocated buffer (with size equal to this value) from a pool to hold the sample.

  The initial and maximum number of buffers in the pool as well as the pool's growth policy is configured using the XML tag **<resource_limits>** under **<shared_reader_queue>/<queue_qos>**.

  When the serialized size of the incoming sample is greater than this value, *Queuing Service* will allocate the buffer from the heap dynamically upon sample reception.
- **sample_buffer_trim_to_size**: This value controls what to do with the buffers that are dynamically allocated. When true, the buffers will be released when the corresponding samples are remove from the SharedReaderQueues. When false, the buffers are kept around for future samples. They maybe released later on but only to be replaced by bigger buffers.

Ranges:

- **sample_buffer_min_size**: -1 (In a SharedReaderQueue is the maximum serialized size of its samples) or positive number.
- **sample_buffer_trim_to_size**: true or false

Defaults:

- **sample_buffer_min_size**: 256
- **sample_buffer_trim_to_size**: true

Notice that setting a positive value for **sample_buffer_min_size** is critical when a data type has a very high maximum serialized size (e.g., megabytes) but most of the samples sent are much smaller than the maximum possible size (e.g., kilobytes). In this case, the memory footprint is reduced dramatically, while still correctly handling the rare cases in which very large samples are published.

3.3.7 Configuring SharedSubscribers

SharedSubscribers are containers that host SharedReaderQueues, allowing remote QueueConsumers to attach to the shared queues and providing "exactly once" or "at-most once" access to the samples in the shared queues.

With these access modes, when one QueueConsumer gets a message, the other QueueConsumers attached to the same SharedReaderQueue do *not* get that message. A SharedSubscriber can host one or more SharedReaderQueues, each one associated with a different DDS *Topic* name.

Table 3.11 SharedSubscriber Tags lists the tags allowed within **<shared_subscriber>**.

Table 3.11 SharedSubscriber Tags

Tags within <shared_subscriber>	Description	Number of Tags Allowed
<dead_letter_shared_reader_queue>	Configures the DeadLetterSharedReaderQueue for a SharedSubscriber. You can define one dead-letter queue per SharedSubscriber. See 2.11 Dead-Letter Queues on page 18.	0 or 1
<publisher_qos>	Sets the QoS associated with the session DDS *Publishers*. There is one *Publisher* per session.	0 or 1
<session_settings>	Configures the sessions for the SharedReaderQueues defined in the SharedSubscriber. A session defines a threaded context for a SharedReaderQueue. See 3.3.8 Configuring Session Settings on the next page	1 **(required)**

Table 3.11 SharedSubscriber Tags

Tags within <shared_ subscriber>	Description	Number of Tags Allowed
<shared_reader_queue>	Configures a SharedReaderQueue in a SharedSubscriber. See 3.3.10 Configuring SharedReaderQueues on the next page.	0 or more
<subscriber_qos>	Sets the QoS associated with the session DDS *Subscribers*. There is one *Subscriber* per session.	0 or 1

3.3.8 Configuring Session Settings

Table 3.12 Session Settings Tags lists the only tag allowed within **<session_settings>**.

Table 3.12 Session Settings Tags

Tags within <session_settings>	Description	Number of Tags Allowed
<session>	A session defines a threaded context for a SharedReaderQueue. See 3.3.7 Configuring SharedSubscribers on the previous page	1 or more **(required)**

3.3.9 Configuring SharedSubscribers Sessions

A session defines a threaded context for a SharedReaderQueue. SharedReaderQueues in different sessions can be processed in parallel. Sessions are part of SharedSubscribers.

For each Session defined within the tag **<session_settings>**, *Queuing Service* will create the following elements:

- Two threads: one for storing samples into SharedReaderQueues, and one to distribute samples from the SharedReaderQueues to QueueConsumers.
- One DDS *Publisher*
- One DDS *Subscriber*

The QoS of the *Publisher* and *Subscriber* are configured using the tags **<publisher_qos>** and **<subscriber_qos>** under **<shared_subscriber>**.

Table 3.13 Session Tags lists the tags allowed within **<session>**.

SharedReaderQueues and DeadLetterSharedReaderQueues can be associated with a session by using the XML attribute **session** in **<shared_reader_queue>** and **<dead_letter_shared_reader_queue>**, respectively.

Table 3.13 Session Tags

Tags within <session>	Description	Number of Tags Allowed

<dequeue_period>	Configures the period at which *Queuing Service* retries sending samples that have not been delivered to a QueueConsumer upon reception.
	This can happen when the available QueueConsumers cannot accept the samples or if there are no QueueConsumers in the system for a SharedReaderQueue.
	Example:
	`<session>`
	`  <thread>`
	`  <dequeue_period>`
	`  <sec>1</sec>`
	`  <nanosec>0</nanosec>`
	`  </dequeue_period>`
	`  </thread>`
	`</session>`
	Default: 10 msec
		0 or 1

<monitoring>	Enables and configures remote Pub/Sub monitoring for the SharedReaderQueue. See 3.3.4 Configuring Monitoring on page 42 and Chapter 6 Publish-Subscribe Monitoring of Queuing Service from a Remote Location on page 78.	0 or 1
<replication>	Enables SharedReaderQueue replication. See Chapter 7 High Availability on page 80.	0 or 1
<statistics>	Configures the statistic gathering process for publish-subscribe or request-reply monitoring of the SharedReaderQueue. See 3.3.4 Configuring Monitoring on page 42.	0 or 1

<thread>	Sets the mask, priority and stack size of the threads associated with this session.
	Example:
	`<session>`
	`  <thread>`
	`  <mask>MASK_DEFAULT</mask>`
	`  <priority>`
	`  THREAD_PRIORITY_DEFAULT`
	`  </priority>`
	`  <stack_size>`
	`  THREAD_STACK_SIZE_DEFAULT`
	`  </stack_size>`
	`  </thread>`
	`</session>`
	Defaults:
	• mask = MASK_DEFAULT
	• priority = THREAD_PRIORITY_DEFAULT
	• stack_size = THREAD_STACK_SIZE_DEFAULT
		0 or 1

3.3.10 Configuring SharedReaderQueues

A SharedReaderQueue is a logical *DataReader* queue hosted inside a SharedSubscriber that provides “exactly once” or “at-most once” access to the Consumers attached to the SharedReaderQueue. It is associated with a *Topic* and the name of the SharedReaderQueue is derived from the name of the *Topic* and the SharedSubscriber that hosts it. Implementation-wise, a SharedReaderQueue is composed of an

input (DDS *DataReader*) and output (DDS *DataWriter*) pair that, together with a queue storage, implement the queuing behavior for a *Topic*.

The input *DataReader* is matched to the *DataWriters* associated with the QueueProducers and the output *DataWriter* is matched to the *DataReaders* associated with the QueueConsumers. The processing logic ensures that each sample in the SharedReaderQueue is delivered to only one of the QueueConsumers.

- Table 3.14 SharedReaderQueue Tags and Table 3.15 Queue QoS Tags describe the tags allowed within <shared_reader_queue>.
- Table 3.16 <shared_reader_queue> Attributes describes the attributes you may set for <shared_reader_queue>.

Table 3.14 SharedReaderQueue Tags

Tags within <shared_reader_queue>	Description	Number of Tags Allowed
<datareader_qos>	Configures the QoS for the SharedReaderQueue *DataReader*. If the tag is not defined, *Queuing Service* will use the *Connext* defaults with the following changes: • **reliability.kind** = **DDS_RELIABLE_RELIABILITY_QOS** (*this value cannot be changed*) • **reliability.acknowledgment_kind** = **APPLICATION_EXPLICIT_ACKNOWLEDGMENT_MODE** • **history.kind** = **DDS_KEEP_ALL_HISTORY_QOS** (*this value cannot be changed*) • **reader_resource_limits.max_app_ack_response_length** = 1 • **subscription_name.role_name** = **QUEUING_SERVICE** • **service.kind** = **QUEUING_SERVICE_QOS** (*this value cannot be changed*)	0 or 1
<datawriter_qos>	Configures the QoS for the SharedReaderQueue *DataWriter*. If the tag is not defined, *Queuing Service* will use the *Connext* defaults with the following changes: • **reliability.kind** = **DDS_RELIABLE_RELIABILITY_QOS** (*this value cannot be changed*) • **reliability.acknowledgment_kind** = **APPLICATION_EXPLICIT_ACKNOWLEDGMENT_MODE** (*this value cannot be changed*) • **history.kind** = **DDS_KEEP_ALL_HISTORY_QOS** (*this value cannot be changed)* • **service.kind** = **QUEUING_SERVICE_QOS** (*this value cannot be changed*)	0 or 1
<queue_qos>	Configures the QoS for the SharedReaderQueue. See Table 3.15 Queue QoS Tags.	0 or 1

Table 3.14 SharedReaderQueue Tags

Tags within <shared_reader_queue>	Description	Number of Tags Allowed
<reply_topic>	The topic name for the implicit Reply SharedReaderQueue created by setting <reply_type>. This tag is ignored if <reply_type> is not set. Default: <topic_name>Reply	0 or 1
<reply_type>	The name of the type associated with a Reply SharedReaderQueue. When it comes to the creation of a Reply SharedReaderQueue, you have two options: • Declare the queue explicitly in the configuration file. • Declare the queue implicitly through the usage of **<reply_type>**. In this case, the configuration of the Reply SharedReaderQueue matches the configuration of the SharedReaderQueue containing **<reply_type>**. See 2.10 Sending a Reply from QueueConsumer to QueueProducer on page 15.	0 or 1
<topic_name>	The name of the *Topic* associated with the SharedReaderQueue. QueueProducers will publish on this *Topic*. QueueConsumers will subscribe to a *Topic* with name "<topic_name>@SharedSubscriberName" where SharedSubscriberName is the name of the SharedSubscriber containing the SharedReaderQueue. See 2.5 Queuing Service Entities on page 8.	1 **(required)**
<type_name>	The name of the type associated with the ShareReaderQueue. See 3.3.1 Configuring Queuing Service Types on page 35.	1 **(required)**
<update_datareader_qos>	Configures the QoS of the *DataReader* used to receive the status information required by the SharedReaderQueue replication protocol. If the tag is not defined, *Queuing Service* will use the *Connext* defaults with the following changes: • **reliability.kind** = **DDS_RELIABLE_RELIABILITY_QOS** (*this value cannot be changed)* • **history.kind** = **DDS_KEEP_ALL_HISTORY_QOS** (*this value cannot be changed)*	0 or 1

Table 3.14 SharedReaderQueue Tags

Tags within <shared_reader_queue>	Description	Number of Tags Allowed
<update_datawriter_qos>	Configures the QoS of the *DataWriter* used to publish the status information required by the SharedReaderQueue replication protocol. If the tag is not defined, *Queuing Service* will use the *Connext* defaults with the following changes: • **reliability.kind** = **DDS_RELIABLE_RELIABILITY_QOS** (*this value cannot be changed)* • **history.kind** = **DDS_KEEP_ALL_HISTORY_QOS** (*this value cannot be changed)*	0 or 1
<redistribution_datawriter_qos>	Configures the QoS of the *DataWriter* used to replicate a sample to other replicas. If the tag is not defined, *Queuing Service* will use the *Connext* defaults with the following changes: • **reliability.kind = RELIABLE_RELIABILITY_QOS** (this value cannot be changed) • **reliability.acknowledgment_kind = APPLICATION_EXPLICIT_ACKNOWLEDGMENT_MODE or PROTOCOL_ACKNOWLEDGMENT_MODE**, depending on <queue_qos>/<reliability>/<app_ack_sample_to_producer> value (this value cannot be changed by QoS) • **history.kind = DDS_KEEP_ALL_HISTORY_QOS** • **service.kind = QUEUING_SERVICE_QOS** (this value cannot be changed) • **protocol.propagate_app_ack_with_no_response = FALSE** (this value cannot be changed) For more details, see 7.1.1.1 Sample Replication Phase on page 81	0 or 1

Table 3.15 Queue QoS Tags

Tags within <queue_qos>	Description	Number of Tags Allowed

<distribution>	Configures the dispatch policy for the SharedReaderQueue.
	Queuing Service uses the dispatch policy to determine which QueueConsumer gets each sample.
	In this release, *Queuing Service* only supports a ROUND_ROBIN dispatch policy, with and without explicit availability feedback from QueueConsumers.
	You can also configure a SharedReaderQueue so that the last sample in the SharedReaderQueue for a QueueConsumer is marked with the flag DDS_LAST_SHARED_READER_QUEUE_SAMPLE before is sent to the QueueConsumer. The QueueConsumer application can inspect the value of this flag by checking the **flag** field in SampleInfo.
	Example:
	`<distribution>`
	`<kind>ROUND_ROBIN</kind>`
	`<mark_last_undelivered_sample>`
	`true`
	`</mark_last_undelivered_sample>`
	`<property>`
	`<value>`
	`<element>`
	`<name>UNACKED_THRESHOLD</name>`
	`<value>-1</value>`
	`</element>`
	`</value>`
	`<value>`
	`<element>`
	`<name>ALLOW_CONSUMER_FEEDBACK</name>`
	`<value>1</value>`
	`</element>`
	`</value>`
	`</property>`
	`</distribution>`
	See 2.9 Selecting a QueueConsumer for a Sample on page 13 for more information regarding the dispatch policy.
	Defaults:
	• kind: ROUND_ROBIN
	• UNACKED_THRESHOLD: -1
	• ALLOW_CONSUMER_FEEDBACK: 0
	• mark_last_undelivered_sample: false
		0 or 1

<lifespan>	Configures how long a sample written by a QueueProducer is kept in the SharedReaderQueue.
	Example:
	`<lifespan>`
	`<duration>`
	`<sec>60</sec>`
	`<nanosec>0</nanosec>`
	`</duration>`
	`</lifespan>`
	Note: A finite lifespan set on the QueueProducer's *DataWriter* using the Lifespan QoS policy takes precedence over this value.
	Default: UNLIMITED (no lifespan)
		0 or 1

Table 3.15 Queue QoS Tags

Tags within <queue_qos>	Description	Number of Tags Allowed

<persistence>	Configures whether or not the SharedReaderQueue state must be persisted on disk for fault tolerance purposes:
	There are two values for this policy:
	• VOLATILE: Keep the samples in-memory.
	• PERSISTENT: Store the samples into disk.
	Example:
	`<persistence>`
	`  <kind>PERSISTENT</kind>`
	`</persistent>`
	In the case of PERSISTENT SharedReaderQueues, you can choose between two implementations using the XML tag <in_memory_state>:
	Without In-Memory State: The metadata and user data associated with the SharedReaderQueue's samples is kept only on disk.
	With In-Memory State: The metadata for the SharedReaderQueue's samples is always kept both on disk and in memory. The sample's user data is kept in memory and on disk only when:
	• Its serialized size is smaller than the threshold set with <domain_participant>/<memory_management>/<sample_buffer_min_size> (see 2.14.2 Memory Management for a Sample on page 26).
	• <domain_participant>/<memory_management>/<sample_buffer_trim_to_size> is false (see 2.14.2 Memory Management for a Sample on page 26).
	Example:
	`<persistence>`
	`  <kind>PERSISTENT</kind>`
	`  <in_memory_state>true</in_memory_state>`
	`</persistent>`
	Default:
	• kind: VOLATILE
	• in_memory_state: true
	See 2.13 Queuing Service Persistency on page 20.
		0 or 1

Table 3.15 Queue QoS Tags

Tags within <queue_qos>	Description	Number of Tags Allowed

<redelivery>	Configures the redelivery policy for the SharedReaderQueue.
	Example:
	`<redelivery>`
	`<max_delivery_retries>`
	`10`
	`</max_delivery_retries>`
	`<response_timeout>`
	`<duration>`
	`<sec>60</sec>`
	`<nanosec>0</nanosec>`
	`</duration>`
	`</response_timeout>`
	`</redelivery>`
	In the above example:
	• **<max_delivery_retries>** configures the maximum number of redelivery attempts for a sample in a SharedReaderQueue
	• **<response_timeout>** configures the maximum time that Queue Service waits for an acknowledgment from the QueueConsumer to which the sample was sent to. After that timeout expires, the sample is redelivered to a different QueueConsumer for **<max_delivery_retries>**
	Defaults:
	• For **max_delivery_retries**: 0
	• For **response_timeout**: **UNLIMITED**
		0 or 1

<reliability>	Configures the QoS for reliable delivery of samples from a QueueProducer to the *Queuing Service*.
	This release supports only one configuration parameter, which allows you to disable the sending of application-level acknowledgement messages from *Queuing Service* to the QueueProducers after samples are stored into a SharedReaderQueue.
	Example:
	`<reliability>`
	`<app_ack_sample_to_producer>`
	`false`
	`</app_ack_sample_to_producer>`
	`</reliability>`
	Default: app_ack_sample_to_producer = true
		0 or 1

<resource_limits>	This policy: • Provides fine-grained control over the resources (memory and disk) associated with the samples in a SharedReaderQueue. • Provides a way to configure the behavior of a SharedReaderQueue when a new sample arrives and the SharedReaderQueue is full. • Provides ways to monitor when the space taken by the samples in a SharedReaderQueue goes above or below configurable watermarks and when the SharedReaderQueue fills up. For default values and additional information, see 2.14 SharedReaderQueue Resource Management on page 24.	0 or 1

Table 3.16 <shared_reader_queue> Attributes

Attributes for <shared_reader_queue>	Description	Required
dead_letter_queue	The name of the Dead-Letter SharedReaderQueue associated with this SharedReaderQueue (See 2.11 Dead-Letter Queues on page 18).	No
name	The name of the SharedReaderQueue. This name is needed to address the queue using remote administration (See Chapter 5 Administering Queuing Service from a Remote Location on page 67). If not specified, the service generates a random name.	No
session	The name of the session associated with the SharedReaderQueue. See 3.3.9 Configuring SharedSubscribers Sessions on page 53 for additional information on sessions.	Yes

3.3.11 Configuring DeadLetterSharedReaderQueues

Queuing Service provides support for deal-letter queues. A deal-letter queue is a SharedReaderQueue to which other SharedReaderQueues can send messages that for some reason could not be successfully delivered and processed.

Queuing Service supports the definition of one deal-letter queue per SharedSubscriber by using the XML tag **<dead_letter_shared_reader_queue>**. The deal-letter queue has two limitations compared with a regular queue:

- It cannot have a **<reply_type>**.
- It cannot have a **<type_name>**.

By default, SharedReaderQueues do not send undelivered samples to the deal-letter queue. To enable this behavior, you must use the attribute **dead_letter_queue** in **<shared_reader_queue>**. This attribute must be set to the name of the deal-letter queue in the configuration file.

For more information, see 2.11 Dead-Letter Queues on page 18.

3.4 Using Variables in XML

The text within an XML tag can refer to a variable. To do so, use the following notation:

```
$(MY_VARIABLE)
```

For example:

```
<element>
    <name>The name is $(MY_NAME)</name>
    <value>The value is $(MY_VALUE)</value>
</element>
```

When the XML parser parses the above tags, it will replace the references to variables with their actual values as follows:

1. First, it will try to get the variable value from the command-line. The variable value can be provided using the **-var** command-line option (see Table 4.1 RTI Queuing Service Command-Line Options)
2. If the value is not found, the parser will try to get it from the OS environment variables.
3. If the value still cannot be found, the parsing process will fail.

3.5 Enabling RTI Distributed Logger in Queuing Service

Queuing Service provides integrated support for *RTI Distributed Logger.* When you enable *Distributed Logger*, *Queuing Service* will publish its log messages to *Connext*.

You can use *RTI Monitor* to visualize the log message data. Since the data is provided in a topic, you can also use *RTI DDS Spy* (*rtiddsspy*) or even write your own visualization tool.

To enable *Distributed Logger*, modify the *Queuing Service* XML configuration file. In the **<administration>** section, add the **<distributed_logger>** tag as seen here:

```
<dds xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
    xsi:noNamespaceSchemaLocation="rti_queuing_service.xsd">

    <queuing_service name="QueuingService_1">
        <administration>
            ...
            <distributed_logger>
                <enabled>true</enabled>
            </distributed_logger>
        </administration>
            ...
    </queuing_service>
</dds>
```

There are more configuration tags that you can use to control *Distributed Logger's* behavior. For example, you can specify a filter so that only certain types of log messages are published. For details, see *Enabling Distributed Logger in RTI Services* in the RTI Connext Core Libraries User's Manual.

Chapter 4 Running Queuing Service

Queuing Service runs as a separate application. The script to run the executable is in **<NDDSHOME>/bin**. There are three ways to start *Queuing Service*:

- 4.1 Starting from Launcher below
- 4.2 Starting Manually from the Command Line below
- 4.3 Using Queuing Service as a Windows Service on page 66

If you are starting *Queuing Service* as a Windows Service, also read 4.3 Using Queuing Service as a Windows Service on page 66.

4.1 Starting from Launcher

1. Start *RTI Launcher* from the Start menu (on Windows systems) or on the command line, type:

   ```
   <NDDSHOME>/bin/rtilauncher
   ```

2. From the **Services** tab, select **Queuing Service**.

4.2 Starting Manually from the Command Line

To start Queuing Service, enter:

```
cd <NDDSHOME>
bin/rtiqueuingservice [options]
```

Example:

```
cd <NDDSHOME>
bin/rtiqueuingservice -cfgFile example.xml -cfgName QueuingService_1
```

To run this service executable on a *target* system (not your host development platform), you must first select the target architecture. To do so, either:
Set the environment variable **CONNEXTDDS_ARCH** to the name of the target architecture. (Do this for each command shell you will be using.)
Or set the variable **connextdds_architecture** in the file **rticommon_config.[sh/bat]**[a] to the name of the target architecture. If the **CONNEXTDDS_ARCH** environment variable is set, the architecture in this file will be ignored.

Table 4.1 RTI Queuing Service Command-Line Options describes the command-line options.

Table 4.1 RTI Queuing Service Command-Line Options

Option	Description
-appName <*name*>	Assigns a name to the execution of *Queuing Service*. Remote commands will refer to the queuing service using this name. In addition, the name of *DomainParticipants* created by *Queuing Service* will be based on this name. Default: The name given with **-cfgName**, if present, otherwise it is **RTI_Queuing_Service**.
-cfgFile <*name*>	Specifies a configuration file to be loaded. This parameter is required. See Section 3.1 How to Load the XML Configuration from a File in the *Queuing Service User's Manual*.
-cfgName <*name*>	Specifies a configuration name. *Queuing Service* will look for a matching **<queuing_service>** tag in the configuration file. **This parameter is required unless -cfgRemote is used.**
-cfgRemote	Specifies that the initial configuration of the service must be obtained remotely from other running instances. Using this option also requires the use of **-remoteAdministrationDomainId** to enable remote administration, because the initial configuration will be received in the remote administration domain ID. If you use this option and **-cfgName**, the service will wait until a configuration with that name is received. Otherwise, the service will use the first configuration that it receives. If the service does not receive the initial configuration after a configurable timeout (see **-cfgRemoteTimeout**), it will load the configuration from the input configuration file(s).
-cfgRemoteTimeout <*n*>	Specifies the maximum amount of time, in seconds, that *Queuing Service* will wait for an initial configuration when using **-cfgRemote**. Default: 20 seconds
-daemon	Runs *Queuing Service* as a daemon/Windows service. When this flag is present, *Queuing Service* will start in the background. Note that some systems may require special privileges to do this.
-domainIdBase <*ID*>	Sets the base domain ID. This value is added to the domain IDs in the configuration file. For example, if you set **-domainIdBase** to 50 and use domainIDs 0 and 1 in the configuration file, then *Queuing Service* will use domains 50 and 51. Default: 0

[a]This file is resource/scripts/rticommon_config.sh on Linux or macOS systems, resource/scripts/rticommon_config.bat on Windows systems.

Table 4.1 RTI Queuing Service Command-Line Options

Option	Description
-heapSnapshotPeriod	Enables heap monitoring. *Queuing Service* will generate a heap snapshot every <sec>. Default: heap monitoring is disabled.
-heapSnapshotDir	When heap monitoring is enabled, this parameter configures the directory where the snapshots will be stored. The snapshot filename format is RTI_<configurationName><processId><index>.log. Default: current working directory
-help	Displays help information.
-remoteAdministrationDomainId <*ID*>	Enables remote administration and sets the domain ID for remote communication. When remote administration is enabled, *Queuing Service* will create a *DomainParticipant*, *Publisher*, *Subscriber*, *DataWriter*, and *DataReader* in the designated domain. See Chapter 5, Administering Queuing Service from a Remote Location, in the *Queuing Service User's Manual*. This option overrides the value of the tag **<domain_id>** within a **<administration>** tag. This parameter is required when using **-cfgRemote**. Default: Remote administration is not enabled unless it is enabled from the XML file.
-persistentFilePrefix	Specifies a name prefix to use with all files created by *Queuing Service*. This option overrides the value of the tag **<file_prefix>** within **<persistence_settings>/<filesystem>**. Default: Value in **<persistence_settings>/<filesystem>/<file_prefix>**.
-persistentStoragePath	Configures the directory for persistent storage. This option overrides the value of the tag **<directory>** within **<persistence_settings>/<filesystem>**. Default: Value in **<persistence_settings>/<filesystem>/<directory>**.
-var <*name*>=<*value*>	Sets the value of the variable <*name*>. This variable can be referenced within the XML configuration files using the **$(<name>)** notation. See Section 3.4, Using Variables in XML, in the *Queuing Service User's Manual* for more information on configuration variables. You may have more than one **-var** flag on the command line. On Windows platforms, you will need to put quotation marks around the variable name and value, like this: -var "MY_VAR=myvalue"
-verbosity <*n*>	Controls what type of messages are logged: 0 - Silent 1 - Exceptions (*Connext* and *Queuing Service*) (default) 2 - Warnings (*Queuing Service*) 3 - Information (*Queuing Service*) 4 - Warnings (*Connext* and *Queuing Service*) 5 - Tracing (*Queuing Service*) 6 - Tracing (*Connext* and *Queuing Service*) Each verbosity level, *n*, includes all the verbosity levels smaller than *n*.
-version	Prints the *Queuing Service* version number.

4.3 Using Queuing Service as a Windows Service

Windows Services automatically run in the background when the system reboots. If you want to run *Queuing Service* as a Windows Service, use a Windows service wrapper such as **nssm** or **winsw**. For instance, you can download **nssm** from https://nssm.cc/download. Follow the product's documentation to set up *Queuing Service* as a Windows service. For example, for **nssm**, see https://nssm.cc/usage.

Here are some things to consider when running *Queuing Service* as a Windows Service:

- Some versions of Windows do not allow Windows Services to communicate with other services/applications using shared memory. For this reason, if you plan to run *Queuing Service* as a Windows Service, you should disable the shared-memory transport in all the *DomainParticipants* created by *Queuing Service* and in the applications communicating with *Queuing Service*. For more information on setting builtin transports, see Builtin Transport Plugins, in the RTI Connext Core Libraries User's Manual.
- In some scenarios, you may need to add a multicast address (e.g., builtin.udpv4://239.255.0.1) to your discovery peers. For details on setting the discovery peers, see information about setting discovery peers in the "Troubleshooting" section of *Introduction to Publish/Subscribe*, in the RTI Connext Getting Started Guide.

Chapter 5 Administering Queuing Service from a Remote Location

Queuing Service can be controlled remotely by sending commands through a special topic. Any *Connext* application can be implemented to send these commands and receive the corresponding responses.

5.1 Enabling Remote Administration

By default, remote administration is disabled in *Queuing Service* for security reasons.

To enable remote administration, you can use the **<administration>** tag (see 3.3.3 Configuring Administration on page 40) or the **-remoteAdministrationDomainId <ID>** command-line parameter, which enables remote administration and sets the domain ID for remote communication. For more information about the command-line options, see Table 4.1 RTI Queuing Service Command-Line Options.

When remote administration is enabled, *Queuing Service* will create a *DomainParticipant*, *Publisher*, *Subscriber*, *DataWriter*, and *DataReader* in the designated domain. (The QoS values for these entities are described in 3.3.3 Configuring Administration on page 40.)

5.2 Remote Administration API

Queuing Service remote administration is based on the *RTI Remote Administration Platform*. See "Remote Administration Platform" (in the "Common Infrastructure" section) of the RTI Routing Service documentation for more information about the remote administration API.

Queuing Service provides a RESTful-style remote administration API in which the commands have the following format:

<ACTION> <target_queuing_service> <resource_identifier> [*<body>*]

Where:

- *<ACTION>* is one the following values: **CREATE**, **DELETE**, **GET**.
- *<target_queuing_service>* can be:
  - The application name of a *Queuing Service* instance, such as "**MyQueuingService1**", as specified at start-up with the command-line option **–appName** (see)
  - A regular expression—as defined by the POSIX fnmatch API (1003.2-1992 section B.6)—for a *Queuing Service* application name, such as "**MyQueuingService***"
- *<resource_identifier>* identifies the resource to which the action is applied (see 5.2.1 Resource Identifiers below).
- *<body>* identifies the parameters of the action on the resource identified by *<resource_identifier>*. For example, when creating a SharedReaderQueue, the body is the XML snippet for the new queue.

5.2.1 Resource Identifiers

The format of a resource identifier is as follows:

/*<resource_kind_1>*/*<resource_name_1>*/.../*<resource_kind_N>*[/*resource_name_N*]

Where:

- *<resource_kind>* can have one of the following values:
  - **domain_participant**, **shared_subscriber**, **shared_reader_queue**, **dead_letter_shared_reader_queue**, **status**, **data**, and **message**. The resource kinds **status**, **data**, and **message** represent different information for an entity.
    - **status**: Refers to the operational status for a *Queuing Service* entity. This information changes continuously. The status information is composed primarily of statistics.
    - **data**: Refers to configuration data. This data is mostly static and does not change continuously.
    - **message**: Applies to SharedReaderQueues and refers to samples in the queues.
- *<resource_name>* specifies the name of the resource as defined in the XML configuration file using the attribute name.

  For example, consider the following XML:

```
<?xml version="1.0"?>
<dds>
    <queuing_service name="QueuingService_1">
        ...
        <domain_participant name="DomainParticipant_1">
```

```
            ...
            <shared_subscriber name=”SharedSubscriber_1”>
                ...
                <shared_reader_queue name=”SharedReaderQueue_1”>
                </shared_reader_queue>
            </shared_subscriber>
        </domain_participant>
    </queuing_service>
</dds>
```

The resource identifier for the *DomainParticipant* is: **/domain_participant/DomainParticipant_1**.

The resource identifier for SharedSubscriber is: **/domain_participant/DomainParticipant_1/shared_subscriber/SharedSubscriber_1**.

The resource identifier for the SharedReaderQueue is: **/domain_participant/DomainParticipant_1/shared_subscriber/SharedSubscriber_1/shared_reader_queue/SharedReaderQueue_1**.

The resource identifier for the sample(s) in the SharedReaderQueue is: **/domain_participant/DomainParticipant_1/shared_subscriber/SharedSubscriber_1/shared_reader_queue/SharedReaderQueue_1/message**.

The resource identifier for the SharedReaderQueue status is: **/domain_participant/DomainParticipant_1/shared_subscriber/SharedSubscriber_1/shared_reader_queue/SharedReaderQueue_1/status**.

5.2.2 Sample Selector

For requests that apply to messages in a SharedReaderQueue, you may optionally provide a sample selector as part of the <body>. The sample selector is an SQL-like expression.

Expression Grammar:

```
Condition::= Predicate
           |    Condition 'AND' Condition
           |    Condition 'OR' Condition
           |    'NOT' Condition
           |    '(' Condition ')'

Predicate ::= ComparisonPredicate

ComparisonPredicate ::= ComparisonTerm RelOp ComparisonTerm

ComparisonTerm ::= FieldIdentifier | Parameter

FieldIdentifier ::= FIELDNAME

RelOp ::= '=' | '<>'

Parameter ::=
           SEQUENCE_NUMBER |
```

```
            INTEGER_VALUE|
            BOOLEAN_VALUE|
            STRING|
            OCTET_ARRAY
```

Token Expressions:

- FIELDNAME—A reference to a field in the data structure. A period '.' is used to navigate through nested structures. The number of dots that may be used in a FIELDNAME is unlimited. An '@' symbol prepending the field indicates that the field is a metadata field.
- INTEGERVALUE—Any series of digits, optionally preceded by a plus or minus sign, representing a decimal integer value within the range of the system. 'L' or 'l' must be used for long long, otherwise long is assumed. A hexadecimal number is preceded by 0x and must be a valid hexadecimal expression.
- BOOLEANVALUE—Can either be TRUE or FALSE, and is case insensitive.
- STRING—Any series of characters encapsulated in single quotes, except the single quote itself.
- OCTET_ARRAY—An array of octets represented as follows: **&hex(hex_octet_values)**. For example:

  &hex(0708090A0B0C0D0E0F10111213141516)

  Here the left-most pair represents the byte and index 0.
- SEQUENCE_NUMBER: A sequence number represented by a pair (high, low).

  For example: (2,3)

Supported Field Names:

The only field names supported in this release are:

- **@original_sample_identity.writer_guid.value**
- **@original_sample_identity.sequence_number**
- **@sample_queue_status**

The **original_sample_identity** identifies a sample sent by the QueueProducer. The identity consists of a pair (Virtual Writer GUID, Virtual Sequence Number).

By default, the identity of a sample published with a QueueProducer's *DataWriter* is automatically set by the middleware. You can access this value by using the **write_w_params()** operation. It is also possible to explicitly set the sample identity by using the same **write_w_params()** operation. For details on how to set and retrieve the sample identity, see Writing Data, in the *Sending Data* chapter of the RTI Connext Core Libraries User's Manual.

The **sample_queue_status** is a mask that represents the status of a sample in a SharedReaderQueue. The possible statuses are:

- UNDELIVERED_MESSAGE_STATUS
- SENT_MESSAGE_STATUS
- DELIVERED_MESSAGE_STATUS

Sample Selector Examples:

To select all the samples that have been sent to a QueueConsumer but not acknowledged yet:

```
@sample_queue_status = SENT_MESSAGE_STATUS
```

To select all the samples that have been not been delivered to a QueueConsumer yet:

```
@sample_queue_status = SENT_MESSAGE_STATUS| UNDELIVERED_MESSAGE_STATUS
```

To select all the samples coming from a QueueProducer's *DataWriter* identified by virtual GUID 1:

```
@original_sample_identity.writer_guid.value =

&hex(00000000000000000000000000000001)
```

To select the sample coming from a QueueProducer's *DataWriter* identified by virtual GUID 1 with sequence number 1:

```
@original_sample_identity.writer_guid.value =
               &hex(00000000000000000000000000000001) AND
               @original_sample_identity.sequence_number = (0,1)
```

5.3 Remote Administration Topics

For remote administration, *Queuing Service* creates two topics:

- **rti/service/admin/command_request** is used to send a command from a client to *Queuing Service*.
- **rti/service/admin/command_reply** is used to send the command response(s) from *Queuing Service* to the client.

The topics have these corresponding types:

- **RTI::Service::Admin::CommandRequest**
- **RTI::Service::Admin::CommandReply**

You can find the IDL definitions for these types in **<NDDSHOME>/ resource/idl/ServiceAdmin.idl**.

The field **native_retcode** in the CommandReply is reserved for future use.

When generating code for **ServiceAdmin.idl** in C, C++, and .NET, make sure to use the command-line option, **-unboundedSupport**.

5.4 Remote Commands in Queuing Service

This section describes the remote commands available in *Queuing Service*. 5.5 Accessing Queuing Service from a Connext application on page 77 explains how to use remote administration from a *Connext* application.

5.4.1 Create SharedReaderQueue

The following command is used to create a SharedReaderQueue:

```
CREATE <target_queuing_service> <shared_subscriber_resource_identifier> <xml_url>
```

Where:

- *<shared_subscriber_resource_identifier>* is the resource identifier for the SharedSubscriber that will contain the SharedReaderQueue.
- *<xml_url>* contains an XML snippet containing the SharedReaderQueue configuration. A full file (starting with <dds>...) is not valid. For example:

```
str://"<shared_reader_queue name=\"SharedReaderQueue_1\"...>
   <topic_name>RequestMessageTopic</topic_name> ... </shared_reader_queue>"
```

Return Value:

Upon success, this command returns OK in the **retcode** field of the reply. Otherwise, this command returns ERROR, and the field **string_body** contains a human-readable string describing the error.

5.4.2 Delete SharedReaderQueue

The following command is used to delete a SharedReaderQueue:

```
DELETE <target_queuing_service> <shared_reader_queue_resource_identifier>
```

Return Value:

Upon success, this command returns OK in the **retcode** field of the reply. Otherwise, this command returns ERROR, and the field **string_body** contains a human-readable string describing the error.

5.4.3 Flush SharedReaderQueue

The following command is used to flush all the samples or a set of samples from a SharedReaderQueue.

```
DELETE <target_queuing_service> <shared_reader_queue_resource_identifier>/message <sample
selector>
```

Parameters:

The **<sample_selector>** (see 5.2.2 Sample Selector on page 69) is a SQL expression that specifies the set of samples that must be removed and it must be provided in the field **string_body** of the CommandRequest.

Return Value:

Upon success, this command returns OK in the **retcode** field of the reply. Otherwise, this command returns ERROR, and the field **string_body** contains a human-readable string describing the error.

5.4.4 Get SharedReaderQueue Status

The type of the SharedReaderQueue's status is called **SharedReaderQueueStatus**; you can find it in the file **<NDDSHOME>/resource/idl/QueuingServiceTypes.idl**.

The operational status provides multiple counters describing the status of the SharedReaderQueue.

Return Value:

Upon success, this command returns OK in the **retcode** field of the reply. The operational status is sent in serialized form within the **octet_body** field in the CommandReply. If there is an error, this command returns ERROR and the field **string_body** contains a human-readable string describing the error.

Status Description:

The type of the SharedReaderQueue's status can be found in the file **<NDDSHOME>/resource/idl/QueuingServiceTypes.idl**.

To deserialize the status from the CommandReply octet_body use the following operations:

- C: **SharedReaderQueueStatusTypeSupport_deserialize_data_from_cdr_buffer()**
- C++: **SharedReaderQueueStatusTypeSupport::deserialize_data_from_cdr_buffer()**
- C++/CLI: **SharedReaderQueueStatusTypeSupport::deserialize_data_from_cdr_buffer()**
- C#: **SharedReaderQueueStatusTypeSupport.deserialize_data_from_cdr_buffer()**
- Java: **SharedReaderQueueStatusTypeSupport.get_instance().deserialize_from_cdr_buffer()**

When generating code for **QueuingServiceTypes.idl** in C, C++, and .NET, make sure you use the **-unboundedSupport** command-line option.

5.4.5 Get Service Data

The following command is used to get the ServiceData that provides a sequence of SharedReaderQueueData. This command provides a way to query all the SharedReaderQueues hosted in a service instance.

```
GET <target_queuing_service> /data
```

Return Value:

Upon success, this command returns OK in the **retcode** field of the reply. The ServiceData is sent in serialized form within the field **octet_body** in the CommandReply. If there is an error, this command returns ERROR and the field **string_body** contains a human-readable string describing the error.

Service Data:

The type of the ServiceData can be found in the file **<NDDSHOME>/resource/idl/QueuingServiceTypes.idl**.

```
@mutable
struct SharedReaderQueueData {
    /* Fully qualified name of the SharedReaderQueue within the XML file */
    string<NAME_MAX_LENGTH> queue_name; //@key
    string<NAME_MAX_LENGTH> topic_name;
};
@mutable
struct ServiceData {
    sequence<SharedReaderQueueData> shared_reader_queue_data_list;
};
```

To deserialize the ServiceData from the CommandReply **octet_body**, use the following operations:

- C: **ServiceDataTypeSupport_deserialize_data_from_cdr_buffer()**
- C++: **ServiceDataTypeSupport::deserialize_data_from_cdr_buffer()**
- C++/CLI: **ServiceDataTypeSupport::deserialize_data_from_cdr_buffer()**
- C#: **ServiceDataTypeSupport.deserialize_data_from_cdr_buffer()**
- Java: **ServiceDataTypeSupport.get_instance().deserialize_from_cdr_buffer()**

When generating code for **QueuingServiceTypes.idl** in C, C++, and .NET, make sure you use the **-unboundedSupport** command-line option.

5.4.6 Get Samples From a SharedReaderQueue

The following command is used to get one or more samples from the SharedReaderQueue using a condition. This is a multi-reply command in which the number of responses is equal to the number of samples satisfying the condition.

```
GET <target_queuing_service> <shared_reader_queue_resource_identifier>/message <sample_
selector>
```

Parameters:

The **<sample_selector>** (see 5.2.2 Sample Selector on page 69) is a SQL expression that specifies the set of samples that must be retrieved. This expression must be provided in the field **string_body** of the CommandRequest.

Return Value:

Upon success, this command returns X number of replies where X is the number of samples in the SharedReaderQueue satisfying the **<sample_selector>** expression. In each one of these replies the ret-code field is set to OK and the **octet_body** is initialized with the serialized sample in CDR format.

If there are no samples satisfying the **<sample_selector>**, the service returns one reply where the **ret-code** field is set to OK and the **octet_body** is empty.

In multi-reply commands, you can detect the last reply for a given command by inspecting the field **flag** in **DDS_SampleInfo**. For intermediate replies, the flag DDS_INTERMEDIATE_REPLY_ SEQUENCE_SAMPLE is set. In the last reply this flag is not set.

Samples:

Each one of the samples returned by this command in the field **octet_body** of the reply is encapsulated in a **Message** type, which has the following definition:

```
@appendable
struct Message {
    MessageStatusKind status;
    SampleIdentity_t original_virtual_sample_identity;
    /* CDR-serialized content of the SharedReaderQueue sample */
    SampleBuffer_t sample_buffer;
};
```

The type can be found in the file **<NDDSHOME>/resource/idl/QueuingServiceTypes.idl**.

To deserialize the Message from the CommandReply octet_body use the following operations:

- C: **MessageTypeSupport_deserialize_data_from_cdr_buffer()**
- C++: **MessageTypeSupport::deserialize_data_from_cdr_buffer()**
- C++/CLI: **MessageTypeSupport::deserialize_data_from_cdr_buffer()**
- C#: **MessageTypeSupport.deserialize_data_from_cdr_buffer()**
- Java: **MessageTypeSupport.get_instance().deserialize_from_cdr_buffer()**

The **sample_buffer** field in **Message** contains the serialized SharedReaderQueue's sample. To deserialize the sample use the following operations (where <*Foo*> is the type of the SharedReaderQueue's samples):

- C: **<Foo>TypeSupport_deserialize_data_from_cdr_buffer()**
- C++: **<Foo>TypeSupport::deserialize_data_from_cdr_buffer()**
- C++/CLI: **<Foo>TypeSupport::deserialize_data_from_cdr_buffer()**
- C#: **<Foo>TypeSupport.deserialize_data_from_cdr_buffer()**
- Java: **<Foo>TypeSupport.get_instance().deserialize_from_cdr_buffer()**

When generating code for **QueuingServiceTypes.idl** in C, C++, and .NET, make sure you use the **-unboundedSupport** command-line option.

5.4.7 Create SharedSubscriber

The following command is used to create a SharedSubscriber:

```
CREATE <target_queuing_service> <domain_participant_resource_identifier> <xml_url>
```

Parameters:

- *<domain_participant_resource_identifier>* is the resource identifier for the DomainParticipant that will contain the SharedSubscriber.
- *<xml_url>* contains an XML snippet containing the SharedSubscriber configuration. A full file (starting with <dds>...) is not valid. For example:

```
str://"<shared_subscriber name=\"SharedSubscriber_1\"...>
... </shared_subscriber>"
```

Return Value:

Upon success, this command returns OK in the **retcode** field of the reply. Otherwise, this command returns ERROR, and the field **string_body** contains a human-readable string describing the error.

5.4.8 Delete SharedSubscriber

The following command is used to delete a SharedSubscriber:

```
DELETE <target_queuing_service> <shared_subscriber_resource_identifier>
```

Return Value:

Upon success, this command returns OK in the **retcode** field of the reply. Otherwise, this command returns ERROR and the field **string_body** contains a human- readable string describing the error.

5.4.9 Shutdown

The following command is used to shut down a Queuing Service process:

```
DELETE <target_queuing_service>
```

Return Value:

Upon success, this commands returns OK in the **retcode** field of the reply, and the shutdown sequence is initiated in the remote service process. Otherwise, this command returns ERROR, and the field **string_body** contains a human-readable string describing the error.

5.5 Accessing Queuing Service from a Connext application

You can create a *DataWriter* for the command topic to write *Queuing Service* administration commands and create a *DataReader* for the response topic to receive responses.

A more powerful and easier way is to use the Request-Reply API (only available with *Connext* Professional). You can create a *Requester* for these topics that will write command requests and wait for replies.

The QoS configurations of your *DataWriter* and *DataReader*, or your *Requester* (if you are using the Request-Reply API), must be compatible with the one used by *Queuing Service* (see how this is configured in 3.3.3 Configuring Administration on page 40).

For more information on accessing *Queuing Service* from a *Connext* application, see *Remote Administration Platform* in the *Common Infrastructure* section of the RTI Routing Service documentation.

Chapter 6 Publish-Subscribe Monitoring of Queuing Service from a Remote Location

You can monitor *Queuing Service* remotely by subscribing to special topics. By subscribing to these topics, any *Connext* application can receive information about the configuration and operational status of *Queuing Service.*

Being able to monitor the state of a *Queuing Service* instance is an important tool that allows you to detect problems. For example, looking at the enqueue throughput of a SharedReaderQueue you might see that the queue is receiving a lot of traffic and you may want to put that queue in its own session.

There are two kinds of monitoring data for en entity (for example, a SharedReaderQueue):

- **Entity data** provides information about the configuration of the entity. For example, the service data contains a list of the SharedReaderQueues contained in the service. Entity data information is updated every time there is a configuration change that affects that data.
- **Entity status** provides information about the operational status of an entity. This kind of information changes continuously and is computed and published periodically. For example, the SharedReaderQueue status contains information such as the SharedReaderQueue's latency and throughput.

Queuing Service only publishes entity status for SharedReaderQueues. Entity data can be accessed using remote administration commands (See Chapter 5 Administering Queuing Service from a Remote Location on page 67.)

6.1 Enabling Publish-Subscribe Monitoring Data

By default, remote publish-subscribe monitoring is disabled in *Queuing Service* for security reasons. To enable remote monitoring, you can use the <monitoring> tag (see 3.3.4.2 Configuring Publish-Subscribe Monitoring on page 44).

When remote publish-subscribe monitoring is enabled, *Queuing Service* creates:

- 1 DomainParticipant
- 1 Publisher
- 1 DataWriter to publish status data for SharedReaderQueues

The QoS values for these entities are described in 3.3.4.2 Configuring Publish-Subscribe Monitoring on page 44.

6.2 Status Information for a SharedReaderQueue

The topic that publishes SharedReaderQueue status is called **rti/queuing_service/monitoring/shared_reader_queue**.

The registered type name for the topic is **RTI::QueuingService::Monitoring::SharedReaderQueueStatus**.

The type definition of the SharedReaderQueue status is called SharedReaderQueueStatus and it can be found in the file **<NDDSHOME>/resource/idl/QueuingServiceTypes.idl**.

Queuing Service reports multiple statistics as part of the SharedReaderQueue status. Some of these statistics are counters such as the number of samples received by a SharedReaderQueue and other statistics are statistics variables such as the number of samples enqueued per second in a SharedReaderQueue.

To see how statistics variable are calculated, see 3.3.4.3 Configuring Statistics Calculation Process on page 46.

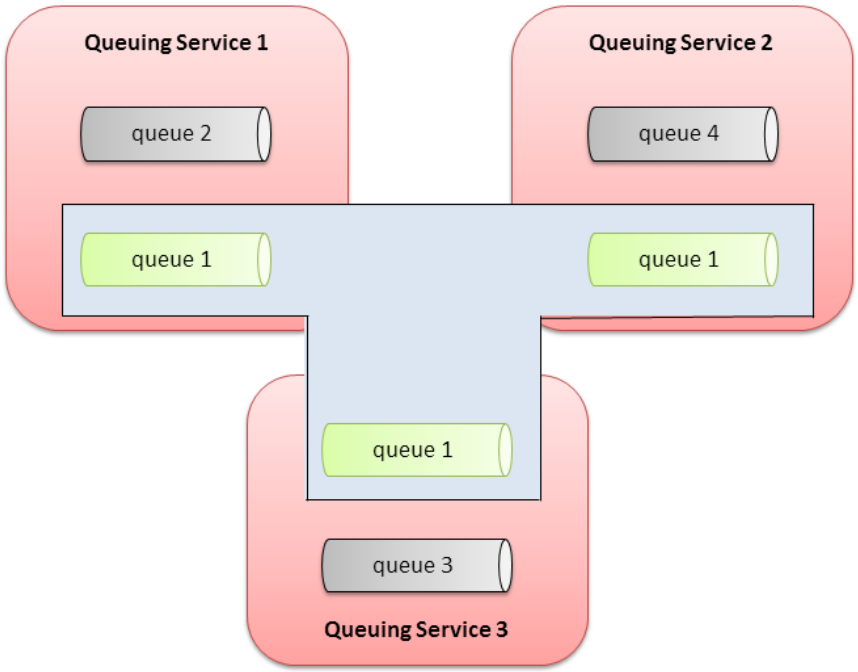
Chapter 7 High Availability

For high availability, *Queuing Service* can be configured to replicate both the content of the SharedReaderQueues and the service configuration.

7.1 SharedReaderQueue Replication

By default, SharedReaderQueues within a *Queuing Service* instance are not replicated. SharedReaderQueues can optionally be replicated across multiple instances of *Queuing Service* running in the same or different nodes. See Figure 7.1: Replicating SharedReaderQueues below

Figure 7.1: Replicating SharedReaderQueues



7.1.1 SharedReaderQueue Replication Protocol

Each replicated SharedReaderQueue consists of one master and multiple slaves. Only the master SharedReaderQueue distributes messages to the QueueConsumers *DataReaders*. When the master goes away the most up-to-date slave is promoted into master.

The replication protocol has four different phases:

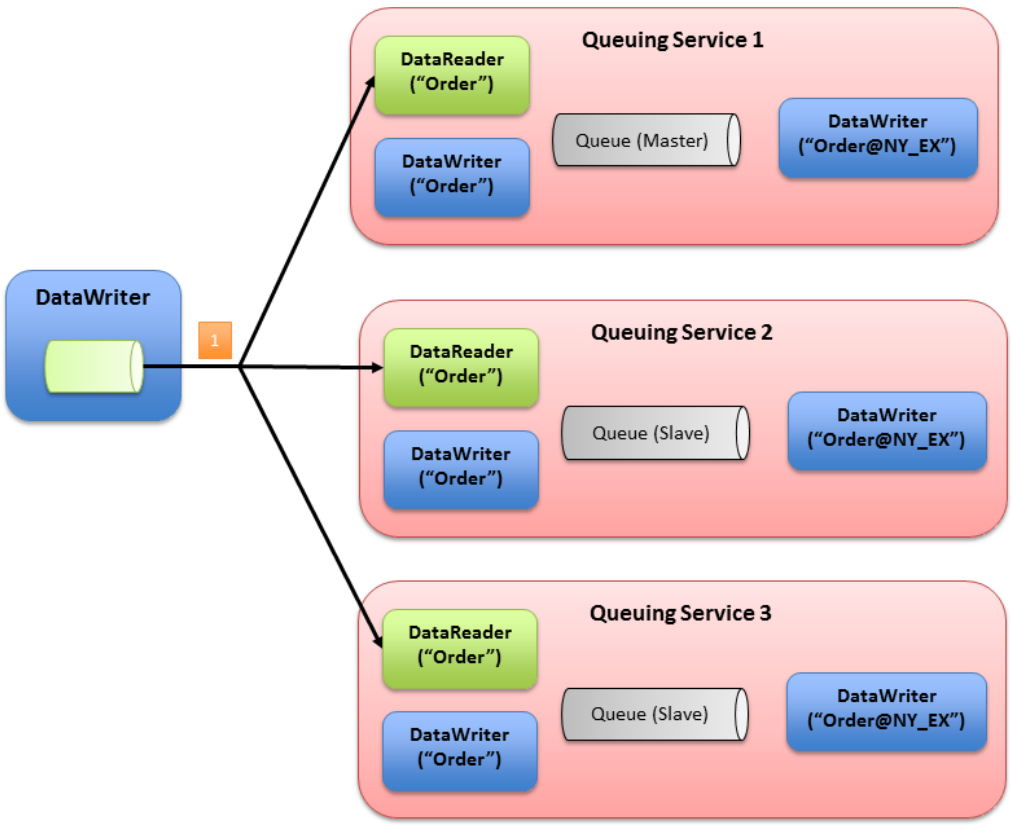
1. Sample replication
2. Enqueue
3. Consumer assignment
4. Delivery

7.1.1.1 Sample Replication Phase

During this phase, the samples published by a QueueProducer's *DataWriter* are distributed to all replicas (master and slaves). There are two ways to do this:

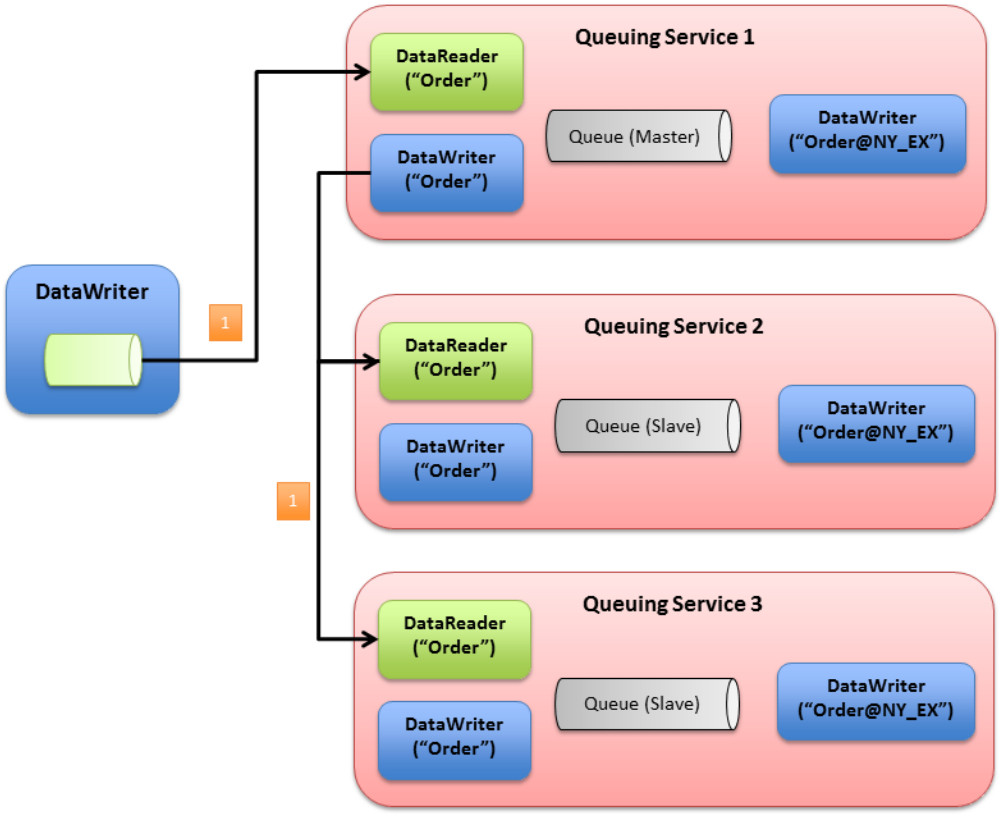
1. The QueueProducer's *DataWriter* sends directly the samples to all the replicas. This is the preferred way to distribute the sample as it provides the best performance, especially with the usage of multicast. See Figure 7.2: Direct Sample Distribution on the next page.

Figure 7.2: Direct Sample Distribution



2. The QueueProducer's *DataWriter* sends the samples to only a subset of the replicas, usually one. Then the replicas that receive the samples broadcast these samples to all the other replicas, as seen in Figure 7.3: Relayed Sample Distribution on the next page.

Figure 7.3: Relayed Sample Distribution



The decision of whether or not a replica should broadcast the received samples to the other replicas is taken by the QueueProducer's application on a per-sample basis by marking the sample with the flag DDS_REPLICATE_SAMPLE. This can be done by using the *DataWriter 's* **write_w_params()** operation and setting the bit DDS_REPLICATE_SAMPLE in the **flag** field of WriteParams_t.

A replica broadcasts a sample to other replicas using a "redistribution" *DataWriter* created for that purpose. The QoS of that *DataWriter* can be configured using the tag **<shared_reader_queue>/<redistribution_datawriter_qos>** (see Table 3.14 SharedReaderQueue Tags).

7.1.1.2 Enqueue Phase

During the enqueue phase, the master makes sure at least a quorum of the most up-to-date replicas (including itself) have received a sample before moving the sample to the ENQUEUE state (see 2.8 Sample Lifecycle In Queuing Service on page 11).

The number of replicas in the quorum is defined as the lowest integer that is higher than half of the expected number of replicas. The expected number of replicas must be known in advance and it is configured using the XML tag **<queue_instances>** under **<replication_settings>** (see 7.1.3 SharedReaderQueue Replication Configuration on page 85).

After the sample is moved to the ENQUEUE state, the master and slaves send an AppAck message to the QueueProducer indicating that the sample has been successfully enqueued. The response data of the AppAck message for successfully enqueued samples will be a single byte set to 1. Positive AppAck messages are global AppAck messages. Therefore, when monitoring AppAck messages, the QueueProducer can assume that a sample has been successfully enqueued as soon as it receives a positive acknowledgment from any of the replicas (master or slaves).

If there is no a quorum of up-to-date replicas that are able to enqueue the sample, the replicas will send an AppAck message to the QueueProducer's *DataWriter*, where the response is set to 0. Negative AppAck messages are local messages. In order to consider a message as not enqueued, a QueueProducer must receive a negative AppAck from all replicas.

To make this decision easier, you can use the *DataWriter's* **is_sample_app_acknowledged()** operation—it returns TRUE when a sample has been application acknowledged (negatively or positively) by all replicas that were alive when the sample was published. If the QueueProducer has not received a positive AppAck message for a sample and the **is_sample_app_acknowledged()** returns TRUE, the sample can be considered not enqueued. At this point it is responsibility of the application to decide whether or not to republish the sample.

7.1.1.3 Consumer Assignment Phase

During the consumer assignment phase the master selects a QueueConsumer as the destination for a message according to the distribution policy configured for the SharedReaderQueue (see 2.9 Selecting a QueueConsumer for a Sample on page 13).

After the QueueConsumer has been selected, the master notifies all the slaves about this selec- tion. Then, there are two possibilities:

1. The master sends the sample to the QueueConsumer immediately.
2. The master waits until it gets confirmation from the quorum of most up-to-date slaves indicating that they received the assignment before it sends the sample to the Queue- Consumer.

This behavior con be configured using the XML tag <synchronize_consumer_assignment> under **<replication_settings>** (see 7.1.3 SharedReaderQueue Replication Configuration on the next page).

If the master goes away, the slave promoted to master will try first to send the samples to the assigned QueueConsumer if this QueueConsumer is still in the system. These samples will be marked with the DDS_REDELIVERED_SAMPLE flag.

7.1.1.4 Delivery Phase

After a QueueConsumer sends an application-level acknowledgment to the master indicating that a sample has been processed successfully, the master notifies all the slaves about this decision and it

removes the sample from the SharedReaderQueue. When the slaves receive this notification they also remove the sample from their SharedReaderQueues.

7.1.2 SharedReaderQueue Master Election Protocol

When the master for a SharedReaderQueue goes away the most up-to-date slave is promoted into master.

How fast the loss of the master is detected depends on a master timeout period configurable using the XML tag **<master_timeout>** under **<replication_settings>** (See 7.1.3 SharedReaderQueue Replication Configuration below).

If a slave does not receive messages from the master during a period greater than the master timeout, it initiates a voting mechanism to select a new master.

While the new master election is in progress, the samples sent by QueueProducers will be rejected. The QueueProducer will receive AppAck messages from all replicas with the response set to 0.

7.1.3 SharedReaderQueue Replication Configuration

You can choose between replicating all the SharedReaderQueues within a service or replicating individual SharedReaderQueues.

To replicate all the SharedReaderQueues within a service, you can set the **<shared_reader_queue_replication>** tag within **<queuing_service>/<service_qos>**. Replication is automatically enabled when you use this tag. It also allows you to configure the replication protocol.

Table 7.1 SharedReaderQueue Replication Tags describes the tags allowed within a **<shared_reader_queue_replication>** tag.

You can also replicate individual SharedReaderQueues by using the **<replication>** tag under **<shared_reader_queue>/<queue_qos>** (see Table 7.2 Replication Tags).

Table 7.1 SharedReaderQueue Replication Tags

Tags within <shared_reader_queue_replication>	Description	Number of Tags Allowed
<enabled>	Enables/disables replication for all SharedReaderQueues in the service. You can override this behavior on a per SharedReaderQueue basis by setting **<replication>** under **<shared_reader_queue>/<queue_qos>**. Default: true	0 or 1
<replication_settings>	Configures the replication protocol. See Table 7.3 Replication Settings Tags on the next page. Default: If not set, replication settings are inherited from the settings in **<replication_settings>** under **<queuing_service>**.	0 or 1

Table 7.2 Replication Tags

Tags within <replication>	Description	Number of Tags Allowed
<enabled>	Enables/disables replication for the SharedReaderQueue Default: true	0 or 1
<replication_settings>	Configures the replication protocol. See Table 7.3 Replication Settings Tags on the next page. Default: If not set, replication settings are inherited as follows: First, from the settings in **<replication_settings>** under **<queuing_service>/<service_qos>/<shared_reader_queue_replication>** Second, from the settings in **<replication_settings>** under **<queuing_service>**	0 or 1

The replication protocol is configured using the **<replication_settings>** tag; see Table 7.3 Replication Settings Tags.

Table 7.3 Replication Settings Tags

Tags within <replication_settings>	Description	Number of Tags Allowed
<queue_instances>	The number of expected replicas (including the master) for a SharedReaderQueue Default: 2	0 or 1

<master_timeout>	A new master election process will be initiated if the master does not send messages to the replicas before this timeout expires. Example:
	`<master_timeout>`
	`  <sec>5</sec>`
	`  <nanosec>0</nanosec>`
	`</master_timeout>`
	Default: 5 seconds
		0 or 1

<synchronize_consumer_assignment>	Indicates if the master must wait for the slaves to receive the QueueConsumer assignment before sending a sample to the selected QueueConsumer. Default: false	0 or 1
<sample_timeout>	Configures the maximum amount of time that a sample can be in a replica's SharedReaderQueue without having reached quorum. After this time, the sample is removed from the SharedReaderQueue, the replica sends an AppAck message to the QueueProducer (with the response set to 0), and the replica notifies the master about this event. Notice that the sample is not sent to the DeadLetterSharedReaderQueue. This timeout is needed to avoid situations in which a sample stays in the replicas' SharedReaderQueues permanently. This could happen if for some reason one of the replicas participating in the quorum did not receive a sample from the QueueProducer. Under this circumstance, the sample would not be able to be enqueued with quorum and it would stay in the SharedReaderQueues of the replicas that received the sample indefinitely. Default: 7 seconds, measured from the enqueue time	0 or 1

7.1.3.1 Protocol Information Exchange

The replication of SharedReaderQueues requires the exchange of status information among replicas. This is done by creating a *DataWriter* and a *DataReader* per SharedReaderQueue to publish and subscribe to this information.

The QoS for these entities can be configured using the tags **<update_datawriter_qos>** and **<update_datareader_qos>** under the **<shared_reader_queue>** tag; see Table 3.14 SharedReaderQueue Tags on page 55.

7.2 Configuration Replication

By default, the service configuration is not replicated. Enabling configuration replication between a set of *Queuing Service* instances (replication cluster) will require:

- Enabling remote administration and using the same remote administration domain ID for each one of the *Queuing Service* instances participating in the configuration replication process. The administration domain ID can be configured using the command-line option **-remoteAdministrationDomainId** (see Table 4.1 RTI Queuing Service Command-Line Options on

page 64) or the XML tag **<administration>/<domain_id>** (see 3.3 Top-Level XML Tags for Configuring Queuing Service on page 34).

- Assigning an application name to each one of the *Queuing Service* instances using the command-line option **-appName** (see). This name should have a common prefix, so that when an application sends a remote administration command, that command can be applied to all the instances by selecting a target queuing service using a wildcard expression on the common prefix.

  For example, supposed you have three service instances with application names **Cluster_1_Instance_1**, **Cluster_1_Instance_2**, and **Cluster_1_Instance_3**. (Notice that the word "Cluster" is not strictly required, any common prefix will work.) To send a remote administration command to all three instances, you can use **Cluster_1*** as the target queuing service.
- Setting the tag **<configuration_replication>** under **<service_qos>** in the configuration file (see 7.2.1 SharedReaderQueue for Configuration Replication below. This will create a special SharedReaderQueue for configuration replication that runs in its own *DomainParticipant*.
- [*Optional*] Using the **-cfgRemote** command-line option in combination with **-remoteAdministrationDomainId** to obtain the initial configuration from other running instances. Set **-remoteAdministrationDomainId** to the administration domain ID that will be used to send remote commands. If you do not use **-cfgRemote**, the service will not get the initial configuration remotely and it will start from the provided file.

When replication is enabled, remote administration commands that change the service configuration, such as adding or removing a SharedReaderQueue, should be sent to all the *Queuing Service* instances by using **<CommonPrefix>** as the target queuing service (field **service_name** in CommandRequest) (see Chapter 5 Administering Queuing Service from a Remote Location on page 67). In the above example, the field **service_name** would be set to **Cluster_1***. The application sending the command will receive a response from each one of the members in the cluster, confirming the successful execution of the command.

Notice that an application could still send a command to multiple *Queuing Service* instances without enabling replication. The difference in this case is that the final configuration may not be consistent across instances if multiple applications send remote commands at the same time. By enabling replication using the tag **<configuration_replication>**, we guarantee configuration consistency across all the instances in the cluster.

7.2.1 SharedReaderQueue for Configuration Replication

To enable configuration replication, you must use the **<configuration_replication>** tag under **<service_qos>**. When this occurs, *Queuing Service* creates a special SharedReaderQueue that is used to replicate the remote administration commands across all the instances in the replication cluster. This SharedReaderQueue is replicated and the replication settings are configured using the **<replication_settings>** flag under **<configuration_replication>**. Table 7.4 Configuration Replication Tags describes the tags allowed within a **<configuration_replication>** tag.

Table 7.4 Configuration Replication Tags

Tags within <configuration_ replication>	Description	Number of Tags Allowed
<enabled>	Enables/disables configuration replication. Default: true	0 or 1
<participant_qos>	Configures the *DomainParticipant* QoS for configuration replication. This *DomainPartipant* runs on the administration domain ID. If the tag is not defined, *Queuing Service* will use the *Connext* defaults.	0 or 1
<replication_settings>	Configures the configuration replication protocol. See Table 7.3 Replication Settings Tags Default: If not set, the replication settings are inherited from the settings in **<replication_settings>** under **<queuing_service>**.	0 or 1

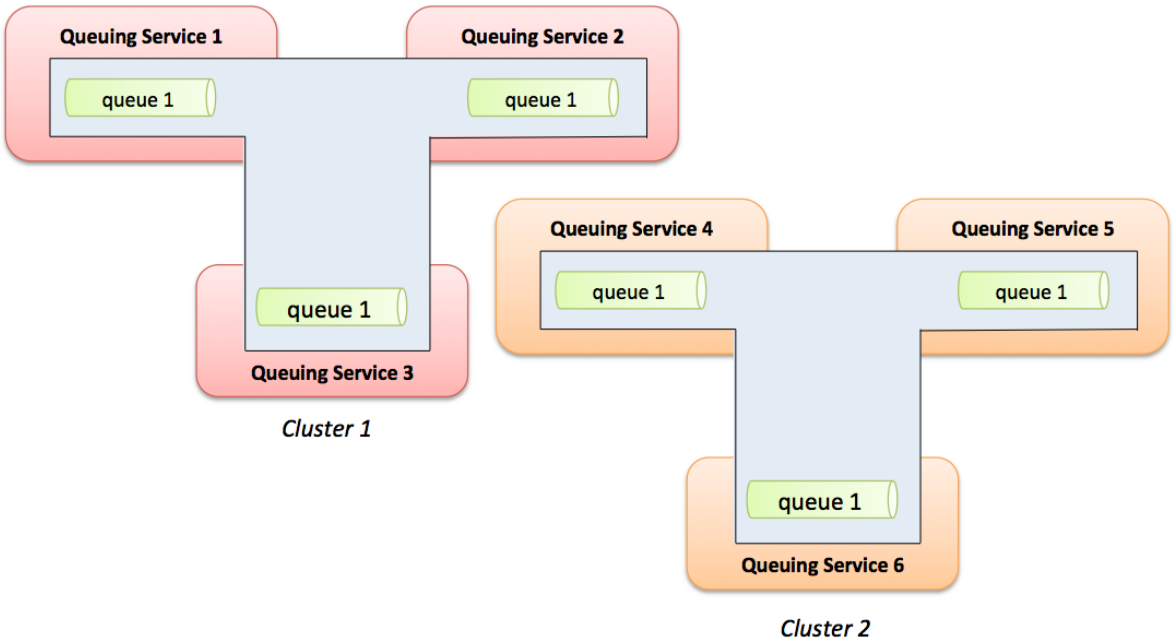
7.3 Replication Clusters

A replication cluster is a set of *Queuing Service* instances that coordinate with each other to replicate SharedReaderQueues and/or the service configuration. Instances in different clusters are isolated form each other.

For SharedReaderQueue replication, all instances within a cluster must have a <domain_participant> with the same <domain_id> (see 3.3.6 Configuring DomainParticipants on page 51).

For service configuration replication, all instances within a cluster must use the same <domain_id> for remote administration (See 3.3.3 Configuring Administration on page 40)

Figure 7.4: Replication Cluster



Chapter 8 Queuing Service Wrapper API

RTI Connext provides a wrapper API to make it easier to interact with *Queuing Service*.

In this release, the wrapper API is only supported in the Modern C++ API and is located in the namespace **rti::queuing**.

8.1 QueueProducer Wrapper

To simplify the use and configuration of a *DataWriter* to send samples to a SharedReaderQueue, *Connext* provides an abstraction, **QueueProducer<aMessageType>**, which wraps the *DataWriter* and provides additional services such as an operation to detect if there is a matching SharedReaderQueue or an operation to wait for application-level acknowledgement after sending a sample.

The *Connext* API Reference HTML documentation contains the full API documentation for the *QueueProducer*. Under the **Modules** tab, navigate to **RTI Connext API Reference, RTI Connext Messaging API Reference, Queuing Pattern, QueueProducer**.

8.2 QueueConsumer Wrapper

To simplify the use and configuration of a *DataReader* to receive samples from a SharedReader- Queue, *Connext* provides an abstraction, **QueueConsumer<MessageType>**, which wraps the DataReader and provide additional services such as an operation to detect if there is a matching SharedReaderQueue or a blocking operation to receive samples.

The *Connext* API Reference HTML documentation contains the full API documentation for the QueueProducer. Under the **Modules** tab, navigate to R**TI Connext API Reference, RTI Connext Messaging API Reference, Queuing Pattern, QueueConsumer**.

8.3 QueueRequester Wrapper

To simplify the use and configuration of the *DataReader* and *DataWriter* in the requester application, Connext provides an abstraction, **QueueRequester<MessageRequestType,**

MessageReplyType>, which wraps the *DataReader* and *DataWriter* usage and provide additional services such as an operation to wait for the response for a given request.

The *Connext* API Reference HTML documentation contains the full API documentation for the QueueProducer. Under the **Modules** tab, navigate to **RTI Connext API Reference, RTI Connext Messaging API Reference, Queuing Pattern, QueueRequester**.

8.4 QueueReplier Wrapper

To simplify the use and configuration of the *DataReader* and *DataWriter* in the replier application, *Connext* provides an abstraction, **QueueReplier<MessageRequestType, MessageReplyType>**, which wraps the *DataReader* and *DataWriter* usage.

The *Connext* API Reference HTML documentation contains the full API documentation for the QueueProducer. Under the **Modules** tab, navigate to **RTI Connext API Reference, RTI Connext Messaging API Reference, Queuing Pattern, QueueReplier.**

Chapter 9 Communication Using TCP Transport

Queuing Service, and the applications that interact with it, can be configured to communicate with each other using the TCP transport distributed with *Connext*. The transport can be configured via XML using the PropertyQosPolicy of the *Queuing Service's DomainParticipants* and the applications' *DomainParticipants*.

This chapter explains how to use and configure TCP communications with *Queuing Service*. This chapter does not intend to provide an exhaustive explanation of the TCP transport and all of its configuration properties. For details, see the *RTI TCP Transport* part of the RTI Connext Core Libraries User's Manual.

The TCP transport distributed with *Connext* can be used to address multiple communication scenarios that range from simple communication within a single LAN, to complex communication scenarios across LANs where NATs and firewalls may be involved.

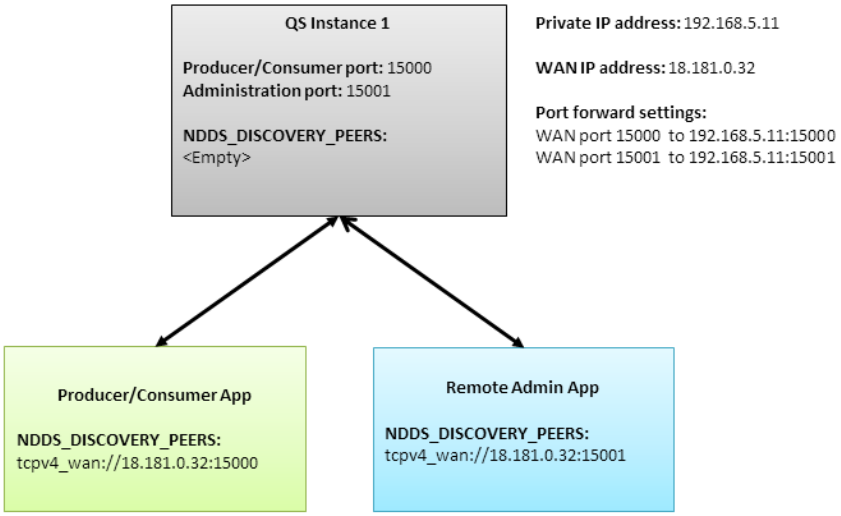
The next sections explain how to configure and use the TCP transport to communicate with *Queuing Service* in some typical scenarios.

9.1 Asymmetric TCP Communication With Queuing Service

In this scenario, *Queuing Service* is behind a NAT/Firewall and the QueueProducers, QueueConsumers, and Remote Administration applications run outside the NAT. TCP connections can be initiated only by applications running outside the NAT.

Figure 9.1: Asymmetric TCP Configuration on the next page shows how to configure the system to communicate using the TCP transport. Notice that it is not necessary to set NDDS_DISCOVERY_PEERS in the *Queuing Service* instance because the connections are initiated from the applications running outside the NAT. In this example, *Queuing Service* instantiates two instances of the TCP transport: one for administration and one for SharedReaderQueue traffic. Each instance uses a separate TCP port.

Figure 9.1: Asymmetric TCP Configuration



The following XML snippet shows how to configure the TCP transport in *Queuing Service*. For convenience, the participant QoS in the administration and SharedReaderQueue domains inherits from a commom QoS profile **TCPLibrary::TCPProfile**.

```
<qos_library name="TCPLibrary">
  <qos_profile name="TCPProfile">
    <domain_participant_qos>
      <property>
        <value>
          <element>
            <name>dds.transport.load_plugins</name>
            <value>dds.transport.tcp</value>
          </element>
          <element>
            <name>dds.transport.tcp.library</name>
            <value>nddstransporttcp</value>
          </element>
          <element>
            <name>dds.transport.tcp.parent.classid</name>
            <value>NDDS_TRANSPORT_CLASSID_TCPV4_WAN</value>
          </element>
          <element>
            <name>dds.transport.tcp.create_function</name>
            <value>NDDS_Transport_TCPv4_create</value>
          </element>
        </value>
      </property>
    </domain_participant_qos>
  </qos_profile>
</qos_library>

<queuing_service name="Service">
```

```
  <administration>
    <domain_id>1</domain_id>
    <participant_qos base_name="TCPLibrary::TCPProfile">
      <property>
        <value>
          <element>
            <name>dds.transport.tcp.server_bind_port</name>
            <value>15001</value>
          </element>
          <element>
            <name>dds.transport.tcp.public_address</name>
            <value>18.181.0.32:15001</value>
          </element>
        </value>
      </property>
    </participant_qos>
  </administration>
  <domain_participant name="DomainParticipant">
    <domain_id>0</domain_id>
    <participant_qos>
      <property>
        <value>
          <element>
            <name>dds.transport.tcp.server_bind_port</name>
            <value>15000</value>
          </element>
          <element>
            <name>dds.transport.tcp.public_address</name>
            <value>18.181.0.32:15000</value>
          </element>
        </value>
      </property>
    </participant_qos>
  </domain_participant>
</queuing_service>
```

The following XML snippet shows how to configure the applications running outside the NAT.

```
    <participant_qos>
      <property>
        <value>
          <element>
            <name>dds.transport.load_plugins</name>
            <value>dds.transport.tcp</value>
          </element>
          <element>
            <name>dds.transport.tcp.library</name>
            <value>nddstransporttcp</value>
          </element>
          <element>
            <name>dds.transport.tcp.parent.classid</name>
            <value>NDDS_TRANSPORT_CLASSID_TCPV4_WAN</value>
          </element>
          <element>
```

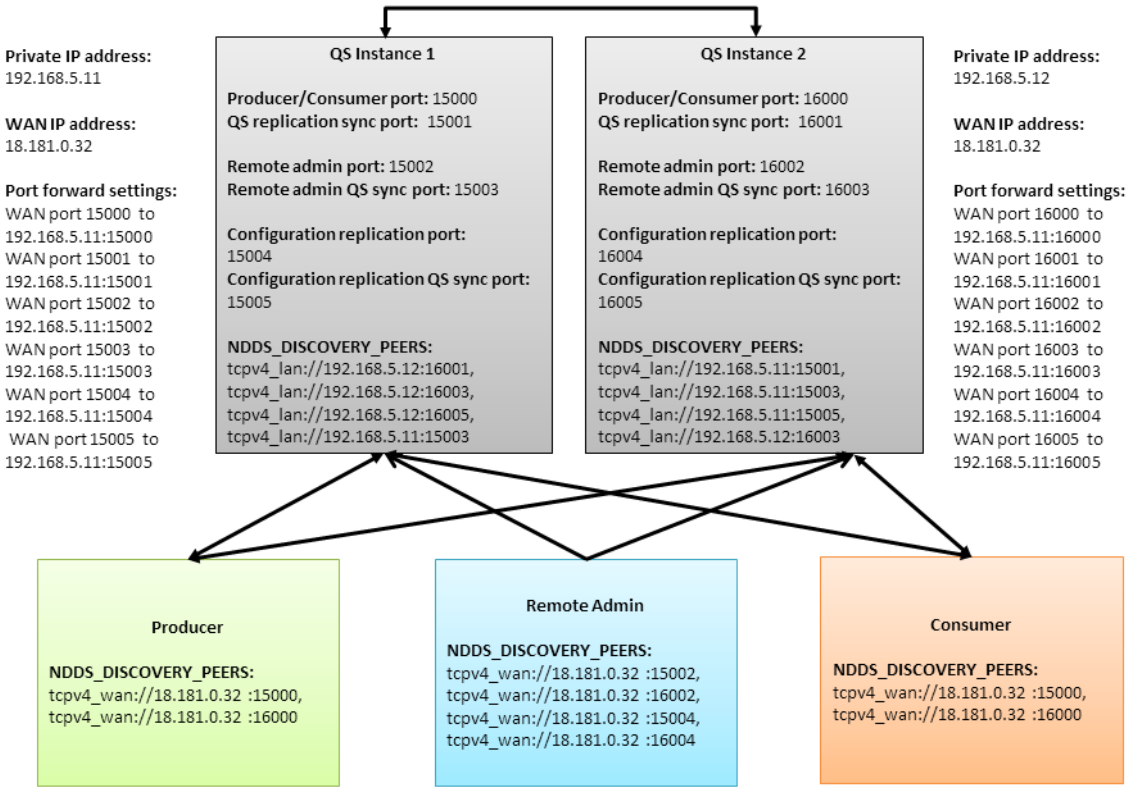
```
            <name>dds.transport.tcp.create_function</name>
            <value>NDDS_Transport_TCPv4_create</value>
          </element>
          <element>
            <name>dds.transport.tcp.server_bind_port</name>
            <value>0</value>
          </element>
        </value>
      </property>
    </participant_qos>
```

9.2 Asymmetric TCP Communication with Queuing Service And Replication

In this scenario, one of more instances of *Queuing Service* are behind a NAT/Firewall and the QueueProducers, QueueConsumers, and Remote Administration applications run outside the NAT. The *Queuing Service* instances are configured to replicate SharedReaderQueues and configuration.

Figure 9.2: Asymmetric TCP Configuration With Replication on the next page shows how to configure the system to communicate using the TCP transport. This includes communication with the applications running outside the NAT and communication between the *Queuing Service* instances.

Figure 9.2: Asymmetric TCP Configuration With Replication



In a basic scenario that does not include configuration replication, a *Queuing Service* instance creates two *DomainParticipants*:

1. The first *DomainParticipants* is used to communicate with QueueProducers and QueueConsumers. This *DomainParticipants* is also used to exchange SharedReaderQueue synchronization information between *Queuing Service* instances. To configure QoS of this *DomainParticipant*, use the **<domain_participant>/<participant_qos>** tag (see 3.3.6 Configuring DomainParticipants on page 51).
2. The second *DomainParticipants* is used to receive remote administration commands. To configure its QoS, use the **<administration>/<participant_qos>** tag (see 3.3.3 Configuring Administration on page 40).

When *Queuing Service* is configured to replicate configuration, it creates one more *DomainParticipants* to replicate the configuration. The QoS of this *DomainParticipants* is configured using **<configuration_replication>/<participant_qos>** (see 7.2.1 SharedReaderQueue for Configuration Replication on page 88). All this *DomainParticipants* must be configured to use TCP.

This TCP communication scenario will require creating two instances of the TCP transport in each one of the *DomainParticipants* created by the *Queuing Service* (QS) instances:

- The first instance runs in asymmetric mode and is used to allow the *Queuing Services* to communicate with Producers, Consumers, and Remote Administration applications.
- The second instance runs in symmetric mode and is used for communication between *Queuing Services*. Symmetric mode means that each service will create a server socket that other services will use to establish connections.

The following XML snippet shows how to configure the TCP transport in *Queuing Service*:

```
<qos_library name="TCPLibrary">
  <qos_profile name="TCPProfile">
    <domain_participant_qos>
      <property>
        <value>
          <element>
            <name>dds.transport.load_plugins</name>
            <value>dds.transport.tcp,dds.transport.tcp2</value>
          </element>
          <element>
            <name>dds.transport.tcp.library</name>
            <value>nddstransporttcp</value>
          </element>
          <element>
            <name>dds.transport.tcp.parent.classid</name>
            <value>NDDS_TRANSPORT_CLASSID_TCPV4_WAN</value>
          </element>
          <element>
            <name>dds.transport.tcp.create_function</name>
            <value>NDDS_Transport_TCPv4_create</value>
          </element>
          <element>
            <name>dds.transport.tcp2.library</name>
            <value>nddstransporttcp</value>
          </element>
          <element>
            <name>dds.transport.tcp2.parent.classid</name>
            <value>NDDS_TRANSPORT_CLASSID_TCPV4_LAN</value>
          </element>
          <element>
            <name>dds.transport.tcp2.create_function</name>
            <value>NDDS_Transport_TCPv4_create</value>
          </element>
        </value>
      </property>
    </domain_participant_qos>
  </qos_profile>
</qos_library>
```

```
<queuing_service name="Service">
  <administration>
    <domain_id>1</domain_id>
    <participant_qos base_name="TCPLibrary::TCPProfile">
      <property>
        <value>
          <element>
            <name>dds.transport.tcp.server_bind_port</name>
            <value>15002</value>
          </element>
          <element>
            <name>dds.transport.tcp.public_address</name>
            <value>18.181.0.32:15002</value>
          </element>
          <element>
            <name>dds.transport.tcp2.server_bind_port</name>
            <value>15003</value>
          </element>
          <element>
            <name>dds.transport.tcp2.public_address</name>
            <value>192.168.5.11:15003</value>
          </element>
        </value>
      </property>
    </participant_qos>
  </administration>
  <service_qos>
    <configuration_replication>
      <participant_qos base_name="TCPLibrary::TCPProfile">
        <property>
          <value>
            <element>
              <name>dds.transport.tcp.server_bind_port</name>
              <value>15004</value>
            </element>
            <element>
              <name>dds.transport.tcp.public_address</name>
              <value>18.181.0.32:15004</value>
            </element>
            <element>
              <name>dds.transport.tcp2.server_bind_port</name>
              <value>15005</value>
            </element>
            <element>
              <name>dds.transport.tcp2.public_address</name>
              <value>192.168.5.11:15005</value>
            </element>
          </value>
        </property>
      </participant_qos>
    </configuration_replication>
  </service_qos>
  <domain_participant name="DomainParticipant">
    <domain_id>0</domain_id>
```

```
    <participant_qos base_name="TCPLibrary::TCPProfile">
      <property>
        <value>
          <element>
            <name>dds.transport.tcp.server_bind_port</name>
            <value>15000</value>
          </element>
          <element>
            <name>dds.transport.tcp.public_address</name>
            <value>18.181.0.32:15000</value>
          </element>
          <element>
            <name>dds.transport.tcp2.server_bind_port</name>
            <value>15001</value>
          </element>
          <element>
            <name>dds.transport.tcp2.public_address</name>
            <value>192.168.5.11:15001</value>
          </element>
        </value>
      </property>
    </participant_qos>
  </domain_participant>
</queuing_service>
```

The following XML snippet shows how to configure the applications running outside the NAT.

```
    <participant_qos>
      <property>
        <value>
          <element>
            <name>dds.transport.load_plugins</name>
            <value>dds.transport.tcp</value>
          </element>
          <element>
            <name>dds.transport.tcp.library</name>
            <value>nddstransporttcp</value>
          </element>
          <element>
            <name>dds.transport.tcp.parent.classid</name>
            <value>NDDS_TRANSPORT_CLASSID_TCPV4_WAN</value>
          </element>
          <element>
            <name>dds.transport.tcp.create_function</name>
            <value>NDDS_Transport_TCPv4_create</value>
          </element>
          <element>
            <name>dds.transport.tcp.server_bind_port</name>
            <value>0</value>
          </element>
        </value>
      </property>
    </participant_qos>
```