SolaceSystems.Solclient.Messaging Namespace

version: 7.2.1.27

SolaceSystems.Solclient.Messaging

Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BaseProperties</td>
<td>An abstract base class for all properties in the API.</td>
</tr>
<tr>
<td>BrowserProperties</td>
<td>Used when creating a new Browser instance.</td>
</tr>
<tr>
<td>ContextEventArgs</td>
<td>Passed as an argument to ContextEventHandler delegate.</td>
</tr>
</tbody>
</table>
| ContextFactory       | ContextFactory is a singleton representing the first point of contact or entry for APIs. It has the following responsibilities:  
|                      | • Exposes the initialization and cleanup routines of its components.  
|                      | • Acts as a factory of the different components of the API, such as contexts, messages, temporary destinations, durable endpoint instances, and subscriptions.  
|                      | • Exposes a number of useful statistics at the message and memory pool levels.  
<p>|                      | • Exposes logging facilities to enable client applications to receive log events and control the log level. |
| ContextFactoryProperties | Defines Context Factory properties.               |
| ContextProperties    | Defines Context properties.                      |
| EndpointProperties   | EndpointProperties is used to specify the attributes of an endpoint resource on the appliance (explicitly or implicitly). |
| FatalErrorException  | A fatal error exception thrown when a serious and unrecoverable exception occurs. |</p>
<table>
<thead>
<tr>
<th>Class Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>This exception is thrown from various FlowEventArgs.</td>
</tr>
<tr>
<td>FlowEventArgs</td>
<td>An EventArgs instance that is passed through a flow's EventHandler. It represents an event interest occurring at the flow level.</td>
</tr>
<tr>
<td>FlowProperties</td>
<td>Defines Flow properties.</td>
</tr>
<tr>
<td>Helper</td>
<td>A Helper Utilities class</td>
</tr>
<tr>
<td>HelperDestination</td>
<td>Utilities class for working with Helper methods.</td>
</tr>
<tr>
<td>MessageEventArgs</td>
<td>Passed as an argument to the message receive event.</td>
</tr>
<tr>
<td>ModifyPropertyFlag</td>
<td>Specifies the possible flags which can be used with ModifyPropertyFlag. ModifyClientInfo(SessionProperties)</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>An operation error exception.</td>
</tr>
<tr>
<td>ProvisionFlag</td>
<td>Defines the possible flags that can be used in Provision and Deprovision methods in ISession methods.</td>
</tr>
<tr>
<td>SDKErrorInfo</td>
<td>This represents more detailed error information for a failed API call. This is in addition to the return code.</td>
</tr>
<tr>
<td>SessionEventArgs</td>
<td>An EventArgs instance that is passed to the session event handler.</td>
</tr>
<tr>
<td>SessionProperties</td>
<td>Session initialization properties. Some Session Properties can be set as an environment variable. If the property is not specified in the CreateSession(SessionProperties, EventHandlerSessionEventArgs), the API will only look for that environment variable. The names of the environment variables are based on the native library property names. The following environment variables are recognized: SOLCLIENT_SESSION_PROP_PASSWORD, SOLCLIENT_SESSION_PROP_HOST, SOLCLIENT_SESSION_PROP_GD_RECONNECT_FAIL_ACTION.</td>
</tr>
</tbody>
</table>
**GdReconnectFailAction**
based on the underlying native library:
1. "SOLCLIENT_SESSION_PROP_GD_RECONNECT_FAIL_ACTION_AUTO_RETRY" (AUTO_RETRY)
2. "SOLCLIENT_SESSION_PROP_GD_RECONNECT_FAIL_ACTION_DISCONNECT" (DISCONNECT)

<table>
<thead>
<tr>
<th>Interface</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SolLogInfo</strong></td>
<td>This represents a log info object.</td>
</tr>
<tr>
<td><strong>STDException</strong></td>
<td>Standard SDT operation exception.</td>
</tr>
<tr>
<td><strong>SubscribeFlag</strong></td>
<td>Defines the possible flags that can be used in the following methods:</td>
</tr>
<tr>
<td></td>
<td>ISubscription, Int32, Object)</td>
</tr>
<tr>
<td></td>
<td>Subscribe(IDispatchTarget, Int32, Object)</td>
</tr>
<tr>
<td><strong>TimerTask</strong></td>
<td>Represents a timer task to be create and start a TimerTask (IDispatchTarget)</td>
</tr>
<tr>
<td><strong>TopicProperties</strong></td>
<td>Used to create Topics with further specialized options.</td>
</tr>
<tr>
<td><strong>TransactedSessionProperties</strong></td>
<td>Defines the properties for a TransactedSession</td>
</tr>
<tr>
<td><strong>XpeProperties</strong></td>
<td>Defines Xpe properties; passed into Xpe factory method.</td>
</tr>
</tbody>
</table>

**Interfaces**

<table>
<thead>
<tr>
<th>Interface</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>IBrowser</strong></td>
<td>A Browser allows client applications to look at messages spooled on Endpoints without removing them. Messages are browsed from oldest to newest. After being browsed, messages are still available for consumption</td>
</tr>
</tbody>
</table>
over normal flows. However, it is possible to selectively remove messages from the persistent store of an Endpoint, in this case, these removed messages will no longer be available for consumption. One typical application is to use browsers to allow message bus administrators to remove “stuck” Guaranteed messages from an endpoint without having to modify or disrupt existing applications. A message can get stuck if: It has been received by an application, but for some reason, that application has failed to acknowledge it. All active message selectors have failed to match this particular message and therefore the message bus has not delivered it to any client yet. The current release only supports browsing Endpoints of type Queue. Note that the delivery restrictions imposed by the queue’s Access type (exclusive or non-exclusive), do not apply when browsing messages with a Browser.

<table>
<thead>
<tr>
<th>ICapability</th>
<th>This represents the appliance capability type and value.</th>
</tr>
</thead>
<tbody>
<tr>
<td>IClientName</td>
<td>IClientName represents a remote client. It is used to identify a client currently connected and on</td>
</tr>
</tbody>
</table>
behalf of which an application wants to add/remove subscriptions.
To acquire an IClientName instance, applications must call
CreateClientName(String)
To add or remove subscriptions on behalf of a remote client, applications must call
Subscribe(IEndpoint, ISubscription, Int32, Object) and
Unsubscribe(IEndpoint, ISubscription, Int32, Object) respectively.

---

**IContext**

A context represents a processing context in which session instances are created. It is used to organize communications between an application and a Solace appliance. Contexts act as containers for configuring one or more sessions and handling session-related events.
A context is an active object that initializes and manages its own thread. The life cycle of the owned thread is bound to the life cycle of the context. A context-owned thread drives I/O and notification events of registered delegates of the context.
All callbacks (or delegate invocation) from the API to the application, message receive callbacks, event callback, and timer callbacks, run from the context thread. Additionally the context thread must run to detect relief from flow control and unblock waiting application threads. The context thread must run to complete the session...
connection sequence and unblock applications waiting for connection complete. The context thread must run to unblock applications waiting for confirmation on subscription requests. Consequently, applications must not block in callback/delegate routines. Waiting in callback routines can deadlock the application or at a minimum severely degrade receive performance. Deferring SolClient processing by running for excessively long periods of time in the callback routines prevents the API from unblocking other application threads that might be waiting for confirmation of sent messages, or blocked in flow control situations.

The API typically detects when the application has re-entered the API from a callback and will never block. Consequently applications can expect to see `::SOLCLIENT_WOULD_BLOCK` return codes when making API calls from a callback routine, even if the function call would be blocking in other threads. Generally if a function could block because of TCP flow control, `SOLCLIENT_WOULD_BLOCK` is returned when that function is called from a callback, irrespective of the session property `SendBlocking`. Further if the application explicitly sets `WaitForConfirm` on a subscription method (subscribe or unsubscribe) API call made from
a callback routine, that function call will return SOLCLIENT_FAIL and set the subcode to ParamConflict

**Important:** Disposing a context must not be performed in a context callback delegate for the context being disposed. This includes all sessions (ISession), flows (IFlow) and timers (TimerTask) on the context.

Context instances are created through a factory method in ContextFactory. A context has the following responsibilities:

- Initialization and management of the context-owned thread.
- Factory and container of session instances. Note that IContext instances can only be created by the ContextFactory.

<p>| IDestination | Represents a Destination messages can be sent to. A destination can be one of the following: {Topic, Queue} |
| IDispatchTarget | It encapsulates an ISubscription and message callback delegate. This tuple is used as an argument for IMessageDispatcher operations. |
| IDurableTopicEndpoint | <strong>Obsolete.</strong> Represents a durable Topic Endpoint. This interface has been made obsolete in favor of ITopicEndpoint. |</p>
<table>
<thead>
<tr>
<th>Interface</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IEndpoint</td>
<td>Represents an Endpoint one of ITopicEndpoint, IQueue, or ISubscriberEndpoint.</td>
</tr>
<tr>
<td>IFLOW</td>
<td>A flow is an API concept that allows the application to receive messages from an endpoint on the appliance (a IQueue or ITopicEndpoint on a Solace appliance running SolOS-TR). Flows are not used by clients that receive Direct messages. Rather, Direct messages are received by clients with matching subscriptions directly from the appliance’s message bus through sessions instead of binding to a specific endpoint on the message bus. Disposing a flow must not be performed in the flow callback delegate of the flow being disposed.</td>
</tr>
<tr>
<td>IMessage</td>
<td>The super interface of any message sent or received over this messaging API. Client applications must dispose of messages (by calling Dispose()) as soon as they are done with them. <strong>Note:</strong> Unless indicated otherwise, mutable IMessage’s properties are accessed and assigned by value and not by reference. In other words, the property’s getter returns a copy of the IMessage's mutable internal state and its setter takes a copy of the passed in mutable value.</td>
</tr>
</tbody>
</table>
In the typical scenarios, using `IMessageDispatcher.In the typical scenarios, using Subscribe(ISubscription, Subscribe(ISubscription, Boolean), Boolean), CreateFlow(FlowProperties, CreateFlow(FlowProperties, IEndpoint, ISubscription, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerMessageEventArgs, EventHandlerMessageEventArgs, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs, EventHandlerFlowEventArgs) or EventHandlerFlowEventArgs) or CreateFlow(FlowProperties, CreateFlow(FlowProperties, IEndpoint, ISubscription, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerMessageEventArgs, EventHandlerMessageEventArgs, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs, EventHandlerFlowEventArgs, EventHandlerFlowEventArgs, EventHandlerFlowEventArgs, EndpointProperties) or EndpointProperties) client applications can register interest to receive messages with destinations matching the set of added subscription(s). All matching messages are received within the context of the message callback delegate. There's one delegate registered per session or flow.

`IMessageDispatcher` is an interface abstraction which enables the API to further demultiplex messages to consumers based on registered subscriptions (within a `ISession` or `IFlow`). Dispatching/demultiplexing incoming messages based on topics allows different callback delegates to be invoked based on the received message's topic. Full wildcard subscription syntax is supported see `ITopic` for more details.

To better illustrate the usage of this feature, consider the following examples: A client application registers interest to receive messages matching "car/", it does so by calling the `Subscribe` method on an `ISession` instance. All messages matching this wildcard topic are received over the message callback delegate. In this case, the client receives any message matching "car/", for example: "car/gmc" or
Using the Topic dispatch feature, the client application (as described above) can demultiplex incoming messages to different callback delegates. For example, it can create a couple of IDispatchTarget instances; the first one with 'car/gmc' as topic subscription and the second with 'car/toyota'. Then it can call the ISession's Subscribe(IDispatchTarget...) method to add these subscriptions along with the delegates to invoke when receiving matching messages on 'car/gmc' or 'car/toyota'. Delivered message with destinations outside of these two topic subscriptions, are still received over the default message callback delegate associated with the ISession instance.

Note: In order to use this feature, the parent ISession's SessionProperties must have TopicDispatch set to true.

<table>
<thead>
<tr>
<th>Interface</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IProperties</td>
<td>Super interface for all properties. This interface is used in builder/factory design patterns.</td>
</tr>
<tr>
<td>IQueue</td>
<td>Represents a Queue.</td>
</tr>
<tr>
<td>ISession</td>
<td>Represents a messaging API session. When a context is established, one or more sessions can be created within that context. A session (modeled as an interface called ISession) creates a client connection to the Solace appliance for sending and receiving messages. It also</td>
</tr>
</tbody>
</table>
provides the following: Connect and disconnect on demand. Factory of `IFlow` instances. Factory of temporary destinations (see `IDestination`). Factory of non-durable endpoints (see `IDurableTopicEndpoint` and `IQueue`). Factory of cache session instances (see `ICacheSession`). Ability to make request/replies. Subscribe and unsubscribe. Ability to update and retrieve session properties. Ability to retrieve session statistics (see `IStatsAccessible`).

Disposing a session **must not** be performed in a session callback delegate for the session being disposed. This includes all flows on the session.

<table>
<thead>
<tr>
<th>Interface</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>IStatsAccessible</code></td>
<td>Implemented by <code>ISession</code> and <code>IFlow</code>, this interface exposes Transmit and Receive statistics collected by the messaging API.</td>
</tr>
<tr>
<td><code>ISubscriberEndpoint</code></td>
<td>Represents a Subscriber default flow endpoint.</td>
</tr>
<tr>
<td><code>ISubscription</code></td>
<td>Represents a Subscription, one of <code>{IXpe, ITopic}</code>.</td>
</tr>
<tr>
<td><code>ITopic</code></td>
<td>Represents a Topic.</td>
</tr>
</tbody>
</table>
Supported Topic Syntax

Topics are in the form level1/level2/level3. The total length of a topic can be 250 bytes.

Supported Subscription Syntax

Subscriptions are in the form level1/level2/level3. The total length of a subscription can be 250 bytes. The '>' character, when alone at the final level of a subscription, means match one or more levels at the end of a received topic. For example, level1/level2/level3/> will match level1/level2/level3/level4 and level1/level2/level3/level4/level5, but not level1/level2/level3. '>' elsewhere in the subscription has no special meaning. For example, level1 >/level2.

Supported Subscription Syntax with the Topic Routing Blade (TRB) in the appliance

The '*' character is a wildcard. When alone at a level, it means match any string at that level in a received topic. For example, level1/ * /level3 matches /level1/level2/level3. '*' can also
be used to match a level that starts with a specified string. For example level1/lev*/level3 matches /level1/level2/level3. A '*' cannot appear at the beginning or within a string. For example, "lev*1" and "*evel" are not valid.

**Supported Subscription Syntax with the Content Routing Blade (CRB) in the messaging appliance**

The '*' character is not supported in subscriptions, either when alone or used as a suffix.

<table>
<thead>
<tr>
<th>ITopicEndpoint</th>
<th>Represents a Durable or Non-Durable Topic Endpoint</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITransactedSession</td>
<td>Represents a Guaranteed Delivery consumer flow. An ITransactedSession is an in-progress transaction that guarantees delivery of messages. An ITransactedSession can only be created by creating a transaction using CreateFlow(). Transacted sessions are not thread-safe and should not be used by multiple application threads. The legal threading model usage of transacted sessions is limited to:</td>
</tr>
<tr>
<td></td>
<td>• If messages are received over the message dispatcher thread (async),</td>
</tr>
</tbody>
</table>

If messages are received over the message dispatcher thread (async),
client applications must invoke commit/rollback/sendMsg functions in the context of that thread (i.e., in the context of the message dispatcher thread). If messages are received from an application thread by calling ReceiveMsg(Int32), commit/rollback/sendMsg/receiveMsg functions must be called in the context of the same application thread.

---

### Delegates

<table>
<thead>
<tr>
<th>Delegate</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnSolLogInfo</td>
<td>Log event info delegate.</td>
</tr>
</tbody>
</table>

### Enumerations

<table>
<thead>
<tr>
<th>Enumeration</th>
</tr>
</thead>
<tbody>
<tr>
<td>AuthenticationSchemes</td>
</tr>
<tr>
<td>BrowserProperties</td>
</tr>
<tr>
<td>CapabilityType</td>
</tr>
</tbody>
</table>
EndpointPropertiesEndpointAccessType
EndpointPropertiesEndpointDiscardBehavior
EndpointPropertiesEndpointPermission
EndpointPropertiesPROPERTY
FlowEvent
FlowPropertiesPROPERTY
MessageAckMode
MessageCacheStatus
MessageDeliveryMode
MessageDump
MessageLevelStatistic
QuantaLevelStatistic
ReturnCode
SDKErrorSubcode
SessionEvent
SessionPropertiesAckMode

SessionPropertiesGuaranteedDeliveryReconnectFailAction

SessionPropertiesPROPERTY

SolLogLevel

Stats_Rx

Stats_Tx

TimerMode

TransactedSessionPropertiesPROPERTY

UserCos

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AuthenticationSchemes Enumeration

version: 7.2.1.27

Possible authentication schemes that can be used when connecting and authenticating with the appliance. This property specifies the authentication scheme. Default: ::SOLCLIENT_SESSION_PROP_DEFAULT_AUTHENTICATION_SCHE

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public enum AuthenticationSchemes</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BASIC</td>
<td>0</td>
<td>Basic authentication is the default scheme that is implicitly used by the API prior to the introduction of the AuthenticationScheme property. In this scheme the API will use basic authentication which sends the UserName and Password to the...</td>
</tr>
</tbody>
</table>
appliance for authentication.

<table>
<thead>
<tr>
<th>CLIENT_CERTIFICATE</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Client certificate is an authentication scheme where the API will send the client certificate (see SSLClientCertificateFile and the UserName (if specified) to the appliance. Based on the user's VPN configuration, the appliance will use the client user name embeded in the client certificate (in the CN field) or the one specified by the client application. For more info see AuthenticationScheme</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>GSS_KRB</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>GSS Kerberos is an authentication scheme where the API will use kerberos single sign on to authenticate with the appliance. For more info see AuthenticationScheme</td>
<td></td>
</tr>
</tbody>
</table>

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace
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BaseProperties Class

version: 7.2.1.27
An abstract base class for all properties in the API.

Inheritance Hierarchy

System
Object
SolaceSystems.Solclient.MessagingBaseProperties

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#    VB    C++

[SerializableAttribute]
public abstract class BaseProperties : IProperties
ICloneable

The BaseProperties type exposes the following members.

Constructors

Name          Description

BaseProperties Initializes a new instance of the
BaseProperties class

Methods
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>Removes all properties.</td>
</tr>
<tr>
<td>Clone</td>
<td>Creates a new object that is a deep copy of the current instance.</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object. (Overrides Object.Equals(Object).)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Overrides Object.GetHashCode.)</td>
</tr>
<tr>
<td>GetPropertyValue</td>
<td>Gets the property value associated with the given key.</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>SetCCSMPProperty</td>
<td>Sets a property to be passed</td>
</tr>
</tbody>
</table>
directly to CCSMP. Properties set in this manner will always override properties set using the shortcut properties, regardless of order.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SetPropertyValue</td>
<td>Associates a property key with a property value.</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a <code>String</code> that represents the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
</tbody>
</table>

**Properties**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count</td>
<td>Returns the count of properties.</td>
</tr>
</tbody>
</table>

**See Also**


**Inheritance Hierarchy**

SystemObject
- `SolaceSystems.Solclient.MessagingBaseProperties`
- `SolaceSystems.Solclient.MessagingContextProperties`
- `SolaceSystems.Solclient.MessagingEndpointProperties`
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BaseProperties Constructor

version: 7.2.1.27
Initializes a new instance of the BaseProperties class

Namespace: SolaceSystems.Solclient.Messaging

▶ Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>protected BaseProperties()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

▶ See Also

Reference
BaseProperties Class
SolaceSystems.Solclient.Messaging Namespace
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The `BaseProperties` type exposes the following members.

<table>
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<th>Name</th>
<th>Description</th>
</tr>
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<tbody>
<tr>
<td>Clear</td>
<td>Removes all properties.</td>
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<tr>
<td>Clone</td>
<td>Creates a new object that is a deep copy of the current instance.</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Overrides <code>Object.Equals(Object)</code>.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup</td>
</tr>
<tr>
<td></td>
<td>operations before the <code>Object</code> is reclaimed by garbage collection.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type.</td>
</tr>
<tr>
<td></td>
<td>( Overrides <code>Object.GetHashCode</code>.)</td>
</tr>
<tr>
<td>GetPropertyValue</td>
<td>Gets the property value associated with the given key.</td>
</tr>
</tbody>
</table>
### GetType

Gets the **Type** of the current instance.
(Inherited from **Object**.)

### MemberwiseClone

Creates a shallow copy of the current **Object**.
(Inherited from **Object**.)

### SetCCSMPProperty

Sets a property to be passed directly to CCSMP. Properties set in this manner will always override properties set using the shortcut properties, regardless of order.

### SetPropertyValue

Associates a property key with a property value.

### ToString

Returns a **String** that represents the current **Object**.
(Inherited from **Object**.)

---

**See Also**

Reference

- **BaseProperties Class**
- **SolaceSystems.Solclient.Messaging Namespace**

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Send comments on this topic to support_request@solacesystems.com
BaseProperties.Clear Method

version: 7.2.1.27
Removes all properties.

**Namespace:** SolaceSystems.SolclientMessaging

**Syntax**

```csharp
public void Clear()
```

Implements
IPropertiesClear

**See Also**

Reference
BaseProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
BasePropertiesClone Method

version: 7.2.1.27
Creates a new object that is a deep copy of the current instance.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public virtual Object Clone()
```

Return Value
Type: Object
A new object that is a deep copy of this instance.

Implements
ICloneableClone

See Also

Reference
BaseProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
## BaseProperties.Equals Method

**version:** 7.2.1.27

Determines whether the specified Object is equal to the current Object.

**Namespace:** SolaceSystems.Solclient.Messaging  
Version: 7.2.1.27 (7.2.1.27)

### Syntax

```csharp
public override bool Equals(
    Object obj
)
```

### Parameters

**obj**  
Type: `SystemObject`  
The Object to compare with the current Object.

### Return Value

Type: `Boolean`  
true, if the specified Object is equal to the current Object; otherwise, false.

### See Also

Reference  
**BaseProperties Class**  
**SolaceSystems.Solclient.Messaging Namespace**

---

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Send comments on this topic to support_request@solace.com
BaseProperties GetHashCode Method

version: 7.2.1.27
Serves as a hash function for a particular type.

**Namespace:** SolaceSystems.Solclient.Messaging

### Syntax

```csharp
public override int GetHashCode()
```

### Return Value

**Type:** Int32
A hash code for the current Object.

### See Also

**Reference**
- BaseProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
BasePropertiesGetPropertyValues Method

version: 7.2.1.27

Gets the property value associated with the given key.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
protected Object GetPropertyValues(string key)
```

Parameters

key
Type: System.String
Property key

Return Value
Type: Object
Object value of the property

See Also

Reference
BaseProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
BasePropertiesSetCCSMPProperty Method

version: 7.2.1.27

Sets a property to be passed directly to CCSMP. Properties set in this manner will always override properties set using the shortcut properties, regardless of order.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public void SetCCSMPProperty(
    string key,
    string value
)
```

Parameters

**key**
- Type: System.String
- Name of property in CCSMP

**value**
- Type: System.String
- Value of the property, or null to unset

See Also

Reference: BaseProperties Class
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Send comments on this topic to support_request@solacesystems.com
BaseProperties::SetPropertyValue Method

version: 7.2.1.27
Associates a property key with a property value.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
protected void SetPropertyPropertyValue(  
    string key,  
    Object value
)
```

### Parameters

- **key**
  - Type: System.String
  - Property key

- **value**
  - Type: System.Object
  - Property value

### Return Value

Type:  
Object value of the property

### See Also
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BaseProperties Properties

version: 7.2.1.27

The BaseProperties type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count</td>
<td>Returns the count of properties.</td>
</tr>
</tbody>
</table>

Top

See Also

Reference

BaseProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
BaseProperties.Count Property

version: 7.2.1.27
Returns the count of properties.

**Namespace**: SolaceSystems.Solclient.Messaging  

### Syntax

**C#**  
```csharp
public int Count { get; }
```

**C++**

```cpp
public int Count { get; }
```

**VB**

```vbnet
Public Function Count() As Integer
End Function
```

### Property Value

Type: Int32

Implements IProperties.Count

### See Also

- Reference  
  - BaseProperties Class  
  - SolaceSystems.Solclient.Messaging Namespace

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BrowserProperties Class

version: 7.2.1.27
Used when creating a new Browser instance.

Inheritance Hierarchy


Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
[SerializableAttribute]
public class BrowserProperties
```

The BrowserProperties type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BrowserProperties</td>
<td>Initializes a new instance of the BrowserProperties class</td>
</tr>
</tbody>
</table>

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Clone</td>
<td>Creates a new object that is a deep copy of the current instance.</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object.</td>
</tr>
<tr>
<td></td>
<td><em>(Inherited from Object.)</em></td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup</td>
</tr>
<tr>
<td></td>
<td>operations before the Object is reclaimed by garbage collection.</td>
</tr>
<tr>
<td></td>
<td><em>(Inherited from Object.)</em></td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type.</td>
</tr>
<tr>
<td></td>
<td><em>(Inherited from Object.)</em></td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance.</td>
</tr>
<tr>
<td></td>
<td><em>(Inherited from Object.)</em></td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object.</td>
</tr>
<tr>
<td></td>
<td><em>(Inherited from Object.)</em></td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object.</td>
</tr>
<tr>
<td></td>
<td><em>(Overides ObjectToString.)</em></td>
</tr>
</tbody>
</table>

## Top Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Selector</strong></td>
<td>Browser's selector string; null means unspecified.</td>
</tr>
<tr>
<td><strong>TransportWindowSize</strong></td>
<td>The TransportWindowSize affects the number of local messages which are pre-fetched by the Browser. The default is 255. The valid range is within [1..255].</td>
</tr>
<tr>
<td><strong>WaitTimeout</strong></td>
<td>When calling GetNext(), if no messages become available in the local API message buffer, the calling thread can be blocked up for up the amount of time specified (in milliseconds) by this property. The unit of WaitTimeout is msec. The default is 10000 msecs (10 secs). The valid range is within [50...MaxSignedInt32].</td>
</tr>
</tbody>
</table>

**See Also**

Reference

SolaceSystems.Solclient.Messaging Namespace
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BrowserProperties Constructor

version: 7.2.1.27
Initializes a new instance of the BrowserProperties class

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
</table>
| ```
public BrowserProperties()
``` | | |

### See Also

Reference  
BrowserProperties Class  
SolaceSystems.Solclient.Messaging Namespace

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version: 7.2.1.27

The **BrowserProperties** type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Clone</strong></td>
<td>Creates a new object that is a deep copy of the current instance.</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <strong>Object</strong> is equal to the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <strong>Object</strong> to attempt to free resources and perform other cleanup operations before the <strong>Object</strong> is reclaimed by garbage collection. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <strong>Type</strong> of the current instance. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <strong>Object</strong>.</td>
</tr>
</tbody>
</table>
(Inherited from **Object**.)

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a String that represents the current Object. (Overrides <strong>Object.ToString</strong>.)</td>
</tr>
</tbody>
</table>

**See Also**

**Reference**

- **BrowserProperties Class**
- **SolaceSystems.Solclient.Messaging Namespace**

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BrowserPropertiesClone Method

version: 7.2.1.27
Creates a new object that is a deep copy of the current instance.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public Object Clone()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Return Value

Type: **Object**
A new object that is a deep copy of this instance.

### See Also

**Reference**
- BrowserProperties Class
- SolaceSystems.SolclientMessaging Namespace

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BrowserPropertiesToString Method

version: 7.2.1.27
Returns a String that represents the current Object.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public override string ToString()
```

Return Value

Type: String
A string representation of this object.

See Also

Reference
BrowserProperties Class
SolaceSystems.Solclient.Messaging Namespace
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The `BrowserProperties` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Selector</strong></td>
<td>Browser's selector string; null means unspecified.</td>
</tr>
<tr>
<td><strong>TransportWindowSize</strong></td>
<td>The <code>TransportWindowSize</code> affects the number of local messages which are pre-fetched by the Browser. The default is 255. The valid range is within [1..255].</td>
</tr>
<tr>
<td><strong>WaitTimeout</strong></td>
<td>When calling <code>GetNext()</code>, if no messages become available in the local API message buffer, the calling thread can be blocked up for up the amount of time specified (in milliseconds) by this property. The unit of <code>WaitTimeout</code> is msec. The default is 10000 msecs (10 secs). The valid range is within [50...MaxSignedInt32].</td>
</tr>
</tbody>
</table>
See Also

Reference
BrowserProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
BrowserPropertiesSelector Property

version: 7.2.1.27
Browser's selector string; null means unspecified.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public string Selector { get; set; }
```

Property Value
Type: String

See Also

Reference
BrowserProperties Class
SolaceSystems.Solclient.Messaging Namespace
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BrowserPropertiesTransportWindowSize Property

version: 7.2.1.27

The TransportWindowSize affects the number of local messages which are pre-fetched by the Browser. The default is 255. The valid range is within [1..255].

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public int TransportWindowSize { get; set; }
```

Property Value
Type: Int32

See Also

Reference
BrowserProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
BrowserPropertiesWaitTimeout Property

version: 7.2.1.27

When calling GetNext(), if no messages become available in the local API message buffer, the calling thread can be blocked up for up the amount of time specified (in milliseconds) by this property. The unit of WaitTimeout is msec. The default is 10000 msecs (10 secs). The valid range is within [50...MaxSignedInt32].

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#    VB    C++

```csharp
public int WaitTimeout { get; set; }
```

Property Value
Type: Int32

See Also

Reference
BrowserProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
BrowserProperties

Enumeration

version: 7.2.1.27
Enumeration of public properties.

**Namespace:** `SolaceSystems.Solclient.Messaging`


### Syntax

**C#**

```csharp
public enum PROPERTY
```

### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Selector</td>
<td>0</td>
<td>Selector</td>
</tr>
<tr>
<td>WaitTimeout</td>
<td>1</td>
<td>WaitTimeout</td>
</tr>
<tr>
<td>TransportWindowSize</td>
<td>2</td>
<td>TransportWindowSize</td>
</tr>
</tbody>
</table>

### See Also

Reference

`SolaceSystems.Solclient.Messaging Namespace`

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Send comments on this topic to support_request@solacesystems.com
CapabilityType Enumeration

version: 7.2.1.27
Appliance capabilities that can vary depending on the appliance platform.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
public enum CapabilityType
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PEER_SOFTWARE_VERSION</td>
<td>0</td>
<td>The software version string returned by the peer</td>
</tr>
<tr>
<td>PEER_SOFTWARE_DATE</td>
<td>1</td>
<td>The peer's software release date.</td>
</tr>
<tr>
<td>PEER_PLATFORM</td>
<td>2</td>
<td>The string that describes the hardware platform of the connected peer.</td>
</tr>
<tr>
<td>Type</td>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------</td>
<td>-------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>TEMP_ENDPOINT</td>
<td>3</td>
<td>The session allows the creation of temporary endpoints (Queues/TopicEndpoints)</td>
</tr>
<tr>
<td>SUB_FLOW_GUARANTEED</td>
<td>4</td>
<td>The session allows binding a Guaranteed message delivery flow to an endpoint</td>
</tr>
<tr>
<td>PUB_GUARANTEED</td>
<td>5</td>
<td>The session allows publishing of Guaranteed messages.</td>
</tr>
<tr>
<td>COMPRESSION</td>
<td>6</td>
<td>The session accepts compressed (DEFLATE) transport.</td>
</tr>
<tr>
<td>JNDI</td>
<td>7</td>
<td>The session accepts JNDI queries.</td>
</tr>
<tr>
<td>PEER_PORT_SPEED</td>
<td>8</td>
<td>The maximum rate supported by the peer's port in Megabits/second.</td>
</tr>
<tr>
<td>Field Name</td>
<td>No.</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------------</td>
<td>-----</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>PEER_PORT_TYPE</td>
<td>9</td>
<td>The peer's port type, to which the client has connected.</td>
</tr>
<tr>
<td>MAX_GUARANTEED_MSG_SIZE</td>
<td>10</td>
<td>The maximum size of a Guaranteed message (in bytes); this includes all optional message headers and data.</td>
</tr>
<tr>
<td>MAX_DIRECT_MSG_SIZE</td>
<td>11</td>
<td>The maximum size of a Direct message (in bytes); this includes all optional message and data.</td>
</tr>
<tr>
<td>SUPPORTS_XPE_SUBSCRIPTIONS</td>
<td>12</td>
<td>The session supports XPath expression subscriptions.</td>
</tr>
<tr>
<td>BROWSER</td>
<td>13</td>
<td>Peer supports creating message browsers on endpoints.</td>
</tr>
<tr>
<td>SELECTOR</td>
<td>14</td>
<td>Peer supports specifying message selectors on Flows and Browsers.</td>
</tr>
<tr>
<td><strong>ENDPOINT_MANAGEMENT</strong></td>
<td>15</td>
<td>Peer: supports the ability to provision/deprovision durable Endpoints. Also indicates the peer supports permission and quota management of non-durable Endpoints. Type: BOOL</td>
</tr>
<tr>
<td>-------------------------</td>
<td>----</td>
<td>--------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>PEER_ROUTER_NAME</strong></td>
<td>16</td>
<td>The appliance/peer name, typically used to direct management requests. Type: STRING</td>
</tr>
<tr>
<td><strong>QUEUE_SUBSCRIPTIONS</strong></td>
<td>17</td>
<td>Peer: supports adding subscriptions to Queue endpoints. Type: BOOL</td>
</tr>
<tr>
<td><strong>ENDPOINT_MESSAGE_TTL</strong></td>
<td>18</td>
<td>Peer: supports Time-to-Live (TTL) expiry on Guaranteed messages spooled to endpoints. Type: BOOL</td>
</tr>
<tr>
<td><strong>SUBSCRIPTION_MANAGER</strong></td>
<td>19</td>
<td>Peer: supports subscription manager operations (add/remove subscriptions on behalf of client) Type: STRING</td>
</tr>
<tr>
<td>Feature</td>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------</td>
<td>-------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>MESSAGE_ELIDING</td>
<td>20</td>
<td>Peer supports message eliding. Message eliding enables filtering of data to avoid transmitting single message to subscribing client.</td>
</tr>
<tr>
<td>NO_LOCAL</td>
<td>21</td>
<td>The session supports No Local. Flows can be created to Queues and Topic-Endpoints that do not receive messages published on the same session.</td>
</tr>
<tr>
<td>PER_TOPIC_SEQUENCE_NUMBERING</td>
<td>22</td>
<td>The peer can insert per topic sequence numbers.</td>
</tr>
<tr>
<td>ENDPOINT_DISCARD_BEHAVIOR</td>
<td>23</td>
<td>The peer endpoints can be provisioned with discard behavior.</td>
</tr>
<tr>
<td>ACTIVE_FLOW_INDICATION</td>
<td>24</td>
<td>The peer can send notifications when a flow becomes Active or Inactive.</td>
</tr>
</tbody>
</table>
The peer supports transacted sessions.

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace
ContextEventArgs Class

version: 7.2.1.27
Passed as an argument to Context EventHandler delegate.

Inheritance Hierarchy

- System
  - Object
  - SystemEventArgs

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public sealed class ContextEventArgs : EventArgs
```

The ContextEventArgs type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![ equals ]</td>
<td><strong>Equals</strong></td>
</tr>
<tr>
<td>![ final ]</td>
<td><strong>Finalize</strong></td>
</tr>
</tbody>
</table>
GetHashCode

Serves as a hash function for a particular type.
(Inherited from Object.)

GetType

Gets the Type of the current instance.
(Inherited from Object.)

MemberwiseClone

Creates a shallow copy of the current Object.
(Inherited from Object.)

ToString

Returns a String that represents the current Object.
(Inherited from Object.)

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ErrorInfo</td>
<td>Optional, if present it will contain more information about the underlying error.</td>
</tr>
<tr>
<td>Exception</td>
<td>Optional, if present, it represents an exception that is thrown on the context thread and is caught in the main loop of the context thread.</td>
</tr>
</tbody>
</table>

## See Also

Reference
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The `ContextEventArgs` type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a <code>String</code> that represents the current <code>Object</code>.</td>
</tr>
</tbody>
</table>
See Also

Reference
ContextEventArgs Class
SolaceSystems.Solclient.Messaging Namespace
ContextEventArgs Properties

version: 7.2.1.27

The ContextEventArgs type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ErrorInfo</td>
<td>Optional, if present it will contain more information about the underlying error.</td>
</tr>
<tr>
<td>Exception</td>
<td>Optional, if present, it represents an exception that is thrown on the context thread and is caught in the main loop of the context thread.</td>
</tr>
</tbody>
</table>

See Also

Reference

ContextEventArgs Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ContextEventArgs ErrorInfo Property

version: 7.2.1.27
Optional, if present it will contain more information about the underlying error.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public SDKErrorInfo ErrorInfo { get; }
```

Property Value
Type: SDKErrorInfo

See Also

Reference
- ContextEventArgs Class
- SolaceSystems.Solclient.Messaging Namespace

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ContextEventArgsException Property

version: 7.2.1.27

Optional, if present, it represents an exception that is thrown on the context thread and is caught in the main loop of the context thread.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public Exception Exception { get; }
```

Property Value
Type: Exception

See Also

Reference
ContextEventArgs Class
SolaceSystems.Solclient.Messaging Namespace

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ContextFactory Class

version: 7.2.1.27
ContextFactory is a singleton which represents the first point of contact or entry point to the APIs. It has the following responsibilities:
• Exposes the initialization and cleanup routines. API initialization is required before using any of its components.
• Acts as a factory of the different components of the API, such as contexts, messages, non-temporary destinations, durable endpoint instances, and subscriptions.
• Exposes a number of useful statistics at the message and memory pool levels.
• Exposes logging facilities to enable client applications to receive log events and control the log level.

Inheritance Hierarchy

  System\Object  SolaceSystems.Solclient.Messaging\ContextFactory

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public sealed class ContextFactory</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The ContextFactory type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>

**Cleanup**

This method may be called after use of the API is completed. This method takes care of clean-up that might be required, automatically frees all allocated resources, including those for Contexts and Sessions that have been previously created but are not destroyed. Note that if Cleanup() is called while sessions are connected, any messages buffered for transmission are discarded and not sent. In most applications, it is not necessary to call ContextFactory.Cleanup() as the resources in use are automatically recovered when the application exits. ContextFactory.Cleanup() is provided for rare applications that may want to recover all API resources and continue operating without using the API.

**CreateClientName**

Creates a representation of a remote client endpoint, which can be used to add/remove subscriptions on behalf of that client.

**CreateContext**

Creates a new IContext instance.

**CreateDurableTopicEndpoint**

Obsolete.

Deprecated, please use CreateDurableTopicEndpointEx() instead.

**CreateDurableTopicEndpointEx**

Creates a representation of a Durable Topic Endpoint (DTE) in the API. A DTE is a holding area which a subscriber to attract Guaranteed messages matching a given subscription. Durable means the subscriber that is bound to the DTE, does not have to be online to attract matching messages. This method does not provide...
DTE on the appliance. The represented DTE must be provisioned on the appliance before any use by the API. Applications are able to provision DTEs on the appliance using `Provision(IEndpoint, EndpointProperties, Int32, Object)` where capability `ENDPOINT_MANAGEMENT` is enabled.

The name parameter is the name given to the Topic Endpoint when provisioning it on the appliance. Applications can call `Provision(IEndpoint, EndpointProperties, Int32, Object)` to provision it on the appliance.

To consume messages from a given DTE, client applications must create a `Flow` using `CreateFlow(...)` passing in the corresponding DTE. Also, there can be only one active flow per DTE.

DTEs are only supported on appliances with an Assured Delivery Blade (ADB).

| CreateMessage | Creates an IMessage instance. Applications are responsible for disposing all messages allocated by this method as soon as they are done with them. |
| CreateQueue(String) | Creates a representation of a durable/non-temporary Queue in the API. Before creating a `IFlow` instance on a durable Queue on the appliance, the queue must be first provisioned. Applications can provision durable/non-temporary queues using `Provision(IEndpoint, EndpointProperties, Int32, Object)`. Applications can send or receive Guaranteed messages from queues. Messages received on a Queue... |
a single consumer. Multiple subscribing clients can listen for messages on the same Queue, once any client retrieves a message from the Queue, acknowledges it, that message is consumed and is no longer available to other potential subscribers. To consume messages from a Queue, client applications must create a flow using CreateFlow(...) on ISession passing in the corresponding instance.

For SolOS Version 4.4, or later, Queues are supported on an appliance with a CRB (Content Routing Blade). An exclusive Queue can have multiple active flows at any given time, but only one flow of bound flows can actually consume messages. If the currently consuming flow is closed, one of the standby flows take over and start consuming messages from that Queue.

Creates a representation of a durable/non-temporary queue in the API, given its name and the Virtual Router Name of the hosting appliance. Before creating an IFlow instance on a durable queue on the appliance, the queue must be first provisioned. Applications can provision durable/non-temporary queues using Provision(IEndpoint, EndpointProperties, Int32, Object). Applications can send or receive Guaranteed messages from a Queue. Messages received on a Queue are consumed by a single consumer. Multiple

Obsolet

Note: This method is obsolete. Its usage with appliances running SolOS Version 5.4 and greater is strongly discouraged. Applications should use CreateQueue(String) instead.

Creates a representation of a durable/non-temporary queue in the API, given its name and the Virtual Router Name of the hosting appliance. Before creating an IFlow instance on a durable queue on the appliance, the queue must be first provisioned. Applications can provision durable/non-temporary queues using Provision(IEndpoint, EndpointProperties, Int32, Object). Applications can send or receive Guaranteed messages from a Queue. Messages received on a Queue are consumed by a single consumer. Multiple

Obsolet

Note: This method is obsolete. Its usage with appliances running SolOS Version 5.4 and greater is strongly discouraged. Applications should use CreateQueue(String) instead.

CreateQueue(String, String)
subscribers can listen for messages on the same Queue, but once any subscriber retrieves a particular message from the Queue and acknowledge it, that message is consumed and is no longer available to other potential subscribers. To consume messages from a Queue, client applications must create a using CreateFlow(...) on ISession passing in the corresponding instance.

CreateSubscriberEndpoint

Creates a Subscriber Endpoint. A Subscriber Endpoint is an area which allows a subscriber to attract Guaranteed messages matching the subscriptions registered for that subscriber. Subscriber Endpoints are durable. Therefore matching messages can accumulate on the Subscriber Endpoint even if the subscriber that added the subscriptions is offline.

To consume messages from a Subscriber Endpoint, client applications must create a CreateFlow(...) on ISession the corresponding ISubscriberEndpoint Endpoint. There is one Subscriber Endpoint for each provisioned subscriber on the appliance.

For SolOS Version 4.4, Subscriber Endpoints are only supported on appliances with a Content Routing Blade (CRB).

CreateTopic(String)

Creates a non-temporary Topic with the given name.

CreateTopic(TopicProperties)

Creates a non-temporary instance given a TopicProperties IsReceiveAllDeliverToOne the DTO behavior.
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CreateTopic(String, Boolean)</strong></td>
<td>Creates a non-temporary instance with the option to set the all-deliver-to-one flag. This flag, when set on a Topic subscription, overrides the DeliverToOne message property. Topic in the message matches, it is delivered to clients with subscriptions with the ReceiveAllDeliverToOne set, in addition to being round-robin amongst clients subscribe to Topic without this override.</td>
</tr>
<tr>
<td><strong>CreateXpe</strong></td>
<td>Creates an Xpath expression (XPE) with the specified parameters.</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>GetLastSDKErrorInfo</strong></td>
<td>Returns a SDKErrorInfo instance, which contains the last captured error information for the calling thread. The returned structure is only valid until the thread makes the next API call. This method is typically invoked within event delegates (Session and)</td>
</tr>
</tbody>
</table>
Flow), to get more info on event.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetMessageLevelStat</td>
<td>Returns the value of the specified message level statistic.</td>
</tr>
<tr>
<td>GetQuantaLevelStat</td>
<td>Returns the value of the specified quanta level statistic.</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current object. (Inherited from Object.)</td>
</tr>
<tr>
<td>GetVersion</td>
<td>Returns version information. ContextFactory.Instance.Init(...) must be called before invoking this method, otherwise the NativeSolClient version information will be null. (IVersion.Native* properties)</td>
</tr>
<tr>
<td>Init</td>
<td>Initializes the Messaging API. This method must be called at least once before using any of the messaging APIs. Typically ContextFactory.Init() is called once during program initialization. One property of interest is LogDelegate, it allows client applications to receive API log information.</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NUM_MSG_QUANTA</td>
<td>The number of message size quant available. Useful when calling GetQuantaLevelStat(QuantaLevelStat, Int32) to anchor the &quot;quantaIndex&quot; argument to NUM_MSG_QUANTA-</td>
</tr>
</tbody>
</table>

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Contexts</td>
<td>Returns a read-only list of of active (that is, not yet disposed) contexts created by this Factory.</td>
</tr>
<tr>
<td>Instance</td>
<td>A Singleton accessor.</td>
</tr>
</tbody>
</table>

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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ContextFactory Fields

version: 7.2.1.27

The ContextFactory type exposes the following members.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NUM_MSG_QUANTA</td>
<td>The number of message size quant available. Useful when calling GetQuantaLevelStat(QuantaLevelStat, Int32) to anchor the &quot;quantalIndex&quot; argument to NUM_MSG_QUANTA-</td>
</tr>
</tbody>
</table>

**See Also**

Reference
- ContextFactory Class
- SolaceSystems.Solclient.Messaging Namespace

---

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Send comments on this topic to support_request@solacesystems.com
ContextFactoryNUM_MSG_QUANTA Field

version: 7.2.1.27

The number of message size quanta available. Useful when calling GetQuantaLevelStat(QuantaLevelStatistic, Int32) to anchor the "quantalIndex" argument to NUM_MSG_QUANTA-1

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#  VB  C++

```csharp
public static readonly int NUM_MSG_QUANTA
```

Field Value

Type: Int32

See Also

Reference

ContextFactory Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
The `ContextFactory` type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cleanup</td>
<td>This method may be called after the API is completed. This method takes care of clean-up that might be required, automatically frees all allocated resources, including those for Contexts and Sessions that were previously created but are not destroyed. Note that if <code>Cleanup()</code> is called while sessions are active, any messages buffered for transmission are discarded and not sent. In most applications, it is not necessary to call <code>ContextFactory.Cleanup()</code> as the resources in use are automatically recovered when the application exits. <code>ContextFactory.Cleanup()</code> exists for rare applications that may want to recover all API resources and continue operating without using the API further.</td>
</tr>
<tr>
<td>CreateClientName</td>
<td>Creates a representation of a remote client endpoint, which can be used to add/remove subscriptions on behalf of that client.</td>
</tr>
<tr>
<td>CreateContext</td>
<td>Creates a new IContext instance.</td>
</tr>
<tr>
<td>CreateDurableTopicEndpoint</td>
<td>Obsolete.</td>
</tr>
</tbody>
</table>
Deprecated, please use `CreateDurableTopicEndpointEx` instead.

### CreateDurableTopicEndpointEx

Creates a representation of a Durable Topic Endpoint (DTE) in the API. A DTE is a holding area where a subscriber to attract Guaranteed messages matching a given subscription. Durable means that a subscriber that is bound to a DTE, does not have to be online to attract matching messages.

This method does not provision a DTE on the appliance. The represented DTE must be provisioned on the appliance before any use by the API. Applications are able to provision DTEs on the appliance using `Provision(IEndpoint, EndpointProperties, Int32, Object)` where capability `ENDPOINT_MANAGEMENT` is required.

The name parameter is the name given to the Topic Endpoint when provisioning it on the appliance. Applications can call `Provision(IEndpoint, EndpointProperties, Int32, Object)` to provision it on the appliance.

To consume messages from a DTE, client applications must create a `Flow` using `CreateFlow(...)` passing in the corresponding DTE. Also, there can be only one active flow per DTE.

DTEs are only supported on appliances with an Assured Delivery Blade (ADB).

### CreateMessage

Creates an IMessage instance. Applications are responsible for disposing all messages allocated by this method as soon as they are done with them.
CreateQueue(String)

Creates a representation of a durable/non-temporary Queue in the API.

Before creating a IFlow instance for a durable Queue on the appliance, the queue must be first provisioned. Applications can provision durable/non-temporary queues using `Provision(IEndpoint, EndpointProperties, Int32, Object)`

Applications can send or receive Guaranteed messages from a Queue. Messages received on a Queue have a single consumer. Multiple subscribing clients can listen for messages on the same Queue, but once any client retrieves a message from the Queue and acknowledges it, that message is consumed and is no longer available to other potential subscribers.

To consume messages from a Queue, client applications must create a flow using `CreateFlow(...)` on the ISession passing in the corresponding instance.

For SolOS Version 4.4, or later, Queues are supported only on an appliance with a CRB (Content Routing Blade). An exclusive Queue can have multiple active flows at any given time, but only one flow of bound flows can actually consume messages. If the currently consuming flow is closed, one of the standby flows takes over and starts consuming messages from that Queue.

CreateQueue(String, String)

Obsolete.

Note: This method is obsolete, and its usage with appliances running SolOS Version 5.4 and greater is strongly discouraged. Applications should use `CreateQueue(String)` instead.
durable/non-temporary queue in the API, given its name and the Virtual Router Name of the hosting appliance. Before creating a **IFlow** instance to a durable queue on the appliance, the queue must be first provisioned.

Applications can provision durable/non-temporary queues using ```Provision(IEndpoint, EndpointProperties, Int32, Object)```.

Applications can send or receive Guaranteed messages from a Queue. Messages received on a Queue have a single consumer. Multiple subscribers can listen for messages on the same Queue, but once a subscriber retrieves a particular message from the Queue and acknowledge it, that message is consumed and is no longer available to other potential subscribers. Client applications must create a **CreateFlow(...)** on an **ISession** passing in the corresponding instance.

---

**CreateSubscriberEndpoint**

Creates a Subscriber Endpoint. A Subscriber Endpoint is an area which allows a subscriber to attract Guaranteed messages matching the subscriptions made for that subscriber. Subscriber Endpoints are durable, consequently matching messages can accumulate on the Subscriber Endpoint even if the subscriber that added the subscriptions is offline.

To consume messages from a Subscriber Endpoint, client applications must create a **CreateFlow(...)** on an **ISession** passing the corresponding **ISubscriberEndpoint** Endpoint. There is one Subscriber Endpoint for each provisioned subscriber on the appliance.
For SolOS Version 4.4, Subscriber Endpoints are only supported on appliances with a Content Routing Blade (CRB).

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateTopic(String)</td>
<td>Creates a non-temporary Topic with the given name.</td>
</tr>
<tr>
<td>CreateTopic(TopicProperties)</td>
<td>Creates a non-temporary instance given a TopicProperties.</td>
</tr>
<tr>
<td>CreateTopic(String, Boolean)</td>
<td>Creates a non-temporary instance with the option to set the all-deliver-to-one flag. This flag, when set on a Topic subscription, overrides the DeliverToOne message property. Topic in the message match is delivered to clients with matching subscriptions with the ReceiveAllDeliverToOne set, in addition to being round-robbed amongst clients subscribed to the Topic without this override.</td>
</tr>
</tbody>
</table>

CreateXpe

Creates an Xpath expression (XPE) with the specified parameters.

Equals

Determines whether the specified Object is equal to the current Object (Inherited from Object.)

Finalize

Allows an Object to attempt to free resources and perform other operations before the Object is reclaimed by garbage collection (Inherited from Object.)

GetHashCode

Serves as a hash function.
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetLastSDKErrorInfo</td>
<td>Returns a SDKErrorInfo instance which contains the last captured error information for the calling thread. The returned structure is valid until the thread makes the next API call. This method is typically invoked within event delegates (Session and Flow), to get more info on the event.</td>
</tr>
<tr>
<td>GetMessageLevelStat</td>
<td>Returns the value of the specified message level statistic.</td>
</tr>
<tr>
<td>GetQuantaLevelStat</td>
<td>Returns the value of the specified quanta level statistic.</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
</tr>
<tr>
<td>GetVersion</td>
<td>Returns version information. ContextFactory.Instance.Init must be called before invoking this method, otherwise the NativeSolClient version information will be missing.</td>
</tr>
<tr>
<td>Init</td>
<td>Initializes the Messaging API. This method must be called at least once before using any of the messaging APIs. Typically ContextFactory.Init() is called once during program initialization. One property of interest is LogDelegate, it allows client applications to receive API logs.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>

**See Also**

Reference
- ContextFactory Class
- SolaceSystems.Solclient.Messaging Namespace

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ContextFactoryCleanup Method

version: 7.2.1.27

This method may be called after use of the API is completed. This method takes care of any global clean-up that might be required. It automatically frees all allocated resources, including those for Contexts and Sessions that have been previously created but are not destroyed. Note that if Cleanup() is called while sessions are connected, any messages buffered for transmission are discarded and not sent. In most applications, it is not necessary to call ContextFactory.Cleanup() as the resources in use are automatically recovered when the application exits. ContextFactory.Cleanup() exists for rare applications that may want recover all API resources and continue operating without using the API further.

Namespace: SolaceSystems.Solclient.Messaging


Syntax

C# VB C++

```csharp
public void Cleanup()
```

See Also

Reference

ContextFactory Class
SolaceSystems.Solclient.Messaging Namespace

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ContextFactory

CreateClientName Method

version: 7.2.1.27

Creates a representation of a remote client endpoint, which can be used to add/remove subscriptions on behalf of that client.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

```csharp
public IClientName CreateClientName(
    string clientName
)
```

**Parameters**

- **clientName**
  - Type: System.String
  - The client name obtained from a connected session through ClientName.

**Return Value**

- Type: IClientName

**See Also**

- Reference
  - ContextFactory Class
SolaceSystems.Solclient.Messaging Namespace

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Solclient

ContextFactory createContext Method

version: 7.2.1.27
Creates a new IContext instance.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public IContext CreateContext(
    ContextProperties contextProperties,
    System.EventHandler<ContextEventArgs> contextEventHandler
)
```

Parameters

- **contextProperties**
  Context properties

- **contextEventHandler**
  Type: System.EventHandler<ContextEventArgs>
  An EventHandler delegate

Return Value

Type: IContext
A new IContext instance

Exceptions
<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>thrown when unable to create a new context instance</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>thrown when unrecoverable error occurs</td>
</tr>
</tbody>
</table>

**See Also**

**Reference**

- ContextFactory Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ContextFactory
CreateDurableTopicEndpoint Method

version: 7.2.1.27
Note: This API is now obsolete.
Deprecating, please use CreateDurableTopicEndpointEx(String) instead.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# | VB | C++
---|----|---
```csharp
[ObsoleteAttribute("Use CreateDurableTopicEndpointEx(...) instead")]
public IDurableTopicEndpoint CreateDurableTopicEndpointEx(string name)
```

Parameters

name
Type: System.String

Return Value
Type: IDurableTopicEndpoint
IDurableTopicEndpoint

See Also

Reference
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Send comments on this topic to support_request@solacesystems.com
ContextFactoryCreateDurableTopicEndpoint Method

version: 7.2.1.27

Creates a representation of a durable Topic Endpoint (DTE) in the API. A DTE is a holding area which allows a subscriber to attract Guaranteed messages matching a given Topic subscription. Durable means that the subscriber that is bound to the given DTE, does not have to be online to attract matching messages.

This method does not provision the DTE on the appliance. The represented DTE must be first provisioned on the appliance before any use by the API. Applications are able to provision DTEs on the appliance using `Provision(IEndpoint, EndpointProperties, Int32, Object)` where capability ENDPOINT_MANAGEMENT exists. The name parameter is the name given to the Topic Endpoint when provisioning it on the appliance. Applications can call `Provision(IEndpoint, EndpointProperties, Int32, Object)` to provision it on the appliance.

To consume messages from a given DTE, client applications must create a Flow using `CreateFlow(...)` on `ISession` passing in the corresponding DTE. Also, there can be only one active flow per DTE.

DTEs are only supported on appliances with an Assured Delivery Blade (ADB).

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
public ITopicEndpoint CreateDurableTopicEndpointEx(
    string name
)
```
Parameters

name
Type: SystemString

Return Value
Type: ITopicEndpoint
ITopicEndpoint

See Also

Reference
ContextFactory Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ContextFactory.CreateMessage Method

version: 7.2.1.27
Creates an IMessage instance. Applications are responsible for disposing all messages allocated by this method as soon as they are done with them.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
public IMessage CreateMessage()
```

Return Value
Type: IMessage
Returns a new IMessage

See Also

Reference
ContextFactory Class
SolaceSystems.SolclientMessaging Namespace

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Send comments on this topic to support_request@solacesystems.com
### ContextFactoryCreateQueue Method

version: 7.2.1.27

#### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateQueue(String)</td>
<td>Creates a representation of a durable/non-temporary Queue in the API. Before creating a IFlow instance to a durable Queue on the appliance, the queue must be first provisioned. Applications can provision durable/non-temporary queues using Provision(IEndpoint, EndpointProperties, Int32, Object). Applications can send or receive Guaranteed messages from a Queue, messages received on a Queue have a single consumer. Multiple subscribing clients can listen for messages on the same Queue, but once any client retrieves a particular message from the Queue and acknowledges it, that message is consumed and is no longer available to other potential subscribing clients. To consume messages from a Queue, client applications must create a Flow using CreateFlow(...) on ISession passing in the corresponding</td>
</tr>
</tbody>
</table>
IQueue instance.
For SolOS Version 4.4, only exclusive Queues are supported on an appliance with a CRB (Content Routing Blade). An exclusive Queue can have multiple active flows at any given time, but only one flow in the set of bound flows can actually consume messages. If the currently consuming flow is closed, one of the standby flows take over and start consuming messages from that Queue.

CreateQueue(String, String)

Obsolete.
Note: This method is obsolete, and its usage with appliances running SolOS Version 5.4 and greater is strongly discouraged. Applications should use CreateQueue(String) instead.

Creates a representation of a durable/non-temporary queue in the API, given its name and the Virtual Router Name of the hosting appliance.
Before creating a IFlow instance to a durable queue on the appliance, the queue must be first provisioned.
Applications can provision durable/non-temporary queues using Provision(IEndpoint, EndpointProperties, Int32, Object).
Applications can send or receive Guaranteed messages from a Queue, messages received on a Queue have a single consumer. Multiple subscribers can listen for messages on the same Queue, but once any
subscriber retrieves a particular message from the Queue and acknowledge it, that message is consumed and is no longer available to other potential subscribers. To consume messages from a Queue, client applications must create a Flow using CreateFlow(...) on ISession passing in the corresponding IQueue instance.

See Also

Reference
ContextFactory Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ContextFactory.CreateQueue Method (String)

version: 7.2.1.27

Creates a representation of a durable/non-temporary Queue in the API.
Before creating a IFlow instance to a durable Queue on the appliance, the queue must be first provisioned. Applications can provision durable/non-temporary queues using Provision(IEndpoint, EndpointProperties, Int32, Object).

Applications can send or receive Guaranteed messages from a Queue, messages received on a Queue have a single consumer. Multiple subscribing clients can listen for messages on the same Queue, but once any client retrieves a particular message from the Queue and acknowledges it, that message is consumed and is no longer available to other potential subscribing clients. To consume messages from a Queue, client applications must create a Flow using CreateFlow(...) on ISession passing in the corresponding IQueue instance.

For SolOS Version 4.4, only exclusive Queues are supported on an appliance with a CRB (Content Routing Blade). An exclusive Queue can have multiple active flows at any given time, but only one flow in the set of bound flows can actually consume messages. If the currently consuming flow is closed, one of the standby flows take over and start consuming messages from that Queue.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public IQueue CreateQueue(
    string name
)
```
Parameters

name
Type: System.String

Return Value
Type: IQueue
IQueue

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentException</td>
<td></td>
</tr>
</tbody>
</table>

See Also

Reference
ContextFactory Class
CreateQueue Overload
SolaceSystems.Solclient.Messaging Namespace

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ContextFactory

CreateQueue Method (String, String)

version: 7.2.1.27

**Note:** This API is now obsolete.

**Note:** This method is obsolete, and its usage with appliances running SolOS Version 5.4 and greater is strongly discouraged. Applications should use `CreateQueue(String)` instead.

Creates a representation of a durable/non-temporary queue in the API, given its name and the Virtual Router Name of the hosting appliance. Before creating a `IFlow` instance to a durable queue on the appliance, the queue must be first provisioned. Applications can provision durable/non-temporary queues using `Provision(IEndpoint, EndpointProperties, Int32, Object)`.

Applications can send or receive Guaranteed messages from a Queue, messages received on a Queue have a single consumer. Multiple subscribers can listen for messages on the same Queue, but once any subscriber retrieves a particular message from the Queue and acknowledge it, that message is consumed and is no longer available to other potential subscribers. To consume messages from a Queue, client applications must create a `Flow` using `CreateFlow(...)` on `ISession` passing in the corresponding `IQueue` instance.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

```csharp
[ObsoleteAttribute("Use CreateQueue(string) instead")] public IQueue CreateQueue(
    string name,
    string virtualRouterName
)
```
Parameters

name
Type: SystemString
the local queue name

virtualRouterName
Type: SystemString
The network virtual router name of the appliance configured with the Queue. You must get this string from your network administrator or query the session property VirtualRouterName.

Return Value
Type: IQueue
A durable queue instance

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentNullException</td>
<td></td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when unable to create the queue</td>
</tr>
</tbody>
</table>

See Also

Reference
- ContextFactory Class
- CreateQueue Overload
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ContextFactory\CreateSubscriberEndpoint Method

version: 7.2.1.27

Creates a Subscriber Endpoint. A Subscriber Endpoint is a holding area which allows a subscriber to attract Guaranteed messages matching the subscriptions set registered for that subscriber.

Subscriber Endpoints are durable. Therefore matching messages can still accumulate on the Subscriber Endpoint even if the subscriber that added the subscriptions is offline.

To consume messages from the given Subscriber Endpoint, client applications must create a Flow using CreateFlow(...) on ISession passing in the corresponding ISubscriberEndpoint Endpoint. There is one Subscriber Endpoint for each provisioned subscriber on the appliance.

For SolOS Version 4.4, Subscriber Endpoints are only supported on appliances with a Content Routing Blade (CRB).

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th></th>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>public</strong></td>
<td>ISubscriberEndpoint CreateSubscriberEndpoint ISession associatedSession</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Parameters**

*associatedSession*
Type: `SolaceSystems.Solclient.Messaging.ISession`

**Return Value**

Type: `ISubscriberEndpoint`

`ISubscriberEndpoint`

See Also

Reference

- `ContextFactory Class`
- `SolaceSystems.Solclient.Messaging Namespace`

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Send comments on this topic to support_request@solacesystems.com
## ContextFactory\CreateTopic Method

**version:** 7.2.1.27

### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateTopic(String)</td>
<td>Creates a non-temporary Topic with the given name.</td>
</tr>
<tr>
<td>CreateTopic(TopicProperties)</td>
<td>Creates a non-temporary ITopic instance given a TopicProperties. IsReceiveAllDeliverToOne specifies the DTO behavior.</td>
</tr>
<tr>
<td>CreateTopic(String, Boolean)</td>
<td>Creates a non-temporary ITopic instance with the option to set receive-all-deliver-to-one flag. This flag, when set on a Topic subscription, overrides the DeliverToOne message property. If the Topic in the message matches, it is delivered to clients with matching subscriptions with the ReceiveAllDeliverToOne set, in addition to being round-robined amongst clients subscribed to the Topic without this</td>
</tr>
</tbody>
</table>
Override.

See Also

Reference

ContextFactory Class
SolaceSystems.Solclient.Messaging Namespace

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ContextFactoryCreateTopic Method (String)

version: 7.2.1.27
Creates a non-temporary Topic with the given name.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public ITopic CreateTopic(
    string name
)
```

Parameters

name
Type: System.String
Topic name

Return Value
Type: ITopic
Returns a non-temporary Topic with the given name

See Also

Reference
ContextFactory Class
CreateTopic Overload
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
ContextFactory

CreateTopic Method (TopicProperties)

version: 7.2.1.27

Creates a non-temporary ITopic instance given a TopicProperties. IsReceiveAllDeliverToOne specifies the DTO behavior.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public ITopic CreateTopic(
    TopicProperties properties
)
```

Parameters

properties
Type: SolaceSystems.Solclient.MessagingTopicProperties
Topic Properties TopicProperties

Return Value
Type: ITopic
Returns a non-temporary ITopic instance given a TopicProperties

See Also
Reference
ContextFactory Class
CreateTopic Overload
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Send comments on this topic to support_request@solacesystems.com
ContextFactoryCreateTopic Method (String, Boolean)

version: 7.2.1.27
Creates a non-temporary ITopic instance with the option to set receive-all-deliver-to-one flag.
This flag, when set on a Topic subscription, overrides the DeliverToOne message property. If the Topic in the message matches, it is delivered to clients with matching subscriptions with the ReceiveAllDeliverToOne set, in addition to being round-robined amongst clients subscribed to the Topic without this override.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public ITopic CreateTopic(
    string name,
    bool receiveAllDeliverToOne
)
```

Parameters

- **name**
  Type: System.String
  Topic Name
- **receiveAllDeliverToOne**
  Type: System.Boolean
  option to set receive-all-deliver-to-one flag

Return Value
Type: ITopic
Returns a non-temporary ITopic instance with the option to set receive-all-deliver-to-one flag

See Also

Reference
ContextFactory Class
CreateTopic Overload
SolaceSystems.Solclient.Messaging Namespace

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ContextFactoryCreateXpe Method

version: 7.2.1.27
Creates an Xpath expression (XPE) with the specified parameters.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
public IXpe CreateXpe(
    XpeProperties xpeProperties
)
```

Parameters

xpeProperties
Type: SolaceSystems.Solclient.Messaging.XpeProperties
Xpe Properties XpeProperties

Return Value
Type: IXpe
Returns an Xpath expression (XPE) with the specified parameters

See Also

Reference
ContextFactory Class
SolaceSystems.SolclientMessaging Namespace
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ContextFactory.GetLastSDKErrorInfo Method

version: 7.2.1.27

Returns a SDKErrorInfo instance, which contains the last captured error information for the calling thread. This information is captured on a per-thread basis. The returned structure is only valid until the thread makes the next API call. This method is typically invoked from within event delegates (Session and Flow), to get more info on the reported event.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public SDKErrorInfo GetLastSDKErrorInfo()
```

Return Value
Type: SDKErrorInfo
An SDKErrorInfo

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException</td>
<td>thrown when unrecoverable error occurs</td>
</tr>
</tbody>
</table>

See Also
Reference

ContextFactory Class
SolaceSystems.Solclient.Messaging Namespace

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ContextFactory.GetMessageLevelStat Method

version: 7.2.1.27

Returns the value of the specified message level statistic.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

```csharp
public long GetMessageLevelStat(
    MessageLevelStatistic stat
)
```

### Parameters

- **stat**

### Return Value

- Type: Int64
- -1, if it fails

### See Also

- Reference
  - ContextFactory Class
  - SolaceSystems.SolclientMessaging Namespace
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Send comments on this topic to support_request@solacesystems.com
ContextFactoryGetQuantaLevelStat Method

version: 7.2.1.27
Returns the value of the specified quanta level statistic.

**Namespace:** SolaceSystems.Solclient.Messaging

**Syntax**

```csharp
public long GetQuantaLevelStat(
    QuantaLevelStatistic stat,
    int quantaIndex
)
```

**Parameters**

- **stat**
  Type: SolaceSystems.Solclient.MessagingQuantaLevelStatistic

- **quantaIndex**
  Type: System.Int32
  Index of the quanta, an integer in [0, NUM_MSG_QUANTA]

**Return Value**

Type: Int64
-1, if it fails

**See Also**

Reference
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ContextFactory.GetVersion Method

version: 7.2.1.27
Returns version information. ContextFactory.Instance.Init(...) must be called before invoking this method, otherwise the NativeSolClient library version information will be missing (IVersion.Native* properties)

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#       VB       C++

```csharp
public IVersion GetVersion()
```

Return Value
Type: IVersion
Returns version information

See Also
Reference

ContextFactory Class
SolaceSystems.Solclient.Messaging Namespace

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ContextFactoryInit Method

version: 7.2.1.27
Initializes the Messaging API. This method must be called at least once, before using any of the messaging APIs. Typically ContextFactory.Init() is called once during program initialization. One property of interest is LogDelegate, it allows client applications to receive API log information.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public void Init(
    ContextFactoryProperties props
)
```

Parameters

`props`
Type: SolaceSystems.Solclient.MessagingContextFactoryProperties

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException</td>
<td>If unable to ready the API for use.</td>
</tr>
</tbody>
</table>

See Also

Reference
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ContextFactory Properties

version: 7.2.1.27

The `ContextFactory` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Contexts</td>
<td>Returns a read-only list of active (that is, not yet disposed) contexts created by this Factory.</td>
</tr>
<tr>
<td>Instance</td>
<td>A Singleton accessor.</td>
</tr>
</tbody>
</table>

## See Also

Reference

- [ContextFactory Class](#)
- [SolaceSystems.Solclient.Messaging Namespace](#)

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ContextFactoryContexts Property

version: 7.2.1.27

Returns a read-only list of active (that is, not yet disposed) contexts created by this Factory.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public IList<IContext> Contexts { get; }
```

#### Property Value

Type: `IList<IContext>`

### See Also

**Reference**
- ContextFactory Class
- SolaceSystems.Solclient.Messaging Namespace

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ContextFactoryInstance Property

version: 7.2.1.27
A Singleton accessor.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static ContextFactory Instance { get; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Property Value
Type: ContextFactory

See Also

Reference
ContextFactory Class
SolaceSystems.Solclient.Messaging Namespace

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ContextFactoryProperties Class

version: 7.2.1.27
Defines Context Factory properties.

**Inheritance Hierarchy**

```
SystemObject  SolaceSystems.Solclient.MessagingBaseProperties
```

**Namespace:** SolaceSystems.Solclient.Messaging


**Syntax**

```csharp
[SerializableAttribute]
public class ContextFactoryProperties : BaseProperties
```

The **ContextFactoryProperties** type exposes the following members.

**Constructors**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="icon" alt="ContextFactoryProperties" /></td>
<td>Class constructor.</td>
</tr>
</tbody>
</table>

**Methods**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>------------------</td>
<td>------------------------------------------------------------------</td>
</tr>
<tr>
<td>Clear</td>
<td>Removes all properties.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>Clone</td>
<td>This method creates a new object that is a copy of the current instance.</td>
</tr>
<tr>
<td></td>
<td>(Overrrides BasePropertiesClone.)</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>GetValue</td>
<td>Gets the property value associated with the given key.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>LogToConsoleError</td>
<td>Logs events to Console's error.</td>
</tr>
</tbody>
</table>
MemberwiseClone

Creates a shallow copy of the current Object.
(Inherited from Object.)

SetCCSMPPROPERTY

Sets a property to be passed directly to CCSMP. Properties set in this manner will always override properties set using the shortcut properties, regardless of order.
(Inherited from BaseProperties.)

SetPropertyVALUE

Associates a property key with a property value.
(Inherited from BaseProperties.)

ToString

Returns a String that represents the current Object.
(Overrides ObjectToString.)

Top

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count</td>
<td>Returns the count of properties. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>DBQuantaSize_0</td>
<td>The size of data buffers in the pool of smallest buffers. The valid range is &gt; 0. Default: 10240 bytes</td>
</tr>
<tr>
<td>DBQuantaSize_1</td>
<td>The size of data buffers in the pool of smallest buffers. The valid range is &gt; 0. Default: 10240 bytes</td>
</tr>
<tr>
<td>Variable</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>second pool of buffers. The valid range is &gt; 0. Default: 32768 bytes</td>
<td></td>
</tr>
<tr>
<td><strong>DBQuantaSize_2</strong></td>
<td>The size of data buffers in the third pool of buffers. The valid range is &gt; 0. Default: 65536 bytes</td>
</tr>
<tr>
<td><strong>DBQuantaSize_3</strong></td>
<td>The size of data buffers in the fourth pool of buffers. The valid range is &gt; 0. Default: 262144 bytes</td>
</tr>
<tr>
<td><strong>DBQuantaSize_4</strong></td>
<td>The size of data buffers in the fifth pool of buffers. The valid range is &gt; 0. Default: 1048576 bytes</td>
</tr>
<tr>
<td><strong>LogDelegate</strong></td>
<td>Log info delegate.</td>
</tr>
<tr>
<td><strong>MaxPoolMemory</strong></td>
<td>The maximum amount of memory the API can save in its data and message pools. Once it reaches this size, datablocks are released back to heap and are not kept in a API pool. Default: 1073741824 bytes</td>
</tr>
<tr>
<td><strong>SolClientLogLevel</strong></td>
<td>An unmanaged SolClient API logging error level.</td>
</tr>
</tbody>
</table>

**See Also**

Reference

*SolaceSystems.Solclient.Messaging Namespace*
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Send comments on this topic to support_request@solacesystems.com
ContextFactoryProperties
Constructor

version: 7.2.1.27
Class constructor.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#    VB    C++

```csharp
public ContextFactoryProperties()
```

See Also

Reference
- ContextFactoryProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
The `ContextFactoryProperties` type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>Removes all properties. <em>(Inherited from <code>BaseProperties</code>)</em></td>
</tr>
<tr>
<td>Clone</td>
<td>This method creates a new object that is a copy of the current instance. <em>(Overrrides <code>BasePropertiesClone</code>)</em></td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. <em>(Inherited from <code>BaseProperties</code>)</em></td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. <em>(Inherited from <code>Object</code>)</em></td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>GetPropertyValue</td>
<td>Gets the property value associated with the given key. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
</tr>
<tr>
<td>LogToConsoleError</td>
<td>Logs events to Console's error.</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>SetCCSMPProperty</td>
<td>Sets a property to be passed directly to CCSMP. Properties set in this manner will always override properties set using the shortcut properties, regardless of order. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>SetPropertyValue</td>
<td>Associates a property key with a property value. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object. (Overrides Object.ToString.)</td>
</tr>
</tbody>
</table>
See Also

Reference

ContextFactoryProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ContextFactoryPropertiesClone Method

version: 7.2.1.27
This method creates a new object that is a copy of the current instance.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#   VB   C++

```csharp
public override Object Clone()
```

Return Value
Type: Object
A new object that is a copy of this instance.

Implements
ICloneableClone

See Also

Reference
ContextFactoryProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
ContextFactoryPropertiesLogToConsoleError Method

version: 7.2.1.27
Logs events to Console's error.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#    VB    C++

```csharp
public void LogToConsoleError()
```

See Also

Reference
ContextFactoryProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ContextFactoryPropertiesToString Method

version: 7.2.1.27

Returns a String that represents the current Object.

**Namespace**: SolaceSystems.Solclient.Messaging


Syntax

```csharp
public override string ToString()
```

Return Value

Type: **String**
A string representation of the object.

See Also

Reference

ContextFactoryProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
The `ContextFactoryProperties` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count</td>
<td>Returns the count of properties. (Inherited from <code>BaseProperties</code>.)</td>
</tr>
<tr>
<td>DBQuantaSize_0</td>
<td>The size of data buffers in the pool of smallest buffers. The valid range is &gt; 0. Default: 10240 bytes</td>
</tr>
<tr>
<td>DBQuantaSize_1</td>
<td>The size of data buffers in the second pool of buffers. The valid range is &gt; 0. Default: 32768 bytes</td>
</tr>
<tr>
<td>DBQuantaSize_2</td>
<td>The size of data buffers in the third pool of buffers. The valid range is &gt; 0. Default: 65536 bytes</td>
</tr>
<tr>
<td>DBQuantaSize_3</td>
<td>The size of data buffers in the fourth pool of buffers. The valid range is &gt; 0. Default: 262144 bytes</td>
</tr>
</tbody>
</table>
| DBQuantaSize_4        | The size of data buffers in the
fifth pool of buffers. The valid range is > 0. Default: 1048576 bytes

<table>
<thead>
<tr>
<th><strong>LogDelegate</strong></th>
<th>Log info delegate.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MaxPoolMemory</strong></td>
<td>The maximum amount of memory the API can save in its data and message pools. Once it reaches this size, datablocks are released back to heap and are not kept in a API pool. Default: 1073741824 bytes</td>
</tr>
<tr>
<td><strong>SolClientLogLevel</strong></td>
<td>An unmanaged SolClient API logging error level.</td>
</tr>
</tbody>
</table>

**See Also**

Reference

*ContextFactoryProperties Class*

*SolaceSystems.Solclient.Messaging Namespace*

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Send comments on this topic to support_request@solacesystems.com
ContextFactoryPropertiesDBQuanta Property

version: 7.2.1.27
The size of data buffers in the pool of smallest buffers. The valid range is > 0. Default: 10240 bytes

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public long DBQuantaSize_0 { get; set; }
```

Property Value
Type: Int64

See Also

Reference
- ContextFactoryProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ContextFactoryProperties DBQuanta Property

version: 7.2.1.27

The size of data buffers in the second pool of buffers. The valid range is > 0. Default: 32768 bytes

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public long DBQuantaSize_1 { get; set; }
```

Property Value
Type: Int64

See Also

Reference
ContextFactoryProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ContextFactoryPropertiesDBQuanta Property

version: 7.2.1.27
The size of data buffers in the third pool of buffers. The valid range is > 0. Default: 65536 bytes

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<p>| | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
<td>VB</td>
<td>C++</td>
<td></td>
</tr>
<tr>
<td>public long DBQuantaSize_2 { get; set; }</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Property Value
Type: Int64

See Also

Reference
- ContextFactoryProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ContextFactoryPropertiesDBQuanta Property

version: 7.2.1.27
The size of data buffers in the fourth pool of buffers. The valid range is > 0. Default: 262144 bytes

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public long DBQuantaSize_3 { get; set; }
```

Property Value
Type: Int64

See Also

Reference
ContextFactoryProperties Class
SolaceSystems.Solclient.Messaging Namespace

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ContextFactoryProperties.DBQuantaSize Property

version: 7.2.1.27
The size of data buffers in the fifth pool of buffers. The valid range is > 0. Default: 1048576 bytes

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public long DBQuantaSize_4 { get; set; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Property Value
Type: Int64

See Also
Reference
ContextFactoryProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ContextFactoryProperties.LogDelegate Property

version: 7.2.1.27
Log info delegate.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public OnSolLogInfo LogDelegate { get; set; }
```

Property Value
Type: OnSolLogInfo

See Also
Reference
ContextFactoryProperties Class
SolaceSystems.SolclientMessaging Namespace
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Send comments on this topic to support_request@solacesystems.com
Solclient

ContextFactoryProperties MaxPoolMemory Property

version: 7.2.1.27

The maximum amount of memory the API can save in its data and message pools. Once it reaches this size, datablocks are released back to heap and are not kept in a API pool. Default: 1073741824 bytes

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#     VB      C++  Copy

```csharp
public long MaxPoolMemory { get; set; }
```

Property Value

Type: Int64

See Also

Reference

ContextFactoryProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ContextFactoryProperties
SolClientLogLevel Property

version: 7.2.1.27
An unmanaged SolClient API logging error level.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
public SolLogLevel SolClientLogLevel { get; set; }
```

**Property Value**
- **Type:** SolLogLevel

### See Also

**Reference**
- ContextFactoryProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Solclient

ContextProperties Class

version: 7.2.1.27
Defines Context properties. It is passed in to the ContextFactory's CreateContext method.

Inheritance Hierarchy

System
  Object
  SolaceSystems.Solclient.MessagingBaseProperties
  SolaceSystems.Solclient.MessagingContextProperties

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#   VB   C++

```csharp
[SerializableAttribute]
public class ContextProperties : BaseProperties
```

The ContextProperties type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ContextProperties</td>
<td>Class constructor.</td>
</tr>
</tbody>
</table>

Methods
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
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<tr>
<td>Clone</td>
<td>Creates a new object that is a deep copy of the current instance. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
</tr>
<tr>
<td>FromDictionary</td>
<td>Creates a new ContextProperties instance given a dictionary of key/value strings - Reserved for future use</td>
</tr>
<tr>
<td>FromDictionaryWithPrefix</td>
<td>Creates a new ContextProperties instance given a dictionary of key/value strings - Reserved for future use</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>GetPropertyValue</td>
<td>Gets the property value associated with the given key. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
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<tr>
<td>MemberwiseClone</td>
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<tr>
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<td>Sets a property to be passed directly to CCSMP. Properties set in this manner will always override properties set using the shortcut properties, regardless of order. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>SetPropertyValue</td>
<td>Associates a property key with a property value. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>ToDictionary</td>
<td>Returns a new IDictionary instance.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ToDictionaryWithPrefix</td>
<td>Returns a new IDictionary instance</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object. (Overrides Object.ToString.)</td>
</tr>
<tr>
<td><strong>Top</strong> Properties</td>
<td></td>
</tr>
<tr>
<td>Count</td>
<td>Returns the count of properties. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td><strong>Obsolete.</strong></td>
<td></td>
</tr>
<tr>
<td>MaxFlows</td>
<td>The maximum number of flows supported across all sessions in the context. Default: 100. This property is obsolete, setting MaxFlows no longer has any effect on the maximum number of flows allowed per context.</td>
</tr>
<tr>
<td><strong>Obsolete.</strong></td>
<td></td>
</tr>
<tr>
<td>MaxSessions</td>
<td>The maximum number of sessions allowed within a context. Default: 1 This property is obsolete, setting MaxSessions no longer has any effect on the maximum number of sessions within a context.</td>
</tr>
</tbody>
</table>
TimerResolutionInMsecs

The internal timer resolution (in milliseconds). Valid range is >= 10. See TimerTask for more details on the usage of this property. Default: 50.

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace
ContextProperties Constructor

version: 7.2.1.27

Class constructor.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

![Syntax](image)

C#  VB  C++

```csharp
public ContextProperties()
```

### See Also

Reference
- ContextProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ContextProperties Methods

version: 7.2.1.27

The `ContextProperties` type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Clear</code></td>
<td>Removes all properties. (Inherited from <code>BaseProperties</code>.)</td>
</tr>
<tr>
<td><code>Clone</code></td>
<td>Creates a new object that is a deep copy of the current instance. (Inherited from <code>BaseProperties</code>.)</td>
</tr>
<tr>
<td><code>Equals</code></td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from <code>BaseProperties</code>.)</td>
</tr>
<tr>
<td><code>Finalize</code></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>FromDictionary</code></td>
<td>Creates a new</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>FromDictionaryWithPrefix</strong></td>
<td>Creates a new ContextProperties instance given a dictionary of key/value strings - Reserved for future use</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td><strong>GetPropertyValue</strong></td>
<td>Gets the property value associated with the given key. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>SetCCSMPProperty</strong></td>
<td>Sets a property to be passed directly to CCSMP. Properties set in this manner will always override properties set using the shortcut</td>
</tr>
</tbody>
</table>
properties, regardless of order.
(Inherited from BaseProperties.)

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SetPropertyValue</td>
<td>Associates a property key with a property value. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>ToDictionary</td>
<td>Returns a new IDictionary instance.</td>
</tr>
<tr>
<td>ToDictionaryWithPrefix</td>
<td>Returns a new IDictionary instance</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object. (Overrides ObjectToString.)</td>
</tr>
</tbody>
</table>

See Also

Reference
ContextProperties Class
SolaceSystems.Solclient.Messaging Namespace

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ContextPropertiesFromDictionary Method

version: 7.2.1.27
Creates a new ContextProperties instance given a dictionary of key/value strings - Reserved for future use

**Namespace:** SolaceSystems.Solclient.Messaging  

## Syntax

```csharp
public static ContextProperties FromDictionary(
    IDictionary<string, string> dictionary
)
```

### Parameters

**dictionary**
- Type: `System.Collections.Generic IDictionary<string, string>`
- Reserved for future use

### Return Value

- Type: `ContextProperties`
- Returns new ContextProperties instance given a dictionary of key/value strings - Reserved for future use

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
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<tr>
<td></td>
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</table>
FormatException

OverflowException

See Also

Reference

ContextProperties Class
SolaceSystems.Solclient.Messaging Namespace

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ContextPropertiesFromDictionaryWithPrefix Method

version: 7.2.1.27
Creates a new ContextProperties instance given a dictionary of key/value strings - Reserved for future use

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#  VB  C++

```csharp
public static ContextProperties FromDictionaryWithPrefix(IDictionary<string, string> dictionary,
string prefix)
```

Parameters

- **dictionary**
  - Type: System.Collections.Generic.IDictionary<string, String>
  - Reserved for future use

- **prefix**
  - Type: System.String
  - The prefix to prepend to the property name (using '.' as a separator). If null is passed in, "ContextProperties" is assumed.

Return Value

- **Type: ContextProperties**
- Return a new ContextProperties instance given a dictionary of
key/value strings - Reserved for future use

Exceptions

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</thead>
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<td>OverflowException</td>
<td></td>
</tr>
</tbody>
</table>

See Also

Reference

ContextProperties Class
SolaceSystems.Solclient.Messaging Namespace
ContextPropertiesToDictionary Method

version: 7.2.1.27
Returns a new IDictionary instance.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public IDictionary<string, string> ToDictionary();
```

Return Value

Type: IDictionary<String, String>
Returns a new IDictionary instance

See Also

Reference
ContextProperties Class
SolaceSystems.Solclient.Messaging Namespace

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ContextPropertiesToDictionaryWithPrefix Method

version: 7.2.1.27
Returns a new IDictionary instance

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public IDictionary<string, string> ToDictionaryWithPrefix(string prefix)
```

Parameters

prefix
Type: System.String
The prefix that was passed in to FromDictionaryWithPrefix(IDictionaryString, String, String)

Return Value
Type: IDictionary<String, String>
Returns a new IDictionary

See Also

Reference
ContextProperties Class
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Send comments on this topic to support_request@solacesystems.com
ContextPropertiesToString Method

version: 7.2.1.27
Returns a String that represents the current Object.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public override string ToString()
```

Return Value
Type: String
A string representation of this object.

See Also
Reference
ContextProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
The `ContextProperties` type exposes the following members.

## Properties

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<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count</td>
<td>Returns the count of properties. (Inherited from <code>BaseProperties</code>.)</td>
</tr>
<tr>
<td>MaxFlows</td>
<td>Obsolete. The maximum number of flows supported across all sessions in the context. Default: 100. This property is obsolete, setting MaxFlows no longer has any effect on the maximum number of flows allowed per context.</td>
</tr>
<tr>
<td>MaxSessions</td>
<td>Obsolete. The maximum number of sessions allowed within a context. Default: 1. This property is obsolete, setting MaxSessions no longer has any effect on the maximum number of sessions allowed per context.</td>
</tr>
<tr>
<td>TimerResolutionInMsecs</td>
<td>The internal timer</td>
</tr>
</tbody>
</table>
resolution (in milliseconds). Valid range is >= 10. See TimerTask for more details on the usage of this property. Default: 50.

See Also

Reference
ContextProperties Class
SolaceSystems.Solclient.Messaging Namespace

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ContextPropertiesMaxFlows Property

version: 7.2.1.27

Note: This API is now obsolete.

The maximum number of flows supported across all sessions in the context. Default: 100.
This property is obsolete, setting MaxFlows no longer has any effect on the maximum number of flows allowed per context.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#  VB  C++

```csharp
[ObsoleteAttribute("MaxFlows no longer has any effect.
false")]
public int MaxFlows { get; set; }
```

Property Value
Type: Int32

See Also

Reference
ContextProperties Class
SolaceSystems.Solclient.Messaging Namespace
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ContextProperties MaxSessions Property

version: 7.2.1.27

**Note:** This API is now obsolete.

The maximum number of sessions allowed within a context. Default: 1

This property is obsolete, setting MaxSessions no longer has any effect on the maximum number of sessions allowed per context.

**Namespace:** SolaceSystems.Solclient.Messaging


**Syntax**

```csharp
[ObsoleteAttribute("MaxSessions no longer has any effect on the maximum number of sessions allowed per context.")]
public int MaxSessions { get; set; }
```

Property Value

Type: **Int32**

**See Also**

Reference

- ContextProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ContextPropertiesTimerResolutionInMsecs Property

version: 7.2.1.27
The internal timer resolution (in milliseconds). Valid range is >= 10. See TimerTask for more details on the usage of this property. Default: 50.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public int TimerResolutionInMsecs { get; set; }
```

Property Value
Type: Int32

See Also

Reference
ContextProperties Class
SolaceSystems.Solclient.Messaging Namespace

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EndpointProperties Class

version: 7.2.1.27

EndpointProperties is used to specify the attributes of an endpoint resource when it is created on the appliance (explicitly or implicitly).

Inheritance Hierarchy

- System
  - Object
    - SolaceSystems.Solclient.MessagingBaseProperties
      - SolaceSystems.Solclient.MessagingEndpointProperties

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
[SerializableAttribute]
public class EndpointProperties : BaseProperties
```

The EndpointProperties type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndpointProperties</td>
<td>Class constructor.</td>
</tr>
</tbody>
</table>

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Clear</strong></td>
<td>Removes all properties. <em>(Inherited from BaseProperties.)</em></td>
</tr>
<tr>
<td><strong>Clone</strong></td>
<td>Creates a new object that is a deep copy of the current instance. <em>(Inherited from BaseProperties.)</em></td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified Object is equal to the current Object. <em>(Inherited from BaseProperties.)</em></td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <strong>Object</strong> to attempt to free resources and perform other cleanup operations before the <strong>Object</strong> is reclaimed by garbage collection. <em>(Inherited from <strong>Object</strong>.)</em></td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. <em>(Inherited from BaseProperties.)</em></td>
</tr>
<tr>
<td><strong>GetPropertyValue</strong></td>
<td>Gets the property value associated with the given key. <em>(Inherited from BaseProperties.)</em></td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <strong>Type</strong> of the current instance. <em>(Inherited from <strong>Object</strong>.)</em></td>
</tr>
</tbody>
</table>
MemberwiseClone

Creates a shallow copy of the current Object.
(Inherited from Object.)

SetCCSMPProperty

Sets a property to be passed directly to CCSMP. Properties set in this manner will always override properties set using the shortcut properties, regardless of order.
(Inherited from BaseProperties.)

SetPropertyValue

Associates a property key with a property value.
(Inherited from BaseProperties.)

ToString

Returns a string representation.
(Overrides ObjectToString.)

Top

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AccessType</td>
<td>The access type determines the message delivery policies when more than one Flow is bound to the Endpoint. See EndpointPropertiesEndpointAccessType for the meaning of each access type. Applies only to durable endpoints of type IQueue. When null, the default value on the appliance is used (default Exclusive).</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Count</td>
<td>Returns the count of properties. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>DiscardBehavior</td>
<td>Specifies the behavior of the appliance when a message cannot be added to an endpoint (for example, maximum quota exceeded). This property controls the action the appliance will perform towards the publisher. When null, the default value of the appliance is used.</td>
</tr>
<tr>
<td>MaxMsgRedelivery</td>
<td>Number of redelivery attempts before the endpoint move a message to the DMQ.</td>
</tr>
<tr>
<td>MaxMsgSize</td>
<td>The maximum message size in bytes that can be spooled on this Endpoint. The default value is 10000000 bytes.</td>
</tr>
<tr>
<td>Permission</td>
<td>Permissions that can be granted to users other than the owner of the Endpoint (all others). When null, the default value on the appliance is used (default: None).</td>
</tr>
<tr>
<td>Quota</td>
<td>Sets the maximum spool quota in MB (1 MB = 1000000 bytes) for the Endpoint. When null, the default value on the appliance is used (4000 MB). The valid range is within [0 ...60000] MB.</td>
</tr>
<tr>
<td>RespectsMsgTTL</td>
<td>The endpoint recognizes message Time-to-Live and removes messages that expire. - Default: false.</td>
</tr>
</tbody>
</table>
See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
## EndpointProperties Constructor

version: 7.2.1.27  
Class constructor.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>EndpointProperties()</strong></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### See Also

Reference  
*EndpointProperties Class*  
*SolaceSystems.Solclient.Messaging Namespace*

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<td>------------------------</td>
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</tr>
<tr>
<td><code>GetPropertyValue</code></td>
<td>Gets the property value associated with the given key. (Inherited from <code>BaseProperties</code>.)</td>
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<tr>
<td><code>GetType</code></td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
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<td>Creates a shallow copy of the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
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</tr>
<tr>
<td><code>ToString</code></td>
<td>Returns a string representation. (Overrides <code>Object.ToString</code>.</td>
</tr>
</tbody>
</table>
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Send comments on this topic to support_request@solacesystems.com
EndpointPropertiesToString Method

version: 7.2.1.27
Returns a string representation.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public override string ToString()
```

Return Value
Type: String
Returns a string representation

See Also

Reference
   EndpointProperties Class
   SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
EndpointProperties Properties

version: 7.2.1.27

The `EndpointProperties` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AccessType</td>
<td>The access type determines the message delivery policies when more than one Flow is bound to the Endpoint. For the meaning of each access type, see <code>EndpointProperties.EndpointAccessType</code>. Applies only to durable endpoints of type <code>IQueue</code>. When null, the default value on the appliance is used (default: Exclusive).</td>
</tr>
<tr>
<td>Count</td>
<td>Returns the count of properties. (Inherited from <code>BaseProperties</code>.)</td>
</tr>
<tr>
<td>DiscardBehavior</td>
<td>Specifies the behavior of the appliance when a message cannot be added to an endpoint (for example, maximum quota exceeded). This property controls the action the appliance will perform towards the publisher. When null, the default value of the appliance is used.</td>
</tr>
<tr>
<td>MaxMsgRedelivery</td>
<td>Number of redelivery attempts before the endpoint move a message to the DMQ.</td>
</tr>
<tr>
<td><strong>MaxMsgSize</strong></td>
<td>The maximum message size in bytes that can be spooled on this Endpoint. The default value is 10000000 bytes.</td>
</tr>
<tr>
<td>----------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Permission</strong></td>
<td>Permissions that can be granted to users other than the owner of the Endpoint (all others). When null, the default value on the appliance is used (default: None).</td>
</tr>
<tr>
<td><strong>Quota</strong></td>
<td>Sets the maximum spool quota in MB (1 MB = 1000000 bytes) for the Endpoint. When null, the default value on the appliance is used (4000 MB). The valid range is within [0 ...60000] MB.</td>
</tr>
<tr>
<td><strong>RespectsMsgTTL</strong></td>
<td>The endpoint recognizes message Time-to-Live and removes messages that expire. - Default: false.</td>
</tr>
</tbody>
</table>

**Top**

**See Also**

Reference
- **EndpointProperties Class**
- **SolaceSystems.Solclient.Messaging Namespace**

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Send comments on this topic to support_request@solacesystems.com
EndpointPropertiesAccessType Property

version: 7.2.1.27

The access type determines the message delivery policies when more than one Flow is bound to the Endpoint. See EndpointPropertiesEndpointAccessType for the meaning of each access type. Applies only to durable endpoints of type IQueue. When null, the default value on the appliance is used (default: Exclusive).

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
public Nullable<EndpointPropertiesEndpointAccessType>
```

Property Value

Type: Nullable<EndpointPropertiesEndpointAccessType>

See Also

Reference
EndpointProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
EndpointPropertiesDiscardBehavior Property

version: 7.2.1.27
Specifies the behavior of the appliance when a message cannot be added to an endpoint (for example, maximum quota exceeded). This property controls the action the appliance will perform towards the publisher. When null, the default value of the appliance is used.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#       VB       C++
---      ---      ---
public Nullable<EndpointPropertiesEndpointDiscardBehavior>

Property Value
Type: Nullable<EndpointPropertiesEndpointDiscardBehavior>

See Also

Reference
EndpointProperties Class
SolaceSystems.Solclient.Messaging Namespace
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EndpointPropertiesMaxMsgRedelivery Property

version: 7.2.1.27
Number of redelivery attempts before the endpoint move a message to the DMQ.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#       VB       C++

```csharp
public Nullable<int> MaxMsgRedelivery { get; set; }
```

Property Value
Type: NullableInt32

See Also

Reference
EndpointProperties Class
SolaceSystems.Solclient.Messaging Namespace

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EndpointPropertiesMaxMsgSize Property

version: 7.2.1.27
The maximum message size in bytes that can be spooled on this Endpoint. The default value is 10000000 bytes.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public Nullable<int> MaxMsgSize { get; set; }
```

Property Value
Type: NullableInt32

See Also

Reference
EndpointProperties Class
SolaceSystems.Solclient.Messaging Namespace

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EndpointPropertiesPermission Property

version: 7.2.1.27
Permissions that can be granted to users other than the owner of the Endpoint (all others). When null, the default value on the appliance is used (default: None).

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public Nullable<EndpointPropertiesPermission>
```

Property Value
Type: Nullable<EndpointPropertiesPermission>

See Also

Reference
EndpointProperties Class
SolaceSystems.Solclient.Messaging Namespace
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EndpointPropertiesQuota Property

version: 7.2.1.27

Sets the maximum spool quota in MB (1 MB = 1000000 bytes) for the Endpoint. When null, the default value on the appliance is used (4000 MB). The valid range is within [0 ...60000] MB.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
C#      VB      C++
public Nullable<int> Quota { get; set; }
```

Property Value
Type: NullableInt32

See Also

Reference
EndpointProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
EndpointProperties

RespectsMsgTTL Property

version: 7.2.1.27

The endpoint recognizes message Time-to-Live and removes messages that expire. - Default: false.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public bool RespectsMsgTTL { get; set; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Property Value

Type: Boolean

See Also

Reference

EndpointProperties Class
SolaceSystems.Solclient.Messaging Namespace

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EndpointProperties EndpointAccessType Enumeration

version: 7.2.1.27
Defines the access type when provisioning a new IEndpoint on the appliance. This applies only to Endpoints of type durable Queues.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#    VB    C++    Copy

```csharp
public enum EndpointAccessType
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NonExclusive</td>
<td>0</td>
<td>Each IFlow bound receives messages in a round robin fashion. This is used for shared queues.</td>
</tr>
<tr>
<td>Exclusive</td>
<td>1</td>
<td>The first IFlow to bind receives the stored messages on the Endpoint.</td>
</tr>
</tbody>
</table>

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EndpointPropertiesEndpointDiscardBehavior

version: 7.2.1.27
Defines the endpoint behavior when a message cannot be added to an endpoint (for example, maximum quota exceeded). These options control the action of the appliance towards the publisher.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

public enum EndpointDiscardBehavior

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NotifySenderOn</td>
<td>1</td>
<td>Send publisher a message reject notification</td>
</tr>
<tr>
<td>NotifySenderOff</td>
<td>2</td>
<td>Discard the message and acknowledge it</td>
</tr>
</tbody>
</table>

See Also

Reference
SolaceSystems.SolclientMessaging Namespace
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EndpointProperties EndpointPermission Enumeration

version: 7.2.1.27
Defines what permissions are granted for sessions initiated by users other than the owner of the Endpoint (all others).

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public enum EndpointPermission
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>0</td>
<td>No permission on the endpoint.</td>
</tr>
<tr>
<td>ReadOnly</td>
<td>1</td>
<td>EndpointPermission to read-only.</td>
</tr>
<tr>
<td>Consume</td>
<td>2</td>
<td>EndpointPermission to read and acknowledge messages.</td>
</tr>
<tr>
<td>ModifyTopic</td>
<td>3</td>
<td>EndpointPermission to modify the topic, in addition to Consume privileges.</td>
</tr>
</tbody>
</table>
Delete 4 EndpointPermission to deprovision or delete, in addition to ModifyTopic privileges.

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace
EndpointProperties PROPERTIES

**Enumeration**

version: 7.2.1.27
Enum of public Endpoint properties.

**Namespace:** SolaceSystems.Solclient.Messaging

### Syntax

```c#
public enum PROPERTY
```

### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MaxMsgSize</td>
<td>6</td>
<td>MaxMsgSize</td>
</tr>
<tr>
<td>Quota</td>
<td>5</td>
<td>Quota</td>
</tr>
<tr>
<td>AccessType</td>
<td>4</td>
<td>EndpointPropertiesEndpoint</td>
</tr>
<tr>
<td>DiscardBehavior</td>
<td>8</td>
<td>DiscardBehavior</td>
</tr>
<tr>
<td>Permission</td>
<td>3</td>
<td>EndpointPropertiesEndpoint</td>
</tr>
<tr>
<td>RespectsMsgTTL</td>
<td>7</td>
<td>RespectsMsgTTL</td>
</tr>
<tr>
<td>MaxMsgRedelivery</td>
<td>9</td>
<td>MaxMsgRedelivery</td>
</tr>
</tbody>
</table>
FatalErrorException Class

version: 7.2.1.27
A fatal error exception thrown when a serious and unrecoverable exception is encountered.

Inheritance Hierarchy

![Inheritance Diagram]

Namespace: SolaceSystems.Solclient.Messaging

Syntax

The FatalErrorException type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![FatalErrorException(String)]</td>
<td>This initializes a new instance of the FatalErrorException class with a specified error message.</td>
</tr>
<tr>
<td>![FatalErrorException(SerializationInfo,]</td>
<td>This is for serialization</td>
</tr>
</tbody>
</table>
### StreamingContext

### FatalErrorException(String, Exception)

This initializes a new instance of the `FatalErrorException` class with a specified error message and cause exception.

---

#### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>GetBaseException</strong></td>
<td>When overridden in a derived class, returns the <code>Exception</code> that is the root cause of one or more subsequent exceptions. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>GetObjectData</strong></td>
<td>When overridden in a derived</td>
</tr>
</tbody>
</table>
class, sets the SerializationInfo with information about the exception. (Inherited from Exception.)

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Data</strong></td>
<td>Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td><strong>HelpLink</strong></td>
<td>Gets or sets a link to the help file associated with this exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td><strong>HResult</strong></td>
<td>Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td>Members</td>
<td>Description</td>
</tr>
<tr>
<td>-------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>InnerException</td>
<td>Gets the Exception instance that caused the current exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td>Message</td>
<td>Gets a message that describes the current exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td>Source</td>
<td>Gets or sets the name of the application or the object that causes the error. (Inherited from Exception.)</td>
</tr>
<tr>
<td>StackTrace</td>
<td>Gets a string representation of the frames on the call stack at the time the current exception was thrown. (Inherited from Exception.)</td>
</tr>
<tr>
<td>TargetSite</td>
<td>Gets the method that throws the current exception. (Inherited from Exception.)</td>
</tr>
</tbody>
</table>

See Also

Reference

SolaceSystems.Solclient.Messaging Namespace
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# FatalErrorException Constructor

version: 7.2.1.27

## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException(String)</td>
<td>This initializes a new instance of the FatalErrorException class with a specified error message.</td>
</tr>
<tr>
<td>FatalErrorException(SerializationInfo, StreamingContext)</td>
<td>This is for serialization purposes.</td>
</tr>
<tr>
<td>FatalErrorException(String, Exception)</td>
<td>This initializes a new instance of the FatalErrorException class with a specified error message and cause exception.</td>
</tr>
</tbody>
</table>

## See Also

Reference
- FatalErrorException Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
FatalErrorException Constructor (String)

version: 7.2.1.27
This initializes a new instance of the FatalErrorException class with a specified error message.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public FatalErrorException(
    string message
)
```

Parameters

_message_
Type: SystemString
The error message.

See Also

Reference
FatalErrorException Class
FatalErrorException Overload
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
FatalErrorException Constructor
(SerializationInfo, StreamingContext)

version: 7.2.1.27
This is for serialization purposes.

**Namespace:** SolaceSystems.Solclient.Messaging  

Syntax

```csharp
protected FatalErrorException(
    SerializationInfo info,
    StreamingContext context
)
```

Parameters

- **info**
  - Type: System.Runtime.Serialization.SerializationInfo
- **context**
  - Type: System.Runtime.Serialization.StreamingContext

See Also

Reference
FatalErrorException Class
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Send comments on this topic to support_request@solacesystems.com
**FatalErrorException Constructor (String, Exception)**

version: 7.2.1.27

This initializes a new instance of the FatalErrorException class with a specified error message and cause exception.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```
public FatalErrorException(
    string message,
    Exception cause
)
```

### Parameters

- **message**  
  Type: System.String  
  The error message.

- **cause**  
  Type: System.Exception  
  The cause exception.

### See Also

Reference  
FatalErrorException Class  
FatalErrorException Overload
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### FatalErrorException Methods

**version:** 7.2.1.27  
The FatalErrorException type exposes the following members.

#### Methods

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<td><strong>Finalize</strong></td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
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<td><strong>GetBaseException</strong></td>
<td>When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception.)</td>
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<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from Object.)</td>
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<td><strong>GetObjectData</strong></td>
<td>When overridden in a derived class, sets the SerializationInfo with information about the</td>
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exception.  
(Inherited from Exception.)

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</thead>
<tbody>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the runtime type of the current instance.</td>
</tr>
</tbody>
</table>
| **MemberwiseClone** | Creates a shallow copy of the current Object.  
(Inherited from Object.) |
| **ToString**     | Creates and returns a string representation of the current exception.       |
| **See Also**      | **Reference**  
FatalErrorException Class  
SolaceSystems.Solclient.Messaging Namespace |

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### FatalErrorException Properties

version: 7.2.1.27

The `FatalErrorException` type exposes the following members.

#### Properties

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<th>Name</th>
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<tr>
<td>Data</td>
<td>Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>HelpLink</td>
<td>Gets or sets a link to the help file associated with this exception. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>HResult</td>
<td>Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>InnerException</td>
<td>Gets the <code>Exception</code> instance that caused the current exception. (Inherited from <code>Exception</code>.</td>
</tr>
<tr>
<td>Message</td>
<td>Gets a message that describes the current exception. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>Source</td>
<td>Gets or sets the name of the application or the object that causes the error. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>StackTrace</td>
<td>Gets a string representation of the frames on the call stack at the time</td>
</tr>
<tr>
<td></td>
<td>the current exception was thrown.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Exception.)</td>
</tr>
<tr>
<td>TargetSite</td>
<td>Gets the method that throws the current exception.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Exception.)</td>
</tr>
</tbody>
</table>

### See Also

**Reference**
- FatalErrorException Class
- SolaceSystems.Solclient.Messaging Namespace

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FieldNotFoundException Class

version: 7.2.1.27
This exception is thrown from various IMessage and SDT container accessors.

Inheritance Hierarchy

SystemObject  SystemException
  SolaceSystems.Solclient.MessagingSTDException
    SolaceSystems.Solclient.MessagingFieldNotFoundException

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
[SerializableAttribute]
public class FieldNotFoundException : STDException
```

The FieldNotFoundException type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![FieldNotFoundException](SerializationInfo, StreamingContext)</td>
<td>For Serialization</td>
</tr>
<tr>
<td>![FieldNotFoundException](String, String)</td>
<td>Initializes a new the</td>
</tr>
</tbody>
</table>
FieldNotFoundException

FieldNotFoundException(String, String, Exception)

Initializes a new instance of the FatalErrorException class with a specified message, entity string, and cause exception.

---

**Methods**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified Object is equal to the current Object.</td>
</tr>
<tr>
<td>(Inherited from Object.)</td>
<td></td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
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<tr>
<td><strong>GetBaseException</strong></td>
<td>When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception.)</td>
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<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
### GetObjectData
When overridden in a derived class, sets the `SerializationInfo` with information about the exception. (Inherited from `Exception`.)

### GetType
Gets the runtime type of the current instance. (Inherited from `Exception`.)

### MemberwiseClone
Creates a shallow copy of the current `Object`. (Inherited from `Object`.)

### ToString
Creates and returns a string representation of the current exception. (Inherited from `Exception`.)

#### Top

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data</td>
<td>Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>EntityNotFound</td>
<td>The name of the entity that is not found.</td>
</tr>
<tr>
<td>HelpLink</td>
<td>Gets or sets a link to the help file associated with this exception. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>HResult</td>
<td>Gets or sets HRESULT, a coded</td>
</tr>
</tbody>
</table>
numerical value that is assigned to a specific exception.  
(Inherited from Exception.)

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
<th>Inherited from</th>
</tr>
</thead>
<tbody>
<tr>
<td>InnerException</td>
<td>Gets the Exception instance that caused the current exception.</td>
<td>Exception</td>
</tr>
<tr>
<td>Message</td>
<td>Gets a message that describes the current exception.</td>
<td>Exception</td>
</tr>
<tr>
<td>Source</td>
<td>Gets or sets the name of the application or the object that causes the error.</td>
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<tr>
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<td>Gets a string representation of the frames on the call stack at the time the current exception was thrown.</td>
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<td>Gets the method that throws the current exception.</td>
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</table>

See Also

Reference

SolaceSystems.Solclient.Messaging Namespace
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FieldNotFoundException

Constructor

version: 7.2.1.27

### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException(SerializationInfo, StreamingContext)</td>
<td>For Serialization purposes.</td>
</tr>
<tr>
<td>FieldNotFoundException(String, String)</td>
<td>Initializes a new instance of the FieldNotFoundException class with a specified message and entity string.</td>
</tr>
<tr>
<td>FieldNotFoundException(String, String, Exception)</td>
<td>Initializes a new instance of the FatalErrorException class with a specified message, entity string, and cause exception.</td>
</tr>
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</table>

See Also

Reference

FieldNotFoundException Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
FieldNotFoundException Constructor (SerializationInfo, StreamingContext)

version: 7.2.1.27
For Serialization purposes.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
protected FieldNotFoundException(
    SerializationInfo info,
    StreamingContext context
)
```

Parameters

- **info**
  Type: System.Runtime.Serialization.SerializationInfo
  SerializationInfo

- **context**
  Type: System.Runtime.Serialization.StreamingContext
  StreamingContext

See Also

Reference
FieldNotFoundException Class
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Solvicent

FieldNotFoundException
Constructor (String, String)

version: 7.2.1.27
Initializes a new instance of the FieldNotFoundException class with a specified error message and entity string.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public FieldNotFoundException(
    string entity,
    string message
)
```

Parameters

- **entity**: Type: System.String
  Name of the entity not found.

- **message**: Type: System.String
  The error message.

See Also

Reference
FieldNotFoundException Class
FieldNotFoundException Overload
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FieldNotFoundException Constructor (String, String, Exception)

version: 7.2.1.27

Initializes a new instance of the FatalErrorException class with a specified error message, entity string, and cause exception.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
</table>
| `public` FieldNotFoundException(  
  string `entity`,  
  string `message`,  
  Exception `cause`  
) |             |             |

### Parameters

- **entity**
  - Type: `SystemString`
  - The name of the entity not found.

- **message**
  - Type: `SystemString`
  - The error message.

- **cause**
  - Type: `SystemException`
  - The cause exception.
See Also

Reference
FieldNotFoundException Class
FieldNotFoundException Overload
SolaceSystems.Solclient.Messaging Namespace

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FieldNotFoundException Methods

version: 7.2.1.27
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<td>Method</td>
<td>Description</td>
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<tr>
<td>-----------------</td>
<td>---------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the runtime type of the current instance.</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current Object.</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Creates and returns a string representation of the current exception.</td>
</tr>
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</table>

**See Also**

**Reference**
- FieldNotFoundException Class
- SolaceSystems.Solclient.Messaging Namespace

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FieldNotFoundException Properties

version: 7.2.1.27
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<td>The name of the entity that is not found.</td>
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<tr>
<td>TargetSite</td>
<td>Gets the method that throws the current exception. (Inherited from Exception.)</td>
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</table>

### See Also

Reference

FieldNotFoundException Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
FieldNotFoundExceptionEntityNotFoundException

Property

version: 7.2.1.27

The name of the entity that is not found.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

```csharp
public string EntityNotFound { get; }
```

### Property Value

Type: **String**

### See Also

**Reference**

FieldNotFoundException Class

SolaceSystems.Solclient.Messaging Namespace
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FlowEvent Enumeration

version: 7.2.1.27
Flow event enumeration.

**Namespace:** SolaceSystems.Solclient.Messaging  

▲ Syntax

```
public enum FlowEvent
```

▲ Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>UpNotice</td>
<td>0</td>
<td>The flow is established.</td>
</tr>
<tr>
<td>DownError</td>
<td>1</td>
<td>The flow was established and then disconnected by the appliance, likely due to operator intervention.</td>
</tr>
<tr>
<td>BindFailedError</td>
<td>2</td>
<td>The flow attempted to connect but was unsuccessful.</td>
</tr>
<tr>
<td>Event Name</td>
<td>Code</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------</td>
<td>------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>RejectedMessageError</td>
<td>3</td>
<td>The appliance rejected a published message.</td>
</tr>
<tr>
<td>ParentSessionDown</td>
<td>4</td>
<td>The session for the flow was disconnected. The flow will rebind automatically when the session is reconnected.</td>
</tr>
<tr>
<td>FlowActive</td>
<td>5</td>
<td>The flow is active. This event is generated by the API when the flow is immediately active after creation or when the flow later becomes active.</td>
</tr>
<tr>
<td>FlowInactive</td>
<td>6</td>
<td>The flow is inactive. This event is generated by the API when the flow becomes inactive.</td>
</tr>
</tbody>
</table>

▲ See Also

Reference

SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
FlowEventArgs Class

version: 7.2.1.27
An EventArgs instance that is passed through a flow's EventHandler. It represents an event of interest occurring at the flow level.

Inheritance Hierarchy

- System
- Object
- System.EventArgs

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public sealed class FlowEventArgs : EventArgs
```

The FlowEventArgs type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![ Equals ]</td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>![ Finalize ]</td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the</td>
</tr>
</tbody>
</table>
Object is reclaimed by garbage collection.
(Inherited from Object.)

**GetHashCode**
Serves as a hash function for a particular type.
(Inherited from Object.)

**GetType**
Gets the Type of the current instance.
(Inherited from Object.)

**MemberwiseClone**
Creates a shallow copy of the current Object.
(Inherited from Object.)

**ToString**
ToString() implementation
(Overrides Object.ToString.)

## Top

### Properties

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<tr>
<th>Name</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>Event</td>
<td>The flow event type that occurred.</td>
</tr>
<tr>
<td>EventProperties</td>
<td>Optional, present for future expansion.</td>
</tr>
<tr>
<td>Info</td>
<td>Optional, provides further information about the event when available.</td>
</tr>
<tr>
<td>ResponseCode</td>
<td>This represents response code returned by the appliance for some events, otherwise zero.</td>
</tr>
</tbody>
</table>
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<tr>
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<td><code>ToString()</code> implementation (Overrides <code>ObjectToString</code>).</td>
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See Also

Reference
FlowEventArgs Class
SolaceSystems.Solclient.Messaging Namespace
FlowEventArgsToString Method

version: 7.2.1.27
ToString() implementation

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public override string ToString()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Return Value

Type: String  
Returns a string representation

**See Also**

Reference
- FlowEventArgs Class
- SolaceSystems.Solclient.Messaging Namespace

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## See Also

Reference

- `FlowEventArgs Class`
- `SolaceSystems.Solclient.Messaging Namespace`

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FlowEventArgs Event Property

version: 7.2.1.27
The flow event type that occurred.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#  VB  C++

```csharp
public FlowEvent Event { get; }
```

Property Value
Type: FlowEvent

See Also

Reference
FlowEventArgs Class
SolaceSystems.Solclient.Messaging Namespace
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FlowEventArgs.EventProperties Property

version: 7.2.1.27
Optional, present for future expansion.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public IProperties EventProperties { get; }
```

Property Value
Type: IProperties

See Also

Reference
FlowEventArgs Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
FlowEventArgsInfo Property

version: 7.2.1.27
Optional, provides further information about the event when available.

**Namespace:** SolaceSystems.SolclientMessaging

**Syntax**

C#     VB     C++

```java
public string Info { get; }
```

**Property Value**

Type: String

**See Also**

Reference
- FlowEventArgs Class
- SolaceSystems.Solclient.Messaging Namespace

---

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Send comments on this topic to support_request@solacesystems.com
FlowEventArgsResponseCode Property

version: 7.2.1.27
This represents response code returned by the appliance for some events, otherwise zero.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
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</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public int ResponseCode { get; }
```

Property Value
Type: Int32

See Also

Reference
FlowEventArgs Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
FlowProperties Class

defines Flow properties.

Inheritance Hierarchy

- System
  - Object
  - SolaceSystems.Solclient.MessagingBaseProperties

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#  VB  C++

```csharp
[SerializableAttribute]
public class FlowProperties : BaseProperties
```

The FlowProperties type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FlowProperties</td>
<td>Class constructor</td>
</tr>
</tbody>
</table>

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-------------</td>
<td>-------------</td>
</tr>
<tr>
<td>Clear</td>
<td>Removes all properties. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>Clone</td>
<td>Creates a new object that is a deep copy of the current instance. (Inherited from BaseProperties.)</td>
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<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from BaseProperties.)</td>
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<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
| FromDictionary | Creates and returns a new FlowProperties given a dictionary of key/value strings where: key: is a string representation of a given FlowProperties property FlowPropertiesPROPERTY value: is a string representation of the value of that property Rules: 1. Keys that are not in the FlowProperties' property set FlowPropertiesPROPERTY,
are ignored and a warning log is generated.
2. If a property is omitted, the default value is used.
3. Validation and type checking are performed on the provided values, and a conversion exception is thrown if any of the provided values cannot be converted.
4. Read-only properties are ignored.

**FromDictionaryWithPrefix**

Creates and returns a new FlowProperties given a dictionary of key/value strings where:
- key: is a string representation of a given FlowProperties property
- FlowPropertiesPROPERTY prefixed with a string "prefix".
- value: is a string representation of the value of that property.

Rules:
1. Keys that are not in the FlowProperties's property set FlowPropertiesPROPERTY, are ignored and a warning log is generated
2. If a property is omitted, the default value is used.
3. Validation and type checking is performed on the provided values; a conversion exception is thrown if any of the provided values cannot be converted.
4. Read-only properties are ignored.

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<th>Method</th>
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<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from BaseProperties.)</td>
</tr>
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<td>GetPropertyValue</td>
<td>Gets the property value associated with the given key. (Inherited from BaseProperties.)</td>
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<td>Gets the Type of the current instance. (Inherited from Object.)</td>
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<tr>
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<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
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<tr>
<td>SetCCSMPProperty</td>
<td>Sets a property to be passed directly to CCSMP. Properties set in this manner will always override properties set using the shortcut properties, regardless of order. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>SetPropertyValue</td>
<td>Associates a property key with a property value. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>ToDictionary</td>
<td>Returns a new IDictionary</td>
</tr>
</tbody>
</table>
instance where:
key: is a string representation of a given FlowProperties property
FlowPropertiesPROPERTY.
value: is a string representation of the value of that property, or null if the property's value is null.
Note that only readable and writable properties are returned in the dictionary. Read-only properties are ignored.

**ToDictionaryWithPrefix**

Returns a new IDictionary instance where:
key: is a string representation of a given FlowProperties property
FlowPropertiesPROPERTY prefixed with a string "prefix"
value: is a string representation of the value of that property, or null if the property's value is null.
Note that only readable and writable properties are returned in the dictionary. Read-only properties are ignored.

**ToString**

Returns a String that represents the current Object.
(Overrides ObjectToString.)

Top
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AckMode</td>
<td>Controls how acknowledgements are generated for received Guaranteed messages. Possible values are defined in MessageAckMode. Default MessageAckMode.AutoAck</td>
</tr>
<tr>
<td>AckThreshold</td>
<td>The default threshold for sending an acknowledgement, as a percentage of flow window size. The valid range is 1..75. The default value is 60.</td>
</tr>
<tr>
<td>AckTimerInMsecs</td>
<td>The duration of the flow acknowledgement timer (in milliseconds). The valid range is 20..1500. The default value is 1000.</td>
</tr>
<tr>
<td>ActiveFlowInd</td>
<td>When a Flow has the Active Flow Indication property enabled, the application will receive flow events when the flow becomes active, or inactive. If the underlying session capabilities indicate that the appliance does not support active flow indications, then ISession.CreateFlow() will fail immediately and set the subCode ActiveFlowIndicationUnsupported Defined: false</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>AutoAck</strong></td>
<td><strong>Obsolete.</strong> When set to true, the API generates application level acknowledgments for Guaranteed messages, when the receive delegate returns, this is equivalent to specifying AutoAck for AckMode. When set to false, client applications must explicitly acknowledge Guaranteed messages, if they do not want to receive them again when reconnecting. Default: true</td>
</tr>
<tr>
<td><strong>BindBlocking</strong></td>
<td>Controls whether or not to block when creating a flow. When set to true, the create flow operation blocks awaiting appliance's response. The default value is true.</td>
</tr>
<tr>
<td><strong>BindRetries</strong></td>
<td>The maximum number of bind attempts to make. The default value is 3.</td>
</tr>
<tr>
<td><strong>BindTimeoutInMsecs</strong></td>
<td>The timeout used (in milliseconds) when creating a flow in blocking mode. Default: 10000 msecs</td>
</tr>
<tr>
<td><strong>Count</strong></td>
<td>Returns the count of properties. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td><strong>FlowStartState</strong></td>
<td>Controls whether the flow should be created in a &quot;start&quot; or &quot;stop&quot; state with respect to receiving messages. Flow start/stop state</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>MaxUnackedMessages</td>
<td>This property may only be set when the Flow property <code>AckMode</code> is set to <code>ClientAck</code>. When set to a positive value, this property controls the maximum number of messages that may be unacknowledged on the Flow. When set to -1, the appliance configured maximum controls how many unacknowledged messages may be received by the application. Valid values are -1 and &gt;0.</td>
</tr>
<tr>
<td>NoLocal</td>
<td>If the connected peer supports No Local, then messages published on the session will not appear in flows created with this property set to true, even if the endpoint contains a subscription that matches the published topic. The <code>ISession.CreateFlow(...)</code> will fail and set subcode <code>NoLocalNotSupported</code> if the connected peer does not support No Local.</td>
</tr>
<tr>
<td><strong>Selector</strong></td>
<td>A JMS-defined selector. Default: Empty string</td>
</tr>
<tr>
<td>-------------</td>
<td>------------------------------------------------</td>
</tr>
<tr>
<td><strong>WindowSize</strong></td>
<td>The Guaranteed message window size for the flow. This sets the maximum number of messages that can be in transit (that is, the messages are sent from the appliance, but are not yet delivered to the application). The valid range is 1..255. The default window size is 255.</td>
</tr>
</tbody>
</table>

### See Also

#### Reference

[SolaceSystems.Solclient.Messaging Namespace](#)
Send comments on this topic to support_request@solacesystems.com
FlowProperties Constructor

version: 7.2.1.27
Class constructor

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

```
public FlowProperties()
```

**See Also**

Reference  
FlowProperties Class  
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
FlowProperties Methods

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<tr>
<td><strong>FromDictionary</strong></td>
<td>Creates and returns a new</td>
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FlowProperties given a dictionary of key/value strings where:
key: is a string representation of a given FlowProperties property
value: is a string representation of the value of that property

Rules:
1. Keys that are not in the FlowProperties' property set are ignored and a warning log is generated.
2. If a property is omitted, the default value is used.
3. Validation and type checking are performed on the provided values, and a conversion exception is thrown if any of the provided values cannot be converted.
4. Read-only properties are ignored.

FromDictionaryWithPrefix

Creates and returns a new FlowProperties given a dictionary of key/value strings where:
key: is a string representation of a given FlowProperties property
value: is a string representation of the value of that property.

Rules:
1. Keys that are not in the `FlowProperties`'s property set `FlowProperties.PROPERTY`, are ignored and a warning log is generated.
2. If a property is omitted, the default value is used.
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<td>Associates a property key with a property value. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>ToDictionary</td>
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<td>ToDictionaryWithPrefix</td>
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<tr>
<td><strong>ToString</strong></td>
<td>Returns a String that represents the current Object. (Overrides <strong>Object.ToString</strong>.)</td>
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**See Also**

Reference
- FlowProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
FlowPropertiesFromDictionary Method

version: 7.2.1.27

Creates and returns a new FlowProperties given a dictionary of key/value strings where:

key: is a string representation of a given FlowProperties property
value: is a string representation of the value of that property

Rules:

1. Keys that are not in the FlowProperties' property set FlowPropertiesPROPERTY, are ignored and a warning log is generated.
2. If a property is omitted, the default value is used.
3. Validation and type checking are performed on the provided values, and a conversion exception is thrown if any of the provided values cannot be converted.
4. Read-only properties are ignored.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public static FlowProperties FromDictionary(
    IDictionary<string, string> dictionary
)
```
Parameters

dictionary
  Type: System.Collections.Generic.IDictionary<String, String>

Return Value
  Type: FlowProperties
  Returns a new FlowProperties given a dictionary of key/value strings

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentException</td>
<td></td>
</tr>
<tr>
<td>OverflowException</td>
<td></td>
</tr>
</tbody>
</table>

See Also

Reference
  FlowProperties Class
  SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
FlowPropertiesFromDictionaryWithPrefix Method

version: 7.2.1.27
Creates and returns a new FlowProperties given a dictionary of key/value strings where:

key: is a string representation of a given FlowProperties property `FlowPropertiesPROPERTY` prefixed with a string "prefix".

value: is a string representation of the value of that property.

Rules:

1. Keys that are not in the FlowProperties's property set `FlowPropertiesPROPERTY`, are ignored and a warning log is generated.

2. If a property is omitted, the default value is used.

3. Validation and type checking is performed on the provided values; a conversion exception is thrown if any of the provided values cannot be converted.

4. Read-only properties are ignored.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public static FlowProperties FromDictionaryWithPrefix(IDictionary<string, string> dictionary, string prefix)
```
Parameters

---

**dictionary**
Type: `System.Collections.Generic.IDictionary<String, String>`

**prefix**
Type: `System.String`  
The prefix to prepend to the property name (using '.' as a separator). If null is passed in, "FlowProperties" is assumed.

Return Value
Type: `FlowProperties`  
Returns a new FlowProperties given a dictionary of key/value strings

---

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FormatException</td>
<td></td>
</tr>
<tr>
<td>OverflowException</td>
<td></td>
</tr>
</tbody>
</table>

---

See Also

Reference
- `FlowProperties Class`
- `SolaceSystems.Solclient.Messaging Namespace`

---

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Send comments on this topic to support_request@solacesystems.com
FlowPropertiesToDictionary Method

version: 7.2.1.27

Returns a new IDictionary instance where:
key: is a string representation of a given FlowProperties property FlowPropertiesPROPERTY.

dictionary

value: is a string representation of the value of that property, or null if the property's value is null.

Note that only readable and writable properties are returned in the dictionary. Read-only properties are ignored.

Namespace: SolaceSystems.Solclient.Messaging


Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public IDictionary&lt;string, string&gt; ToDictionary();</code></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Return Value

Type: IDictionary<string, string>

Returns a new IDictionary instance

See Also

Reference

FlowProperties Class
SolaceSystems.Solclient.Messaging Namespace

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FlowPropertiesToDictionaryWithPrefix Method

version: 7.2.1.27

Returns a new IDictionary instance where:
key: is a string representation of a given FlowProperties property FlowPropertiesPROPERTY prefixed with a string "prefix"
value: is a string representation of the value of that property, or null if the property's value is null.

Note that only readable and writable properties are returned in the dictionary. Read-only properties are ignored.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public IDictionary<string, string> ToDictionaryWithPrefix(string prefix)
```

Parameters

prefix
  Type: System.String
  The prefix that was passed in to FromDictionaryWithPrefix(IDictionaryString, String, String)

Return Value
  Type: IDictionaryString, String
Returns a new IDictionary instance

See Also

Reference
FlowProperties Class
SolaceSystems.Solclient.Messaging Namespace
FlowPropertiesToString Method

version: 7.2.1.27

Returns a String that represents the current Object.

**Namespace:** SolaceSystems.Solclient.Messaging

**Assembly:** SolaceSystems.Solclient.Messageing (in SolaceSystems.Solclient.Messaging.dll) Version: 7.2.1.27 (7.2.1.27)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public override string ToString()</code></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Return Value**

**Type:** String

A string representation of this object.

### See Also

**Reference**

FlowProperties Class

SolaceSystems.Solclient.Messaging Namespace
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The `FlowProperties` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AckMode</strong></td>
<td>Controls how acknowledgements are generated for received Guaranteed messages. Possible values are defined in <code>MessageAckMode Default MessageAckMode.AutoAck</code></td>
</tr>
<tr>
<td><strong>AckThreshold</strong></td>
<td>The default threshold for sending an acknowledgement, as a percentage of flow window size. The valid range is 1..75. The default value is 60.</td>
</tr>
<tr>
<td><strong>AckTimerInMsecs</strong></td>
<td>The duration of the flow acknowledgement timer (in milliseconds). The valid range is 20..1500. The default value is 1000.</td>
</tr>
<tr>
<td><strong>ActiveFlowInd</strong></td>
<td>When a Flow has the Active Flow Indication property enabled, the application will receive flow events when the flow becomes active, or inactive. If the underlying session capabilities</td>
</tr>
</tbody>
</table>
indicate that the appliance does not support active flow indications, then `ISession.CreateFlow()` will fail immediately and set the subCode `ActiveFlowIndicationUnsupported`. Default: false

<table>
<thead>
<tr>
<th><strong>AutoAck</strong></th>
<th><strong>Obsolete.</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>When set to true, the API generates application level acknowledgments for Guaranteed messages, when the receive delegate returns, this is equivalent to specifying <code>AutoAck</code> for <code>AckMode</code>. When set to false, client applications must explicitly acknowledge Guaranteed messages, if they do not want to receive them again when reconnecting. Default: true</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>BindBlocking</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Controls whether or not to block when creating a flow. When set to true, the create flow operation blocks awaiting appliance's response. The default value is true.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>BindRetries</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>The maximum number of bind attempts to make. The default value is 3.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>BindTimeoutInMsecs</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>The timeout used (in milliseconds) when creating a flow in blocking mode. Default: 10000 msecs</td>
</tr>
<tr>
<td>Property</td>
</tr>
<tr>
<td>-------------------</td>
</tr>
<tr>
<td><strong>Count</strong></td>
</tr>
<tr>
<td><strong>FlowStartState</strong></td>
</tr>
<tr>
<td><strong>MaxUnackedMessages</strong></td>
</tr>
<tr>
<td><strong>NoLocal</strong></td>
</tr>
</tbody>
</table>
endpoint contains a subscription that matches the published topic. The ISession.CreateFlow(...) will fail and set subcode NoLocalNotSupported if the connected peer does not support No Local.

<table>
<thead>
<tr>
<th>Selector</th>
<th>A JMS-defined selector. Default: Empty string</th>
</tr>
</thead>
<tbody>
<tr>
<td>WindowSize</td>
<td>The Guaranteed message window size for the flow. This sets the maximum number of messages that can be in transit (that is, the messages are sent from the appliance, but are not yet delivered to the application). The valid range is 1..255. The default window size is 255.</td>
</tr>
</tbody>
</table>

See Also

Reference
FlowProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**FlowPropertiesAckMode Property**

version: 7.2.1.27

Controls how acknowledgements are generated for received Guaranteed messages. Possible values are defined in `MessageAckMode`. Default `MessageAckMode.AutoAck`

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
public MessageAckMode AckMode { get; set; }
```

### Property Value

Type: `MessageAckMode`

### See Also

**Reference**

- FlowProperties Class
- SolaceSystems.Solclient.Messaging Namespace

---

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FlowProperties.AckThreshold Property

version: 7.2.1.27

The default threshold for sending an acknowledgement, as a percentage of flow window size. The valid range is 1..75. The default value is 60.

**Namespace:** SolaceSystems.Solclient.Messaging


**Syntax**

```csharp
public int AckThreshold { get; set; }
```

**Property Value**

Type: Int32

**See Also**

Reference

FlowProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
FlowPropertiesAckTimerInMsecs Property

version: 7.2.1.27
The duration of the flow acknowledgement timer (in milliseconds). The valid range is 20..1500. The default value is 1000.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#         VB         C++

```csharp
public int AckTimerInMsecs { get; set; }
```

Property Value
Type: Int32

See Also

Reference
FlowProperties Class
SolaceSystems.Solclient.Messaging Namespace

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FlowPropertiesActiveFlowInd Property

version: 7.2.1.27

When a Flow has the Active Flow Indication property enabled, the application will receive flow events when the flow becomes active, or inactive. If the underlying session capabilities indicate that the appliance does not support active flow indications, then ISession.CreateFlow() will fail immediately and set the subCode ActiveFlowIndicationUnsupported Default: false

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public bool ActiveFlowInd { get; set; }
```

Property Value

Type: Boolean

See Also

Reference
FlowProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
FlowPropertiesAutoAck Property

version: 7.2.1.27

Note: This API is now obsolete.

When set to true, the API generates application level acknowledgments for Guaranteed messages, when the receive delegate returns, this is equivalent to specifying AutoAck for AckMode. When set to false, client applications must explicitly acknowledge Guaranteed messages, if they do not want to receive them again when reconnecting.

Default: true

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#  VB  C++

```csharp
[ObsoleteAttribute("Use AckMode instead", false)]
public bool AutoAck { get; set; }
```

Property Value

Type: Boolean

See Also

Reference
FlowProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
**FlowPropertiesBindBlocking Property**

version: 7.2.1.27

Controls whether or not to block when creating a flow. When set to true, the create flow operation blocks awaiting appliance's response. The default value is true.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

```csharp
public bool BindBlocking { get; set; }
```

**Property Value**

Type: Boolean

**See Also**

Reference  
FlowProperties Class  
SolaceSystems.Solclient.Messaging Namespace

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FlowPropertiesBindRetries Property

version: 7.2.1.27
The maximum number of bind attempts to make. The default value is 3.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
public int BindRetries { get; set; }
```

Property Value
Type: Int32

See Also

Reference
FlowProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
FlowPropertiesBindTimeoutInMsecs Property

version: 7.2.1.27
The timeout used (in milliseconds) when creating a flow in blocking mode. Default: 10000 msecs

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public int BindTimeoutInMsecs { get; set; }
```

Property Value
Type: Int32

See Also
Reference
FlowProperties Class
SolaceSystems.Solclient.Messaging Namespace
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FlowProperties
FlowStartState Property

version: 7.2.1.27
Controls whether the flow should be created in a "start" or "stop" state with respect to receiving messages. Flow start/stop state can be changed later through Start or Stop. Default: true

**Namespace:** SolaceSystems.Solclient.Messaging

**Syntax**

C#  VB  C++

```csharp
public bool FlowStartState { get; set; }
```

**Property Value**
Type: Boolean

**See Also**
Reference
FlowProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
FlowPropertiesMaxUnackedMessages Property

version: 7.2.1.27

This property may only be set when the Flow property AckMode is set to ClientAck. When set to a positive value, this property controls the maximum number of messages that may be unacknowledged on the Flow (Ack(Int64) is called to acknowledge messages and remove those messages from the message spool.) This property cannot be used to increase the appliance configured maximum number of acknowledged messages on the endpoint. When set to -1, the appliance configured maximum controls how many unacknowledged messages may be received by the application. Valid values are -1 and >0.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#  VB  C++

```csharp
public int MaxUnackedMessages { get; set; }
```

Property Value
Type: Int32

See Also

Reference
FlowProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
FlowProperties

NoLocal Property

version: 7.2.1.27

If the connected peer supports No Local, then messages published on the session will not appear in flows created with this property set to true, even if the endpoint contains a subscription that matches the published topic. The ISession.CreateFlow(...) will fail and set subcode NoLocalNotSupported if the connected peer does not support No Local.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#       VB       C++

public bool NoLocal { get; set; }

Property Value

Type: Boolean

See Also

Reference
FlowProperties Class
SolaceSystems.Solclient.Messaging Namespace
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FlowPropertiesSelector Property

version: 7.2.1.27
A JMS-defined selector. Default: Empty string

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#  VB  C++

```csharp
public string Selector { get; set; }
```

Property Value
Type: String

See Also

Reference
FlowProperties Class
SolaceSystems.Solclient.Messaging Namespace
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FlowPropertiesWindowSize Property

version: 7.2.1.27

The Guaranteed message window size for the flow. This sets the maximum number of messages that can be in transit (that is, the messages are sent from the appliance, but are not yet delivered to the application). The valid range is 1..255. The default window size is 255.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#                          VB                          C++                          Copy

```csharp
public int WindowSize { get; set; }
```

Property Value

Type: Int32

See Also

Reference

FlowProperties Class

SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
FlowProperties

Enumeration

version: 7.2.1.27
An enum list of Flow properties.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public enum PROPERTY
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BindBlocking</td>
<td>0</td>
<td>BindBlocking</td>
</tr>
<tr>
<td>BindTimeoutInMsecs</td>
<td>1</td>
<td>BindTimeoutInMsecs</td>
</tr>
<tr>
<td>WindowSize</td>
<td>4</td>
<td>WindowSize</td>
</tr>
<tr>
<td>AutoAck</td>
<td>5</td>
<td>Obsolete. AutoAck</td>
</tr>
<tr>
<td>BindRetries</td>
<td>7</td>
<td>BindRetries</td>
</tr>
<tr>
<td>AckTimerInMsecs</td>
<td>8</td>
<td>AckTimerInMsecs</td>
</tr>
<tr>
<td>AckThreshold</td>
<td>9</td>
<td>AckThreshold</td>
</tr>
<tr>
<td>FlowStartState</td>
<td>11</td>
<td>FlowStartState</td>
</tr>
<tr>
<td>----------------</td>
<td>----</td>
<td>----------------</td>
</tr>
<tr>
<td>Selector</td>
<td>12</td>
<td>Selector</td>
</tr>
<tr>
<td>AckMode</td>
<td>13</td>
<td>AckMode</td>
</tr>
<tr>
<td>NoLocal</td>
<td>14</td>
<td>NoLocal</td>
</tr>
<tr>
<td>ActiveFlowInd</td>
<td>15</td>
<td>ActiveFlowInd</td>
</tr>
<tr>
<td>MaxUnackedMessages</td>
<td>16</td>
<td>MaxUnackedMessages</td>
</tr>
</tbody>
</table>

**See Also**

Reference
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
Helper Class

version: 7.2.1.27
A Helper Utilities class

Inheritance Hierarchy

- System
  - Object
    - SolaceSystems.Solclient.MessagingHelper

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public class Helper
```

The Helper type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Helper</td>
<td>Initializes a new instance of the Helper class</td>
</tr>
</tbody>
</table>

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateUniqueName</td>
<td>Provided for convenience only;</td>
</tr>
</tbody>
</table>
creates a unique ID, to be used by applications when naming ITopic or IQueue instances.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from Object.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>

Top

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace
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Helper Constructor

version: 7.2.1.27
Initializes a new instance of the Helper class

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

```csharp
public Helper()
```

### See Also

- Reference
  - Helper Class
  - SolaceSystems.Solclient.Messaging Namespace

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<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CreateUniqueName</strong></td>
<td>Provided for convenience only; creates a unique ID, to be used by applications when naming ITopic or IQueue instances.</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from Object.)</td>
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<tr>
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<tr>
<td><strong>GetType</strong></td>
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<tr>
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<td>Creates a shallow copy of the</td>
</tr>
</tbody>
</table>
ToString

Returns a String that represents the current Object.
(Inherited from Object.)

Top

See Also

Reference
Helper Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
Helper\n
CreateUniqueName Method

version: 7.2.1.27
Provided for convenience only; creates a unique ID, to be used by applications when naming \lTopic or \lQueue instances.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
public static string CreateUniqueName(
    string prefix
)
```

Parameters

prefix
Type: System.String
Optional, if specified, the UniqueName will have the following format prefix/uuid.

Return Value
Type: String
Returns a unique ID

See Also

Reference
Helper Class
SolaceSystems.Solclient.Messaging Namespace
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HelperDestination Class

version: 7.2.1.27
Utilities class for working with IDestination, it includes:
- Helper method to get the string encoding of a given IDestination.
- Helper methods to create IQueue and ITopic given their corresponding string encoding.

Inheritance Hierarchy

- System
  - Object

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
C#       VB       C++

public static class Destination
```

The HelperDestination type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>➜ S GetEncodedName</td>
<td>Returns a string encoded representation of a ITopic or IQueue destination.</td>
</tr>
<tr>
<td>➜ S QueueFromEncodedName</td>
<td>Creates a IQueue instance given its</td>
</tr>
</tbody>
</table>
The durability of the queue is inferred from the encoded string form (encodedQueueName).

| TopicFromEncodedName | Creates a ITopic instance given its encoded string form. Whether the topic is temporary or not is inferred from the encoded string form (encodedTopicName). |

---

### See Also

- **Reference**
  - SolaceSystems.Solclient.Messaging Namespace

---

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The *HelperDestination* type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetEncodedName</td>
<td>Returns a string encoded representation of a <em>ITopic</em> or <em>IQueue</em> destination.</td>
</tr>
<tr>
<td>QueueFromEncodedName</td>
<td>Creates a <em>IQueue</em> instance given its encoded string form. The durability of the queue is inferred from the encoded string form (encodedQueueName).</td>
</tr>
<tr>
<td>TopicFromEncodedName</td>
<td>Creates a <em>ITopic</em> instance given its encoded string form. Whether the topic is temporary or not is inferred from the encoded string form (encodedTopicName).</td>
</tr>
</tbody>
</table>
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HelperDestinationGetEncodedName Method

version: 7.2.1.27
Returns a string encoded representation of a ITopic or IQueue destination.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public static string GetEncodedName(
    IDestination destination
)
```

Parameters

destination
Type: SolaceSystems.Solclient.Messaging.IDestination

Return Value
Type: String
Returns a string encoded representation of a ITopic or IQueue destination

See Also

Reference
HelperDestination Class
SolaceSystems.Solclient.Messaging Namespace
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HelperDestinationQueueFromEncodedName Method

version: 7.2.1.27

Creates a IQueue instance given its encoded string form. The durability of the queue is inferred from the encoded string form (encodedQueueName).

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public static IQueue QueueFromEncodedName(
    string encodedQueueName
)
```

### Parameters

**encodedQueueName**
- Type: SystemString
- Must be obtained from GetEncodedName(IDestination)

### Return Value
- Type: IQueue
- Returns a IQueue instance given its encoded string form

### Exceptions
**ArgumentOutOfRangeException**

See Also

Reference

*HelperDestination Class*

*SolaceSystems.Solclient.Messaging Namespace*

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HelperDestinationTopicFromEncode Method

version: 7.2.1.27

Creates a ITopic instance given its encoded string form. Whether the topic is temporary or not is inferred from the encoded string form (encodedTopicName).

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public static ITopic TopicFromEncodedName(
    string encodedTopicName
)
```

Parameters

`encodedTopicName`
Type: SystemString
Must be obtained from GetEncodedName(IDestination)

Return Value
Type: ITopic
 Returns a ITopic instance given its encoded string form

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
</table>


ArgumentNullException

ArgumentOutOfRangeException

See Also

Reference
HelperDestination Class
SolaceSystems.Solclient.Messaging Namespace

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Solclient

IBrowser Interface

version: 7.2.1.27

A Browser allows client applications to look at messages spooled on Endpoints without removing them. Messages are browsed from oldest to newest. After being browsed, messages are still available for consumption over normal flows. However, it is possible to selectively remove messages from the persistent store of an Endpoint, in this case, these removed messages will no longer be available for consumption. One typical application is to use browsers to allow message bus administrators to remove “stuck” Guaranteed messages from an endpoint without having to modify or disrupt existing applications. A message can get stuck if: It has been received by an application, but for some reason, that application has failed to acknowledge it. All active message selectors have failed to match this particular message and therefore the message bus has not delivered it to any client yet. The current release only supports browsing Endpoints of type Queue. Note that the delivery restrictions imposed by the queue’s Access type (exclusive or non-exclusive), do not apply when browsing messages with a Browser.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public interface IBrowser : IDisposable
```

The IBrowser type exposes the following members.

Methods
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable.)</td>
</tr>
<tr>
<td>GetNext</td>
<td>If there is at least one message available in the Browser's local message buffer, return it immediately. Otherwise wait up to WaitTimeout(in BrowserProperties) until one is available.</td>
</tr>
<tr>
<td>GetNext(Int32)</td>
<td>If there is at least one message available in the Browser's local message buffer, return it immediately. Otherwise wait up to WaitTimeout(as specified in BrowserProperties) until one is available. - If timeout is &lt; 0, return immediately if there are no messages available locally - If timeout is equal to 0, wait forever. This blocks the calling thread; to unblock it, call Dispose.</td>
</tr>
<tr>
<td>GetNextNoWait</td>
<td>As the name implies, this method returns a message if there is at least one available in the Browser's local buffer; otherwise, it returns null.</td>
</tr>
<tr>
<td>HasMore</td>
<td>Returns true if there is at least one message available in the</td>
</tr>
</tbody>
</table>
Browser's local message buffer. Note: If this method returns false, it does not mean that the queue is empty; subsequent calls to HasMore or GetNext might return true and a IMessage respectively.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Remove(Int64)</td>
<td>Remove a message from the appliance queue endpoint that this Browser is bound to, given its ADMessageId.</td>
</tr>
<tr>
<td>Remove(IMessage)</td>
<td>Remove a message from the appliance queue endpoint that this Browser is bound to, given its IMessage reference.</td>
</tr>
</tbody>
</table>

See Also

Reference

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The **IBrowser** type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
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</tr>
</thead>
<tbody>
<tr>
<td><strong>Dispose</strong></td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources.  (Inherited from <strong>IDisposable</strong>.)</td>
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<td><strong>Remove(IMessage)</strong></td>
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IBrowserGetNext Method

version: 7.2.1.27

Overload List

<table>
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<tr>
<th>Name</th>
<th>Description</th>
</tr>
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See Also

Reference
IBrowser Interface
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Send comments on this topic to support_request@solacesystems.com
IBrowserGetNext Method

version: 7.2.1.27
If there is at least one message available in the Browser’s local message buffer, return it immediately. Otherwise wait up to WaitTimeout(in BrowserProperties) until one is available.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>IMEessage GetNext()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Return Value
Type: IMessage
Returns next available IMessage

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the Browser is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the underlying browser encountered an error Note: The ErroInfo property in OperationErrorException will have a</td>
</tr>
</tbody>
</table>
specific SubCode indicating what error case the Browser encountered.

See Also

Reference
IBrowser Interface
GetNext Overload
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IBrowserGetNext Method (Int32)

version: 7.2.1.27
If there is at least one message available in the Browser’s local message buffer, return it immediately. Otherwise wait up to WaitTimeout (as specified in BrowserProperties) until one is available. - If timeout is < 0, return immediately if there are no messages available locally - If timeout is equal to 0, wait forever. This blocks the calling thread; to unblock it, call Dispose.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
IMessage GetNext(
    int timeout
)
```

Parameters

`timeout`
Type: System.Int32

Return Value
Type: IMessage
Returns next available IMessage given the specified timeout

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Exception Name</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the Browser is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the underlying browser encountered an error. Note: The ErroInfo property in OperationErrorException will have a specific SubCode indicating what error case the Browser encountered.</td>
</tr>
</tbody>
</table>

**See Also**

Reference  
IBrowser Interface  
GetNext Overload  
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IBrowserGetNextNoWait Method

version: 7.2.1.27

As the name implies, this method returns a message if there is at least one available in the Browser's local buffer; otherwise, it returns null.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>IMessage GetNextNoWait()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Return Value

Type: IMessage

Returns next available IMessage or null if none was available

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the Browser is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the underlying Browser encountered an error. Note: The ErrorInfo property in OperationErrorException will have a specific SubCode indicating what error</td>
</tr>
</tbody>
</table>
See Also

Reference

IBrowser Interface
SolaceSystems.Solclient.Messaging Namespace

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IBrowserHasMore Method

version: 7.2.1.27

Returns true if there is at least one message available in the Browser's local message buffer. Note: If this method returns false, it does not mean that the queue is empty; subsequent calls to HasMore or GetNext might return true and a IMessage respectively.

Namespace: SolaceSystems.Solclient.Messaging


Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>bool HasMore()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Return Value

Type: Boolean

Returns a boolean indicating if there is at least one message available in the Browser's local message buffer.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the Browser is already disposed (terminal state).</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the underlying browser encountered an error Note: The ErroInfo property in OperationErrorException will have a specific SubCode indicating what error</td>
</tr>
</tbody>
</table>
case the Browser encountered.

**FatalErrorException**  Thrown when an unrecoverable error occurs.

### See Also

**Reference**

- IBrowser Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
# IBrowserRemove Method

**version:** 7.2.1.27

## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Remove(Int64)</td>
<td>Remove a message from the appliance queue endpoint that this Browser is bound to, given its ADMessageId.</td>
</tr>
<tr>
<td>Remove(IMessage)</td>
<td>Remove a message from the appliance queue endpoint that this Browser is bound to, given its IMessage reference.</td>
</tr>
</tbody>
</table>

## See Also

**Reference**

- IBrowser Interface
- SolaceSystems.Solclient.Messaging Namespace

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IBrowserRemove Method (Int64)

version: 7.2.1.27
Remove a message from the appliance queue endpoint that this Browser is bound to, given its ADMessageld.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
void Remove(
    long ADMessageld
)
```

Parameters

**ADMessageld**
Type: System.Int64

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the browser is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>
| OperationErrorException     | Thrown when the underlying browser encountered an error. Note: the
ErroInfo property in OperationErrorException will have a specific SubCode indicating what error case the browser encountered.

See Also

Reference
IBrowser Interface
Remove Overload
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IBrowserRemove Method (IMessage)

version: 7.2.1.27

Remove a message from the appliance queue endpoint that this Browser is bound to, given its IMessage reference.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

```csharp
void Remove(
    IMessage msg
)
```

### Parameters

**msg**

Type: SolaceSystems.Solclient.Messaging.IMessage

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the Browser is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td><strong>OperationException</strong></td>
<td>Thrown when the underlying browser encountered an error. Note: The ErroInfo property in OperationErrorException has a specific SubCode indicating the error case the Browser encountered.</td>
</tr>
</tbody>
</table>

## See Also

- Reference
  - IBrowser Interface
  - Remove Overload
  - SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ICapability Interface

version: 7.2.1.27
This represents the appliance capability type and value.

**Namespace:** SolaceSystems.Solclient.Messaging

### Syntax

```csharp
public interface ICapability
```

The `ICapability` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type</td>
<td>One of <code>CapabilityType</code></td>
</tr>
<tr>
<td>Value</td>
<td>The value of the <code>ICapability</code>, an instance of <code>ISDTField</code></td>
</tr>
</tbody>
</table>

### See Also

Reference

SolaceSystems.Solclient.Messaging Namespace

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ICapability Properties

version: 7.2.1.27
The ICapability type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![icon] Type</td>
<td>One of CapabilityType</td>
</tr>
<tr>
<td>![icon] Value</td>
<td>The value of the ICapability, an instance of ISDTField</td>
</tr>
</tbody>
</table>

See Also

Reference
- ICapability Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ICapabilityType Property

version: 7.2.1.27
One of CapabilityType

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#     VB     C++

```csharp
CapabilityType Type { get; }
```
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ICapabilityValue Property

version: 7.2.1.27
The value of the ICapability, an instance of ISDTField

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
C#          VB               C++               Copy

ISDTField Value { get; }
```

Property Value
Type: ISDTField

See Also

Reference
ICapability Interface
SolaceSystems.Solclient.Messaging Namespace

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IClientName Interface

version: 7.2.1.27

IClientName represents a remote client. It is used to identify a client currently connected and on behalf of which an application wants to add/remove subscriptions.

To acquire an IClientName instance, applications must call CreateClientName(String)

To add or remove subscriptions on behalf of a remote client, applications must call Subscribe(IEndpoint, ISubscription, Int32, Object) and Unsubscribe(IEndpoint, ISubscription, Int32, Object) respectively.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

The IClientName type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable.)</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Durable</td>
<td>When true, the endpoint's life span is independent of the corresponding IFlow or ISession. (Inherited from IEndpoint.)</td>
</tr>
<tr>
<td>Name</td>
<td>The name of the Endpoint. A non-durable TopicEndpoint does not have a name. (Inherited from IEndpoint.)</td>
</tr>
</tbody>
</table>

## See Also

Reference

SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IClientName Methods

version: 7.2.1.27

The IClientName type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or \</td>
</tr>
<tr>
<td></td>
<td>resetting unmanaged resources. (Inherited from IDisposable.)</td>
</tr>
</tbody>
</table>

See Also

Reference
IClientName Interface
SolaceSystems.Solclient.Messaging Namespace

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The `IClientName` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Durable" /></td>
<td><strong>Durable</strong> When true, the endpoint's life span is independent of the corresponding IFlow or ISession. (Inherited from <code>IEndpoint</code>.)</td>
</tr>
<tr>
<td><img src="image" alt="Name" /></td>
<td><strong>Name</strong> The name of the Endpoint. A non-durable TopicEndpoint does not have a name. (Inherited from <code>IEndpoint</code>.)</td>
</tr>
</tbody>
</table>

### See Also

**Reference**
- `IClientName Interface`  
- `SolaceSystems.Solclient.Messaging Namespace`

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IContext Interface

version: 7.2.1.27

A context represents a processing context in which session instances are created. It is used to organize communications between an application and a Solace appliance. Contexts act as containers for configuring one or more sessions and handling session-related events. A context is an active object that initializes and manages its own thread. The life cycle of the owned thread is bound to the life cycle of the context. A context-owned thread drives I/O and notification events of registered delegates of the context.

All callbacks (or delegate invocation) from the API to the application, message receive callbacks, event callback, and timer callbacks, run from the context thread. Additionally the context thread must run to detect relief from flow control and unblock waiting application threads. The context thread must run to complete the session connection sequence and unblock applications waiting for connection complete. The context thread must run to unblock applications waiting for confirmation on subscription requests. Consequently, applications must not block in callback/delegate routines. Waiting in callback routines can deadlock the application or at a minimum severely degrade receive performance. Deferring SolClient processing by running for excessively long periods of time in the callback routines prevents the API from unblocking other application threads that might be waiting for confirmation of sent messages, or blocked in flow control situations.

The API typically detects when the application has re-entered the API from a callback and will never block. Consequently applications can expect to see ::SOLCLIENT_WOULD_BLOCK return codes when making API calls from a callback routine, even if the function call would be blocking in other threads. Generally if a function could block because of TCP flow control, SOLCLIENT_WOULD_BLOCK is returned when that function is called from a callback, irrespective of the session property SendBlocking. Further if the application explicitly sets WaitForConfirm on a subscription method (subscribe or unsubscribe) API call made from a callback routine, that function call will return SOLCLIENT_FAIL and set the subcode to ParamConflict

**Important:** Disposing a context must not be performed in a context callback delegate for the context being disposed. This includes all
sessions (ISession), flows (IFlow) and timers (TimerTask) on the context.

Context instances are created through a factory method in ContextFactory. A context has the following responsibilities:
Initialization and management of the context-owned thread. Factory and container of session instances. Note that IContext instances can only be created by the ContextFactory.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
public interface IContext : IDisposable
```

The IContext type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateSession</td>
<td>Creates a session instance. Session properties to customize the session, and message receive and the session event delegates must be provided for the session. The message receive delegate is invoked for each received message on this session. The session event delegate is invoked when session events occur, such as the session going up or down. Both delegates are invoked in the context of the context thread to which this session belongs. Note: disposing the corresponding</td>
</tr>
</tbody>
</table>
context (IContext) or any of its contained context timers (TimerTask), sessions (ISession) or flows (IFlow) **must not** be performed from within the registered delegates (messageEventHandler or sessionEventHandler).

---

**Dispose**

Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable.)

**Start**

*Obsolete.*

Starts the context if it is not already started or disposed.

**Stop**

*Obsolete.*

Stops the context if it is not already stopped or disposed.

---

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Properties</td>
<td>Returns a read-only copy of the ContextProperties used to create this session.</td>
</tr>
<tr>
<td>Sessions</td>
<td>Returns a read-only snapshot of the current active (not yet disposed) sessions created within this context.</td>
</tr>
</tbody>
</table>

---

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Send comments on this topic to support_request@solacesystems.com
IContext Methods

version: 7.2.1.27

The IContext type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>CreateSession</td>
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</tbody>
</table>
| Dispose       | Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable.) }
Start

Obsolete.
Starts the context if it is not already started or disposed.

Stop

Obsolete.
Stops the context if it is not already stopped or disposed.

See Also

Reference

IContext Interface

SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IContextCreateSession Method

version: 7.2.1.27

Creates a session instance. Session properties to customize the session, and message receive and the session event delegates must be provided for the session. The message receive delegate is invoked for each received message on this session. The session event delegate is invoked when session events occur, such as the session going up or down. Both delegates are invoked in the context of the context thread to which this session belongs.

**Note:** disposing the corresponding context (IContext) or any of its contained context timers (TimerTask), sessions (ISession) or flows (IFlow) must not be performed from within the registered delegates (messageEventHandler or sessionEventHandler).

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

**C#**

```csharp
ISession CreateSession(
    SessionProperties props,
    EventHandler<MessageEventArgs> messageEventHandler,
    EventHandler<SessionEventArgs> sessionEventHandler
)
```

**Velocity**

```vbnet
ISession CreateSession(
    SessionProperties props,
    EventHandler<MyEventHandlerEventArgs> messageEventHandler,
    EventHandler<MyEventHandlerEventArgs> sessionEventHandler
)
```

**C++**

```c++
ISession CreateSession(
    SessionProperties props,
    EventArgs eventHandler,
    EventArgs eventHandler
)
```

### Parameters

**props**

Type: SolaceSystems.Solclient.MessagingSessionProperties

Defined in SessionProperties.

**messageEventHandler**
Type: System.EventHandlerMessageEventArgs
A delegate for delivered messages.

sessionEventHandler
Type: System.EventHandlerSessionEventArgs
A delegate for session events.
Client applications can call GetLastSDKErrorInfo from within the session event delegate to get more info on the type of error condition reported by SessionEventArgs.

Return Value
Type: ISession
A new ISession instance.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when unable to create the session. Possible sub-codes:</td>
</tr>
<tr>
<td></td>
<td>● OutOfResources: When resources are exhausted</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown if the context is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

See Also

Reference
IContext Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IContextStart Method

version: 7.2.1.27
Note: This API is now obsolete.
Starts the context if it is not already started or disposed.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
[ObsoleteAttribute("This method has no effect, the context is already started when it is created")]
void Start()
```

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
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<tr>
<td>ObjectDisposedException</td>
<td>Thrown if the context is already disposed (terminal state).</td>
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</tbody>
</table>

See Also

Reference
  IContext Interface
  SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
IContextStop Method

version: 7.2.1.27  
Note: This API is now obsolete.

Stops the context if it is not already stopped or disposed.

Namespace: SolaceSystems.Solclient.Messaging  

Syntax

```csharp
[ObsoleteAttribute("This method has no effect, the context is already started when it is created and cannot be stopped")]
void Stop()
```

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
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<tbody>
<tr>
<td>ObjectDisposedException</td>
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See Also

Reference  
IContext Interface  
SolaceSystems.Solclient.Messaging Namespace

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The **IContext** type exposes the following members.

## Properties

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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Properties</td>
<td>Returns a read-only copy of the ContextProperties used to create this session.</td>
</tr>
<tr>
<td>Sessions</td>
<td>Returns a read-only snapshot of the current active (not yet disposed) sessions created within this context.</td>
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</table>

## See Also

Reference

- **IContext Interface**
- **SolaceSystems.Solclient.Messaging Namespace**

---

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Send comments on this topic to support_request@solacesystems.com
IContextProperties Property

version: 7.2.1.27
Returns a read-only copy of the ContextProperties used to create this session.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
ContextProperties Properties { get; }
```

Property Value
Type: ContextProperties

See Also

Reference
IContext Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IContextSessions Property

version: 7.2.1.27

Returns a read-only snapshot of the current active (not yet disposed) sessions created within this context.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
</table>
| ```
IList<ISession> Sessions { get; }
``` |

Property Value
Type: IList<ISession>

See Also

Reference
IContext Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IDestination Interface

version: 7.2.1.27
Represents a Destination messages can be sent to. A destination can be one of the following: {Topic, Queue}

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public interface IDestination : IDisposable
```

The IDestination type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🚨 Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable.)</td>
</tr>
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</table>

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>📢 Name</td>
<td>Represents the physical name of a destination.</td>
</tr>
</tbody>
</table>
Temporary Indicates whether this is a temporary destination. Temporary destinations are used mostly for request/reply message exchange patterns. Its scope and lifetime is that of the containing session.

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IDestination Methods

version: 7.2.1.27
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See Also

Reference
IDestination Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
The **IDestination** type exposes the following members.

### Properties

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<tr>
<th>Name</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>Name</td>
<td>Represents the physical name of a destination.</td>
</tr>
<tr>
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<td>Indicates whether this is a temporary destination. Temporary destinations are used mostly for request/reply message exchange patterns. Its scope and lifetime is that of the containing session.</td>
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</table>

### See Also

Reference

**IDestination Interface**

**SolaceSystems.Solclient.Messaging Namespace**

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Send comments on this topic to support_request@solacesystems.com
IDestination.Name Property

Version: 7.2.1.27

Represents the physical name of a destination.

**Namespace:** SolaceSystems.Solclient.Messaging

**Syntax**

```
C#   VB    C++

string Name { get; }
```

**Property Value**

Type: **String**

**See Also**

Reference
- IDestination Interface
- SolaceSystems.Solclient.Messaging Namespace

---

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Send comments on this topic to support_request@solacesystems.com
**IDestinationTemporary Property**

version: 7.2.1.27

Indicates whether this is a temporary destination. Temporary destinations are used mostly for request/reply message exchange patterns. Its scope and lifetime is that of the containing session.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

C#  VB  C++

```
bool Temporary { get; }
```

**Property Value**

Type: **Boolean**

**See Also**

Reference

- IDestination Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IDispatchTarget Interface

version: 7.2.1.27

It encapsulates an ISubscription and message callback delegate. This tuple is used as an argument for IMessageDispatcher operations.

**Namespace:** SolaceSystems.Solclient.Messaging  
Version: 7.2.1.27 (7.2.1.27)

### Syntax

```csharp
public interface IDispatchTarget
```

The `IDispatchTarget` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>MessageHandler</code></td>
<td>The callback delegate to which the matching messages are delivered to.</td>
</tr>
<tr>
<td><code>Subscription</code></td>
<td>The <code>ISubscription</code> used to attract messages with matching destinations.</td>
</tr>
</tbody>
</table>

### See Also

Reference
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Send comments on this topic to support_request@solacesystems.com
IDispatchTarget Properties

version: 7.2.1.27
The IDispatchTarget type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MessageHandler</td>
<td>The callback delegate to which the matching messages are delivered to.</td>
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<td>Subscription</td>
<td>The ISubscription used to attract messages with matching destinations.</td>
</tr>
</tbody>
</table>

See Also

Reference
- IDispatchTarget Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IDispatchTarget.MessageHandler Property

version: 7.2.1.27
The callback delegate to which the matching messages are delivered to.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
C# VB C++

EventHandler<MessageEventArgs> MessageHandler {

```

Property Value
Type: EventHandler<MessageEventArgs>

See Also

Reference
IDispatchTarget Interface
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
IDispatchTargetSubscription Property

version: 7.2.1.27
The ISubscription used to attract messages with matching destinations.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
ISubscription Subscription { get; }
```

Return Value
Type: ISubscription
Returns the ISubscription used to attract messages with matching destinations

See Also
Reference
IDispatchTarget Interface
SolaceSystems.Solclient.Messaging Namespace
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IDurableTopicEndpoint Interface

version: 7.2.1.27

Note: This API is now obsolete.

Represents a durable Topic Endpoint. This interface has been made obsolete in favor of ITopicEndpoint.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

The IDurableTopicEndpoint type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable.)</td>
</tr>
</tbody>
</table>

Properties

Top
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Durable</td>
<td>When true, the endpoint's life span is independent of the corresponding IFlow or ISession. (Inherited from IEndpoint.)</td>
</tr>
<tr>
<td>Name</td>
<td>The name of the Endpoint. A non-durable TopicEndpoint does not have a name. (Inherited from IEndpoint.)</td>
</tr>
</tbody>
</table>

See Also

Reference

SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IDurableTopicEndpoint Methods

version: 7.2.1.27

The IDurableTopicEndpoint type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable.)</td>
</tr>
</tbody>
</table>

See Also

Reference

IDurableTopicEndpoint Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
The `IDurableTopicEndpoint` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Durable</strong></td>
<td>When true, the endpoint's life span is independent of the corresponding IFlow or ISession. (Inherited from <code>IEndpoint</code>.)</td>
</tr>
<tr>
<td><strong>Name</strong></td>
<td>The name of the Endpoint. A non-durable TopicEndpoint does not have a name. (Inherited from <code>IEndpoint</code>.)</td>
</tr>
</tbody>
</table>

See Also

- Reference
  - `IDurableTopicEndpoint Interface`
  - `SolaceSystems.Solclient.Messaging Namespace`
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IEndpoint Interface

version: 7.2.1.27

Represents an Endpoint one of ITopicEndpoint, IQueue, or ISubscriberEndpoint.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

The IEndpoint type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable.)</td>
</tr>
</tbody>
</table>

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Durable</td>
<td>When true, the endpoint's life span is independent of the corresponding IFlow or</td>
</tr>
</tbody>
</table>
The name of the Endpoint. A non-durable TopicEndpoint does not have a name.

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace
IEndpoint Methods

version: 7.2.1.27

The `IEndpoint` type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from <code>IDisposable</code>.)</td>
</tr>
</tbody>
</table>

## See Also

Reference

- `IEndpoint Interface`
- `SolaceSystems.Solclient.Messaging Namespace`

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IEndpoint Properties

version: 7.2.1.27

The IEndpoint type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Durable</td>
<td>When true, the endpoint's life span is independent of the corresponding IFlow or ISession.</td>
</tr>
<tr>
<td>Name</td>
<td>The name of the Endpoint. A non-durable TopicEndpoint does not have a name.</td>
</tr>
</tbody>
</table>

See Also

Reference
IEndpoint Interface
SolaceSystems.Solclient.Messaging Namespace

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IEndpointDurable Property

version: 7.2.1.27
When true, the endpoint's life span is independent of the corresponding IFlow or ISession.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
bool Durable { get; }
```

### Property Value

Type: **Boolean**

### See Also

Reference  
IEndpoint Interface  
SolaceSystems.Solclient.Messaging Namespace

---

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IEndpointName Property

version: 7.2.1.27

The name of the Endpoint. A non-durable TopicEndpoint does not have a name.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```c#
string Name { get; }
```

See Also

Reference
IEndpoint Interface
SolaceSystems.Solclient.Messaging Namespace

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IFlow Interface

version: 7.2.1.27

A flow is an API concept that allows the application to receive messages from an endpoint on the appliance (a IQueue or ITopicEndpoint on a Solace appliance running SolOS-TR). Flows are not used by clients that receive Direct messages. Rather, Direct messages are received by clients with matching subscriptions directly from the appliance’s message bus through sessions instead of binding to a specific endpoint on the message bus.

Disposing a flow **must not** be performed in the flow callback delegate of the flow being disposed.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

**C#**
```csharp
public interface IFlow : IDisposable, IStatsAccessible
        IMessageDispatcher
```

**VB**
```vbnet
Public Interface IFlow As IDisposable, IStatsAccessible, IMessageDispatcher
```

**C++**
```c++
public interface IFlow : IDisposable, IStatsAccessible, IMessageDispatcher
```

The IFlow type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ack</td>
<td>Sends an acknowledgement for a message received over this flow. This instructs the API to consider the specified ADMessageId acknowledged at the application layer. The library...</td>
</tr>
</tbody>
</table>
does not send acknowledgements immediately. It stores the state for acknowledged messages internally and acknowledges messages, in bulk, when a threshold or timer is reached.

The exact behavior of Ack() is controlled by flow property MessageAckMode: **AutoAck** - Messages are acknowledged automatically by the API and calling this function has no effect. **ClientAck** - Every message received must be acknowledged by the application through individual calls to Ack().

When the transport is flow controlled (for example, the application is overwhelming the underlying tcp connection), if it is not possible for API to block until the congestion is relieved, the call to this method will return SOLCLIENT_WOULD_BLO on sessions configured with SendBlocking set to false. The session event callback delegate will receive subsequent CanSend when the congestion is relieved. On sessions configured with SendBlocking set to true, the call to this method, will block until the congestion is relieved unless this is not possible (due to to the fact that the this method is called from callback delegate). If it's not possible to block, this method will return SOLCLIENT_FAIL with a subcode **CannotBlockInContext**.

In practice this occurs very rarely as most applications do not simultaneously publish and receive large amounts of data on the same session. On sessions that primarily receive data sending acknowledgements alone cannot generate enough traffic to overwhelm the tcp connection.

**ClearStats**
Clears the stats dictionary. (Inherited from IStatsAccessible.)
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateDispatchTarget</td>
<td>Creates a <code>IDispatchTarget</code> instance to be used in the <code>Subscribe(IDispatchTarget, Int32, Object)</code> and <code>Unsubscribe(IDispatchTarget, Int32, Object)</code> methods.</td>
</tr>
<tr>
<td></td>
<td><strong>Note:</strong> Client applications must keep <code>IDispatchTarget</code> object references accessible if they want to unsubscribe from the given <code>IMessageDispatcher</code> and remove already added topic subscriptions. <code>IDispatchTarget</code> internal object ID constitutes a unique key. Forgetting to keep a reference to <code>IDispatchTarget</code> objects makes subsequent <code>Unsubscribe(IDispatchTarget, Int32, Object)</code> calls impossible. (Inherited from <code>IMessageDispatcher</code>.)</td>
</tr>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, resetting unmanaged resources. (Inherited from <code>IDisposable</code>.)</td>
</tr>
<tr>
<td>GetDestination</td>
<td>Returns the <code>IDestination</code> to which messages should be published to get to this flow's bound <code>IEndpoint</code>. If bound to a <code>ITopicEndpoint</code>, the returned <code>IDestination</code> will be of type <code>ITopic</code>. If bound to a <code>IQueue</code>, the returned <code>IDestination</code> will be of type <code>IQueue</code>. Otherwise, a null is returned.</td>
</tr>
<tr>
<td>GetEndpoint</td>
<td>Returns a reference to the Endpoint to which this flow is bound to. Possible endpoints include <code>ITopicEndpoint</code>, <code>IQueue</code>, or <code>ISubscriberEndpoint</code>. Endpoints can be durable or non-durable. Durable endpoints must be</td>
</tr>
</tbody>
</table>
explicitly created through `CreateDurableTopicEndpointEx(St` or `CreateQueue(String)`.

Non-durable endpoints are implicitly created after creating the flow and connecting the parent session, therefore calling this method before the parent `ISession` is connected will throw an `OperationErrorException`.

Note that `IQueue` is both an `IEndpoint` and `IDestination`, so it has both the durability (see `Durable`) and temporariness (see `Temporary`) properties.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetRxStats</td>
<td>Returns the Rx Stats. (Inherited from <code>IStatsAccessible</code>.)</td>
</tr>
<tr>
<td>GetSession</td>
<td>Returns a reference to the <code>ISession</code> that was used to create this flow.</td>
</tr>
<tr>
<td>GetSubscription</td>
<td>Returns a reference to a <code>ITopic</code> subscription instance. Similar to Non-durable endpoints, temporary destinations returned by this method are implicitly created after the flow is created and parent session is connected.</td>
</tr>
<tr>
<td>GetTransactedSession</td>
<td>Returns a reference to the Transacted Session associated to the Flow.</td>
</tr>
<tr>
<td>GetTxStats</td>
<td>Returns the Tx Stats. (Inherited from <code>IStatsAccessible</code>.)</td>
</tr>
<tr>
<td>ReceiveMsg</td>
<td>Receives a message from a specific tranacted Flow. It waits until a timeout or a message is received. No wait timeout is zero. Applications must call .Dispose() on the received message to release it.</td>
</tr>
</tbody>
</table>
Start

Starts the transport window of the flow enabling it to receive messages. When a IFlow is first created, it is already started, unless FlowStartState is set to false.

To restart a flow after it is been stopped (see Stop), clients must call Start on the stopped flow.

Stop

Stops or closes the transport window resulting in the eventual halt of message delivery. Stopping a flow does not result in message loss. It simply "pauses" message delivery until Start() is called again.

To restart a flow after it is been stopped, clients must call Start on the stopped flow.

Subscribe

Adds a IDispatchTarget subscription to the given IMessageDispatcher.

Note: In order to use this feature, the parent ISession's SessionProperties must have TopicDispatch set to true.

(Inherited from IMessageDispatcher)

Unsubscribe

Removes an IDispatchTarget subscription from the given IMessageDispatcher.

Note: To use this feature, the parent ISession's SessionProperties must have TopicDispatch set to true.

(Inherited from IMessageDispatcher)

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Properties
Returns a copy of the Flow properties

Top

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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Solclient

**IFlow Methods**

version: 7.2.1.27

The *IFlow* type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>
| Ack  | Sends an acknowledgement for a message received over this flow. This instructs the API to consider the specified ADMessageId acknowledged at the application layer. The library does not send acknowledgements immediately. It stores the state for acknowledged messages internally and acknowledges messages, in bulk, when a threshold or timer is reached. The exact behavior of Ack() is controlled by flow property MessageAckMode:  
- **AutoAck** - Messages are acknowledged automatically by the API and calling this function has no effect.  
- **ClientAck** - Every message received must be acknowledged by the application through individual calls to Ack().  

When the transport is flow controlled (for example, the application is overwhelming the underlying tcp connection), if it is not possible for the API to block until the congestion is relieved, the call to this method will return **SOLCLIENT_WOULD_BLOK** on sessions configured with **SendBlocking** set to false. The session event callback delegate will receive subsequent **CanSend** when the congestion is relieved. On sessions configured with **SendBlocking** set to false
true, the call to this method, will block until the congestion is relieved unless this is not possible (due to to the fact that the this method is called from a callback delegate). If it's not possible to block, this method will return SOLCLIENT_FAIL with a subcode CannotBlockInContext.

In practice this occurs very rarely as most applications do not simultaneously publish and receive large amounts of data on the same session. On sessions that primarily receive data, sending acknowledgements alone cannot generate enough traffic to overwhelm the TCP connection.

| **ClearStats** | Clears the stats dictionary. (Inherited from IStatsAccessible.) |
| **CreateDispatchTarget** | Creates a IDispatchTarget instance to be used in the Subscribe(IDispatchTarget, Int32, Object) and Unsubscribe(IDispatchTarget, Int32, Object) methods. **Note:** Client applications must keep IDispatchTarget object references accessible if they want to Unsubscribe from the given IMessageDispatcher and remove already added Topic subscriptions. IDispatchTarget instance ID constitutes a unique key. Forgetting to keep a reference to IDispatchTarget objects make subsequent Unsubscribe(IDispatchTarget, Int32, Object) calls impossible. (Inherited from IMessageDispatcher.) |
| **Dispose** | Performs application-defined tasks associated with freeing, releasing, resetting unmanaged resources. |
GetDestination | Returns the **IDestination** to which messages should be published to get to this flow's bound **IEndpoint**. If bound to a **ITopicEndpoint**, the returned IDestination will be of type **ITopic**. If bound to a **IQueue**, the returned IDestination will be of type **IQueue**. Otherwise, a null is returned.

GetEndpoint | Returns a reference to the Endpoint which this flow is bound to. Possible endpoints include **ITopicEndpoint**, **IQueue**, or **ISubscriberEndpoint**. Endpoints can be durable or non-durable. Durable endpoints must be explicitly created through **CreateDurableTopicEndpointEx(String)** or **CreateQueue(String)**. Non-durable endpoints are implicitly created after creating the flow and connecting the parent session, therefore calling this method before the parent **ISession** is connected will throw an **OperationErrorException**. Note that **IQueue** is both an **IEndpoint** and **IDestination**, so it has both the durability (see **Durable**) and temporariness (see **Temporary**) properties.

GetRxStats | Returns the Rx Stats. (Inherited from **IStatsAccessible**.)

GetSession | Returns a reference to the **ISession** that was used to create this flow.

GetSubscription | Returns a reference to a **ITopic** subscription instance. Similar to Non-durable endpoints,
temporary destinations returned by this method are implicitly created after the flow is created and parent session is connected.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetTransactedSession</td>
<td>Returns a reference to the Transacted Session associated to the Flow.</td>
</tr>
<tr>
<td>GetTxStats</td>
<td>Returns the Tx Stats. (Inherited from IStatsAccessible.)</td>
</tr>
<tr>
<td>ReceiveMsg</td>
<td>Receives a message from a specified transacted Flow. It waits until a timeout or a message is received. No wait timeout is zero. Applications must call .Dispose() on the received message to release it.</td>
</tr>
<tr>
<td>Start</td>
<td>Starts the transport window of the flow enabling it to receive messages. When a IFlow is first created, it is already started, unless FlowStartState is set to false. To restart a flow after it is been stopped (see Stop), clients must call Start on the stopped flow.</td>
</tr>
<tr>
<td>Stop</td>
<td>Stops or closes the transport window resulting in the eventual halt of message delivery. Stopping a flow does not result in message loss. It simply &quot;pauses&quot; message delivery until Start() is called again. To restart a flow after it is been stopped, clients must call Start on the stopped flow.</td>
</tr>
<tr>
<td>Subscribe</td>
<td>Adds a IDispatchTarget subscription to the given IMessageDispatcher. Note: In order to use this feature, the</td>
</tr>
</tbody>
</table>
parent ISession's SessionProperties must have TopicDispatch set to true.

(Inherited from IMessageDispatch)

**Unsubscribe**

Removes an IDispatchTarget subscription from the given IMessageDispatcher.  
Note: To use this feature, the parent ISession's SessionProperties must have TopicDispatch set to true.

(Inherited from IMessageDispatch)

---

### See Also

**Reference**

IFlow Interface

SolaceSystems.Solclient.Messaging Namespace

---

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IFlowAck Method

version: 7.2.1.27

Sends an acknowledgement for a message received over this flow. This instructs the API to consider the specified ADMessageId acknowledged at the application layer. The library does not send acknowledgements immediately. It stores the state for acknowledged messages internally and acknowledges messages, in bulk, when a threshold or timer is reached.

The exact behavior of Ack() is controlled by flow property MessageAckMode: **AutoAck** - Messages are acknowledged automatically by the API and calling this function has no effect. **ClientAck** - Every message received must be acknowledged by the application through individual calls to Ack().

When the transport is flow controlled (for example, the application is overwhelming the underlying tcp connection), if it is not possible for the API to block until the congestion is relieved, the call to this method will return **SOLCLIENT_WOULD_BLOCK** on sessions configured with SendBlocking set to false. The session event callback delegate will receive a subsequent **CanSend** when the congestion is relieved. On sessions configured with SendBlocking set to true, the call to this method, will block until the congestion is relieved unless this is not possible (due to the fact that the this method is called from a callback delegate). If it's not possible to block, this method will return **SOLCLIENT_FAIL** with a subcode of **CannotBlockInContext**

In practice this occurs very rarely as most applications do not simultaneously publish and receive large amounts of data on the same session. On sessions that primarily receive data, sending acknowledgements alone cannot generate enough traffic to overwhelm the tcp connection.

**Namespace:** SolaceSystems.Solclient.Messaging

**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Parameters

**ADMessageId**
Type: `System.Int64`
ADMessageId of the message to acknowledge.

Return Value
Type: `ReturnCode`
When successful, it returns `SOLCLIENT_OK`.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OperationErrorException</code></td>
<td>Thrown when the start operation fails.</td>
</tr>
<tr>
<td><code>ObjectDisposedException</code></td>
<td>Thrown when the flow is already disposed (terminal state).</td>
</tr>
<tr>
<td><code>FatalErrorException</code></td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

See Also

Reference
- `IFlow Interface`
- `SolaceSystems.Solclient.Messaging Namespace`

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Send comments on this topic to support_request@solacesystems.com
IFlowGetDestination Method

version: 7.2.1.27

Returns the IDestination to which messages should be published to get to this flow's bound IEndpoint.

If bound to a ITopicEndpoint, the returned IDestination will be of type ITopic.

If bound to a IQueue, the returned IDestination will be of type IQueue.

Otherwise, a null is returned.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
C#                VB                C++
IDestination GetDestination()
```

Return Value

Type: IDestination

An IDestination instance.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails.</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the flow is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error</td>
</tr>
</tbody>
</table>
occurs.

See Also

Reference

IFlow Interface
SolaceSystems.SolclientMessaging Namespace
IFlowGetEndpoint Method

version: 7.2.1.27
Returns a reference to the Endpoint which this flow is bound to.
Possible endpoints include ITopicEndpoint, IQueue, or
ISubscriberEndpoint

Endpoints can be durable or non-durable. Durable endpoints must be
explicitly created through CreateDurableTopicEndpointEx(String) or
CreateQueue(String).
Non-durable endpoints are implicitly created after creating the flow and
connecting the parent session, therefore calling this method before the
parent ISession is connected will throw an OperationErrorException.

Note that IQueue is both an IEndpoint and IDestination, so it has both
the durability (see Durable) and temporariness (see Temporary) properties.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
IEndpoint GetEndpoint()
```

Return Value
Type: IEndpoint
An IEndpoint instance.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails.</td>
</tr>
<tr>
<td><strong>ObjectDisposedException</strong></td>
<td>Thrown when the flow is already disposed (terminal state).</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>----------------------------------------------------------</td>
</tr>
<tr>
<td><strong>FatalErrorException</strong></td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

### See Also

**Reference**

- IFlow Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IFlowGetSession Method

version: 7.2.1.27
Returns a reference to the ISession that was used to create this flow.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
ISession GetSession()
```

Return Value
Type: ISession
Returns a reference to the ISession that was used to create this flow

See Also

Reference
IFlow Interface
SolaceSystems.Solclient.Messaging Namespace
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IFlowGetSubscription Method

version: 7.2.1.27
Returns a reference to a ITopic subscription instance.
Similar to Non-durable endpoints, temporary destinations returned by this method are implicitly created after the flow is created and parent session is connected.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>ISubscription GetSubscription()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Return Value
Type: ISubscription
An ITopic instance

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails.</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the flow is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>
See Also

Reference

IFlow Interface
SolaceSystems.Solclient.Messaging Namespace

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IFlowGetTransactedSession Method

version: 7.2.1.27
Returns a reference to the Transacted Session associated to the Flow.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
ITransactedSession GetTransactedSession()
```

Return Value
Type: ITransactedSession
The ITransactedSession associated with the Flow.

See Also

Reference
IFlow Interface
SolaceSystems.Solclient.Messaging Namespace

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**IFlowReceiveMsg Method**

version: 7.2.1.27

Receives a message from a specified transacted Flow. It waits until a timeout or a message is received. No wait if timeout is zero. Applications must later call .Dispose() on the received message to release it.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
</table>
| IMessage ReceiveMsg(  
    int timeout  
) |

### Parameters

- **timeout**
  - Type: SystemInt32
  - Timeout in milliseconds, 0 means no wait.

### Return Value

- **Type:** IMessage
- The received message is returned as a IMessage. A null message is returned under these circumstances: The queue is empty and a timeout occurred, the queue is empty and the timeout was zero, the flow is not a transacted flow.

### Exceptions

...
<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>An OperationErrorException is thrown when this method fails. The exception will contain one of these return codes:</td>
</tr>
<tr>
<td></td>
<td>- SOLCLIENT_FAIL -</td>
</tr>
<tr>
<td></td>
<td>- FlowUnbound - The flow is unbound and there are no messages waiting within the API to be delivered.</td>
</tr>
<tr>
<td></td>
<td>- CommitRollbackAlreadyInProgress - A commit or rollback is in progress</td>
</tr>
<tr>
<td></td>
<td>- InvalidFlowOperation - The flow is not associated with a transacted session.</td>
</tr>
<tr>
<td></td>
<td>- SOLCLIENT_NOT_READY -</td>
</tr>
<tr>
<td></td>
<td>- SessionNotEstablished - The session hasn't been established yet</td>
</tr>
<tr>
<td></td>
<td>- NoTransactionStarted - No transaction has been started yet</td>
</tr>
</tbody>
</table>

See Also

Reference
IFlow Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IFlowStart Method

version: 7.2.1.27
Starts the transport window of the flow enabling it to receive messages. When a IFlow is first created, it is already started, unless FlowStartState is set to false.
To restart a flow after it is been stopped (see Stop), clients must call start on the stopped flow.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>ReturnCode Start()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Return Value
Type: ReturnCode
When successful, it returns SOLCLIENT_OK.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the start operation fails.</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the flow is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>
See Also

Reference
IFlow Interface
SolaceSystems.Solclient.Messaging Namespace

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IFlowStop Method

version: 7.2.1.27

Stops or closes the transport window resulting in the eventual halt of message delivery. Stopping a flow does not result in message loss. It simply "pauses" message delivery until Start() is called again. To restart a flow after it is been stopped, clients must call Start on the stopped flow.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#          VB          C++
-------------  -------------  -------------

```csharp
ReturnCode Stop()
```

Return Value
Type: ReturnCode
When successful, it returns SOLCLIENT_OK.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the start operation fails.</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the flow is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>
See Also

Reference
IFlow Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IFlow Properties

version: 7.2.1.27

The IFlow type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Properties</td>
<td>Returns a copy of the Flow properties</td>
</tr>
</tbody>
</table>

See Also

Reference

IFlow Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IFlowProperties Property

version: 7.2.1.27
Returns a copy of the Flow properties

**Namespace:** SolaceSystems.Solclient.Messaging  
**Assembly:** SolaceSystems.Solclient.Messaging (in SolaceSystems.SolclientMessaging.dll) Version: 7.2.1.27 (7.2.1.27)

### Syntax

```csharp
FlowProperties Properties { get; }
```

**Property Value**
Type: FlowProperties

### See Also

Reference
- IFlow Interface
- SolaceSystems.Solclient.Messaging Namespace

---

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**IMessage Interface**

version: 7.2.1.27

The super interface of any message sent or received over this messaging API. Client applications must dispose of messages (by calling Dispose()) as soon as they are done with them.

**Note:** Unless indicated otherwise, mutable IMessage's properties are accessed and assigned by **value** and not by **reference**. In other words, the property's getter returns a copy of the IMessage's mutable internal state and its setter takes a copy of the passed in mutable value.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public interface IMessage : IDisposable
```

The IMessage type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateUserPropertyMap</td>
<td>Creates a user property map (of type IMapContainer) in the meta header of a message. Any existing user property map is</td>
</tr>
</tbody>
</table>
overwritten. After adding user properties to this map, it must be closed; if not, it is automatically closed after the associated message is disposed of.

Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this map results in an `OperationErrorException` with `ParamNullReference`.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from <code>IDisposable</code>.)</td>
</tr>
<tr>
<td>Dump</td>
<td>Returns a string representation of the contents of a message in human-readable form.</td>
</tr>
<tr>
<td>Dump(MessageDump)</td>
<td>Returns a string representation of the contents of a message in human-readable form. <code>Dump(MessageDump.Full)</code> is equivalent to calling <code>Dump()</code>.</td>
</tr>
<tr>
<td>GetBinaryAttachment</td>
<td>Gets the binary attachment part of the message. If not present,</td>
</tr>
</tbody>
</table>
null is returned to the user.

- **GetDestinationTopicSuffix**
  A getter for the suffix of the topic string. If the received message contains a topic destination and the topic begins with the session's topic prefix, this method returns the string following the '/' delimiter that terminates the topic prefix. Returns null if not present.

- **GetUserData**
  Gets the user data part of the message. Returns null if not present.

- **GetXmlContent**
  Gets the XML content part of the message. Returns null if not present.

- **Reset**
  Release all memory associated with this message, returning it to its original state, as if it has just been created.

- **SetAsReplyMessage**
  Sets the reply attribute of the message.

- **SetBinaryAttachment**
  Sets the binary attachment part of the message.

- **SetReplyToSuffix**
  Appends an application-specific suffix to the default topic destination for the session. When the session is established, a
unique topic destination is created for the session. This topic is generated by the appliance, and the API subscribes to a wildcard extended topic that is derived by appending './>' to the unique topic destination.

- **SetUserData**: Sets the user data part of the message.
- **SetXmlContent**: Sets the XML content part of the message.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AckImmediately</td>
<td>When the ACKImmediately property is set to true on an outgoing Guaranteed Delivery message, it indicates that the appliance should ACK this message immediately upon receipt. This property, when set by a publisher, may or may not be removed by the appliance prior to delivery to a consumer. Setting this property on an outgoing direct message or on a received message has no effect. Default: false</td>
</tr>
<tr>
<td>ADMessageld</td>
<td>Applies to received messages on MessageDeliveryMode.PERSISTENT, MessageDeliveryMode.NON_PERSISTENT, Guaranteed message and can be used when acknowledging such a message. If not available, 0 is returned.</td>
</tr>
<tr>
<td>ApplicationMessageld</td>
<td>Gets/sets the application message id.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-------------</td>
</tr>
<tr>
<td><strong>ApplicationMessageType</strong></td>
<td>Gets/sets the application message type and is passed through the API untouched.</td>
</tr>
<tr>
<td><strong>BinaryAttachment</strong></td>
<td>The binary attachment part of the message.</td>
</tr>
<tr>
<td><strong>CacheRequestId</strong></td>
<td>Returns the request ID set in the cache request.</td>
</tr>
<tr>
<td><strong>CacheStatus</strong></td>
<td>Returns the MessageCacheStatus.</td>
</tr>
<tr>
<td><strong>ConsumerIdList</strong></td>
<td>Applies to received messages only. When a received message has none. Consumer IDs are used with consumer IDs, received messages contain a list of XML subscriptions that were a match to that received message. If not present, null is returned.</td>
</tr>
<tr>
<td><strong>CorrelationId</strong></td>
<td>The correlation id is used for correlating a request to a reply. null is returned.</td>
</tr>
<tr>
<td><strong>CorrelationKey</strong></td>
<td>Applies to Guaranteed messages (where DeliveryMode is Persistent or Non-persistent). When set on a message acknowledgment event, the correlation key is local to the current application.</td>
</tr>
<tr>
<td><strong>DeliverToOne</strong></td>
<td>A setter/getter for the Deliver-To-One (DTO) property on a message. A Delivery mode of Direct. When a message has the DTO property, the message will be delivered only to one client. For Guaranteed Delivery (see DeliveryMode), this behavior only applies if the delivery mode is Persistent. This property is only supported by appliances running SolOS-TR.</td>
</tr>
<tr>
<td><strong>DeliveryMode</strong></td>
<td>A setter/getter for MessageDeliveryMode.</td>
</tr>
<tr>
<td><strong>Destination</strong></td>
<td>The Destination to send to or receive from ITopic or IQueue (null is not a valid value when sending).</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DiscardIndication</td>
<td>Returns <code>true</code> if one or more messages have been discarded, otherwise it returns <code>false</code>. Not affected by message eliding.</td>
</tr>
<tr>
<td>DMQEligible</td>
<td>Expired messages with this property set to <code>true</code> are moved to a Dead Message Queue when one is provisioned on the appliance.</td>
</tr>
<tr>
<td>ElidingEligible</td>
<td>Setting this property to <code>true</code> indicates that this message should be eligible for eliding.</td>
</tr>
<tr>
<td>Expiration</td>
<td>The UTC time (in milliseconds, from midnight, January 1, 1970 UTC) when the message is to expire. The expiration time is carried in the message when set to a non-zero value. Expiration time is not affected by message eliding. Setting this property has no effect. The message expiration time is carried unmodified and does not affect the life cycle of the message. If the expiration time has a positive value, the Expiration time is carried in the message. However, if the expiration time is set to zero, the Expiration time is not carried in the message. Expiration time is included only if the CalculateMessageExpiration property is set to <code>true</code>. The Expiration time for received messages will be the UTC time it was received plus the message's TimeToLive. The Expiration time for messages sent by the appliance to the API will be the UTC time when the message was sent.</td>
</tr>
<tr>
<td>HttpContentEncoding</td>
<td>The HTTP Content Encoding. If not present, returns <code>-1</code>.</td>
</tr>
<tr>
<td>HttpContentType</td>
<td>The HTTP Content Type. If not present, returns <code>-1</code>.</td>
</tr>
<tr>
<td>IsReplyMessage</td>
<td>Returns <code>true</code> if it is a reply message (reply to a request).</td>
</tr>
<tr>
<td>ReceiverTimestamp</td>
<td>Gets the receive timestamp (in milliseconds, from midnight, January 1, 1970 UTC). Returns <code>-1</code> if not present.</td>
</tr>
<tr>
<td>Redelivered</td>
<td>Applies only when DeliveryMode is MessageDeliveryMode.PERSISTENT or MessageDeliveryMode.NON_PERSISTENT. Delivered messages are not delivered by the appliance to the consumer.</td>
</tr>
<tr>
<td>Field</td>
<td>Description</td>
</tr>
<tr>
<td>------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>ReplyTo</strong></td>
<td>Represents the reply-to destination.</td>
</tr>
<tr>
<td><strong>SenderId</strong></td>
<td>Represents the sender id. Returns null if not present.</td>
</tr>
<tr>
<td><strong>SenderTimestamp</strong></td>
<td>Gets the sender timestamp (in milliseconds, from midnight, January 1, 1970 UTC). Returns -1 if not present.</td>
</tr>
<tr>
<td><strong>SequenceNumber</strong></td>
<td>Represents the message sequence number. The sequence number automatically generated by the session if present.</td>
</tr>
<tr>
<td><strong>TimeToLive</strong></td>
<td>The number of milliseconds before the message is discarded or moved to a Dead Message Queue. A value of 0 means the message never expires. The default value is zero. Note that this property is only valid for Guaranteed Delivery messages (Persistent and Non-Persistent). Other message types unless the message is promoted by the appliance to a Guaranteed Delivery message.</td>
</tr>
<tr>
<td><strong>TopicSequenceNumber</strong></td>
<td>Represents the Topic Sequence Number assigned by the appliance or the peer. Returns null if none is present.</td>
</tr>
<tr>
<td><strong>UserCos</strong></td>
<td>A setter/getter for User Class of Service. The Class of Service has different semantics for direct and guaranteed messages. For direct messaging, it determines the WRR weight for the message. For guaranteed messaging, it indicates whether the message should be delivered even if the endpoint is congested.</td>
</tr>
<tr>
<td><strong>UserData</strong></td>
<td>The user data part of the message. Returns null if none is present.</td>
</tr>
<tr>
<td><strong>UserPropertyMap</strong></td>
<td>Returns the user property map from the message. If the user property map is present in the message, use the UserPropertyMap to access its properties. After adding properties to this map, it must be closed after the associated message is sent. If it is explicitly closed by the client application, any attempt to use this map results in an OperationErrorException error subcode. As a consequence to the above note, when caching the reference to this map (to avoid creating a new temporary object with each access),...</td>
</tr>
</tbody>
</table>
should not use this reference after the associated message has been sent or disposed. At that point the cached user property map reference is invalid, and a new user map reference is required to access the user property map again.

Remarks

Do not set this value to the result of a way:

```csharp
IMessage msg = ContextFactory.Instance.CreateMessage();
msg.CreateUserPropertyMap();
msg.UserPropertyMap.AddString(
```

**Remarks**

Do not set this value to the result of a way:

```csharp
IMessage msg = ContextFactory.Instance.CreateMessage();
msg.CreateUserPropertyMap();
msg.UserPropertyMap.AddString(
```

**See Also**

Reference

*SolaceSystems.Solclient.Messaging* Namespace

---

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Send comments on this topic to support_request@solacesystems.com
版本: 7.2.1.27

The **IMessage** type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateUserPropertyMap</td>
<td>Creates a user property map (of type <strong>IMapContainer</strong>) in the meta header of a message. Any existing user property map is overwritten. After adding user properties to this map, it must be closed; if not, it is automatically closed after the associated message is disposed <strong>IDisposable</strong>. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this map results in an <strong>OperationErrorException</strong> with <strong>ParamNullReference</strong>.</td>
</tr>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from <strong>IDisposable</strong>)</td>
</tr>
</tbody>
</table>
IDisposable.**

- **Dump**
  Returns a string representation of the contents of a message in human-readable form.

- **Dump(MessageDump)**
  Returns a string representation of the contents of a message in human-readable form. Dump(MessageDump.Full) is equivalent to calling Dump().

- **GetBinaryAttachment**
  Gets the binary attachment part of the message. If not present, null is returned to the user.

- **GetDestinationTopicSuffix**
  A getter for the suffix of the topic string. If the received message contains a topic destination and the topic begins with the session's topic prefix, this method returns the string following the '/' delimiter that terminates the topic prefix. Returns null if not present.

- **GetUserData**
  Gets the user data part of the message. Returns null if not present.

- **GetXmlContent**
  Gets the XML content part of the message. Returns null if not present.
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reset</td>
<td>Release all memory associated with this message, returning it to its original state, as if it has just been created.</td>
</tr>
<tr>
<td>SetAsReplyMessage</td>
<td>Sets the reply attribute of the message.</td>
</tr>
<tr>
<td>SetBinaryAttachment</td>
<td>Sets the binary attachment part of the message.</td>
</tr>
<tr>
<td>SetReplyToSuffix</td>
<td>Appends an application-specific suffix to the default topic destination for the session. When the session is established, a unique topic destination is created for the session. This topic is generated by the appliance, and the API subscribes to a wildcard extended topic that is derived by appending './&gt;' to the unique topic destination.</td>
</tr>
<tr>
<td>SetUserData</td>
<td>Sets the user data part of the message.</td>
</tr>
<tr>
<td>SetXmlContent</td>
<td>Sets the XML content part of the message.</td>
</tr>
</tbody>
</table>
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Send comments on this topic to support_request@solacesystems.com
**IMessage CreateUserPropertyMap Method**

version: 7.2.1.27

Creates a user property map (of type `IMapContainer`) in the meta header of a message. Any existing user property map is overwritten. After adding user properties to this map, it must be closed; if not, it is automatically closed after the associated message is disposed `IDisposable`. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this map results in an `OperationErrorException` with `ParamNullReference`.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>IMapContainer CreateUserPropertyMap()</code></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Return Value**  
Type: `IMapContainer`  
The created user property map.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OperationErrorException</code></td>
<td>Thrown when the method invocation fails. ReturnCode and ErrorInfo will be accessible from</td>
</tr>
</tbody>
</table>
### Remarks

Do not set `UserPropertyMap` to the result of this method. Doing so will cause the underlying structure to be disposed. Correctly accessing the property map:

```csharp
IMessage msg = ContextFactory.Instance.CreateMessage();
msg.CreateUserPropertyMap();
msg.UserPropertyMap.AddString("message", "5");
```

### See Also

- Reference
  - `IMessage Interface`
  - `SolaceSystems.Solclient.Messaging Namespace`

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Send comments on this topic to support_request@solacesystems.com
IMessageDump Method

version: 7.2.1.27

Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dump</td>
<td>Returns a string representation of the contents of a message in human-readable form.</td>
</tr>
<tr>
<td>Dump(MessageDump)</td>
<td>Returns a string representation of the contents of a message in human-readable form. Dump(MessageDump.Full) is equivalent to calling Dump().</td>
</tr>
</tbody>
</table>

See Also

Reference
IMessage Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageDump Method

version: 7.2.1.27
Returns a string representation of the contents of a message in human-readable form.

**Namespace:** SolaceSystems.Solclient.Messaging

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>string Dump()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Return Value

**Type:** String
String representation of the entire message

### See Also

**Reference**
- IMessage Interface
- Dump Overload
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageDump Method (MessageDump)

version: 7.2.1.27

Returns a string representation of the contents of a message in human-readable form. Dump(MessageDump.Full) is equivalent to calling Dump().

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
</table>
| string Dump(
    MessageDump dumpMode
) |

Parameters

dumpMode
  Brief or Full

Return Value
  Type: String
  String representation of a message in either brief format or full format

See Also

Reference
IMessage Interface
Dump Overload
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageGetBinaryAttachment Method

version: 7.2.1.27

Gets the binary attachment part of the message. If not present, null is returned to the user.

**Namespace**: SolaceSystems.Solclient.Messaging


**Syntax**

```csharp
[ClsCompliantAttribute(false)]
sbyte[] GetBinaryAttachment()
```

**Return Value**

Type: **SByte**

An array of bytes.

**Remarks**

This method is not CLS-compliant; it is available for convenience. The CLI-compliant equivalent to this method is `BinaryAttachment` getter.

**See Also**

Reference
- IMessage Interface
- SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
**IMessageGetDestinationTopicSuffix Method**

version: 7.2.1.27

A getter for the suffix of the topic string. If the received message contains a topic destination and the topic begins with the session's topic prefix, this method returns the string following the '/' delimiter that terminates the topic prefix. Returns null if not present.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
string GetDestinationTopicSuffix(
    ISession session
)
```

### Parameters

- **session**
  - Type: SolaceSystems.Solclient.Messaging.ISession
  - Session to get the topic prefix from

### Return Value

- Type: String
  - The topic string with the session topic prefix removed. Returns null if the topic does not have the session prefix.

### See Also
Reference

IMessage Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageGetUserData Method

version: 7.2.1.27
Gets the user data part of the message. Returns null if not present.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

**C#**
```
[CLSCompliantAttribute(false)]
sbyte[] GetUserData()
```

**VB**
```
Dim GetUserData() As sbyte[]
```

**C++**
```
sbyte[] GetUserData();
```

**Return Value**

Type: **SByte**  
An array of bytes.

### Remarks

This method is not CLS-compliant; it is available for convenience. The CLI-compliant equivalent to this method is **UserData** getter.

### See Also

**Reference**
- IMessage Interface  
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMessageGetXmlContent Method**

Version: 7.2.1.27

Gets the XML content part of the message. Returns null if not present.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

C#

```csharp
[CLSCompliantAttribute(false)]
sbyte[] GetXmlContent()
```

### Return Value

Type: **SByte**

An array of bytes.

### Remarks

This method is not CLS-compliant; it is available for convenience. The CLI-compliant equivalent to this method is **XmlContent** getter.

### See Also

Reference

IMessage Interface

SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMessageReset Method**

version: 7.2.1.27

Release all memory associated with this message, returning it to its original state, as if it has just been created.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>void Reset()</code></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Return Value

Type:

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OperationErrorException</code></td>
<td>Thrown when the method invocation fails. ReturnCode and ErrorInfo are accessible from <code>OperationErrorException</code>.</td>
</tr>
<tr>
<td><code>FatalErrorException</code></td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

### See Also

Reference

`IMessage Interface`
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Send comments on this topic to support_request@solacesystems.com
IMessage.SetAsReplyMessage Method

version: 7.2.1.27
Sets the reply attribute of the message.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
void SetAsReplyMessage()
```

See Also

Reference
IMessage Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageSetBinaryAttachment Method

version: 7.2.1.27
Sets the binary attachment part of the message.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
[CLSCompliantAttribute(false)]
void SetBinaryAttachment(
    sbyte[] binaryAttachment
)
```

### Parameters

- **binaryAttachment**  
  Type: System.SByte

### Remarks

This method is not CLS-compliant; it is available for convenience. The CLI-compliant equivalent to this method is BinaryAttachment setter.

### See Also

Reference  
IMessage Interface
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Send comments on this topic to support_request@solacesystems.com
IMessageSetReplyToSuffix Method

version: 7.2.1.27

Appends an application-specific suffix to the default topic destination for the session. When the session is established, a unique topic destination is created for the session. This topic is generated by the appliance, and the API subscribes to a wildcard extended topic that is derived by appending './>' to the unique topic destination.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
void SetReplyToSuffix(
    ISession session,
    string replyToSuffix
)
```

Parameters

`session`
Type: SolaceSystems.Solclient.Messaging.ISession
Session to get the topic prefix from.

`replyToSuffix`
Type: System.String
Suffix to append to the default topic destination for the session.

See Also
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Send comments on this topic to support_request@solacesystems.com
**IMessageSetUserData Method**

version: 7.2.1.27
Sets the user data part of the message.

**Namespace:** SolaceSystems.Solclient.Messaging  

## Syntax

```csharp
[CLSCompliantAttribute(false)]
void SetUserData(sbyte[] userData)
```

### Parameters

* **userData**  
  Type: SystemSByte

## Remarks

This method is not CLS-compliant; it is available for convenience. The CLI-compliant equivalent to this method is **UserData** setter.

## See Also

**Reference**  
IMessage Interface  
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageSetXmlContent Method

version: 7.2.1.27
Sets the XML content part of the message.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
[CLSCompliantAttribute(false)]
void SetXmlContent(
    sbyte[] xmlContent
)
```

Parameters

xmlContent
Type: System.SByte

Remarks

This method is not CLS-compliant; it is available for convenience. The CLI-compliant equivalent to this method is XmlContent setter.

See Also

Reference
IMessage Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
The IMessage type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AckImmediately</td>
<td>When the ACKImmediately property is set to true on an outgoing Guaranteed Delivery message, it indicates that the appliance should ACK this message immediately upon receipt. This property, when set by a publisher, may or may not be removed by the appliance prior to delivery to a consumer, so message consumers must not rely on this property being present. Setting this property on an outgoing direct message or on a received message has no effect. Default: false</td>
</tr>
<tr>
<td>ADMessageld</td>
<td>Applies to received messages on MessageDeliveryMode.PERSISTENT or MessageDeliveryMode.NON_PERSISTENT Guaranteed message and can be used when acknowledging such a message. Not available, 0 is returned.</td>
</tr>
<tr>
<td>ApplicationMessageId</td>
<td>Gets/sets the application message ID.</td>
</tr>
<tr>
<td>ApplicationMessageType</td>
<td>Gets/sets the application message type and is passed through the API untouched.</td>
</tr>
<tr>
<td>BinaryAttachment</td>
<td>The binary attachment part of the message, can be used by the user.</td>
</tr>
<tr>
<td>CacheRequestId</td>
<td>Returns the request ID set in the MessageCacheStatus.Live If not present -1 is returned</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CacheStatus</td>
<td>Returns the MessageCacheStatus.</td>
</tr>
<tr>
<td>ConsumerIdList</td>
<td>Applies to received messages only. The received message has none. ConsumerIdList is used with consumer IDs, received messages have XML subscriptions, not with topic subscriptions.</td>
</tr>
<tr>
<td>CorrelationId</td>
<td>The correlation id is used for correlating a request to a reply. CorrelationId is None if not present, null is returned.</td>
</tr>
<tr>
<td>CorrelationKey</td>
<td>Applies to Guaranteed message subscriptions (where DeliveryMode is Persistent). When set on a message, the correlation key is associated with the message acknowledgment event.</td>
</tr>
<tr>
<td>DeliverToOne</td>
<td>A setter/getter for the Deliver-To-One (DTO) property on a message. This behavior only applies to Guaranteed Delivery messages. This property is only supported by appliances running SolOS-TR.</td>
</tr>
<tr>
<td>DeliveryMode</td>
<td>A setter/getter for MessageDeliveryMode.</td>
</tr>
<tr>
<td>Destination</td>
<td>The Destination to send to or receive from. The Destination must be ITopic or IQueue (null is not a valid value when sending messages).</td>
</tr>
<tr>
<td>DiscardIndication</td>
<td>Returns true if one or more messages have been discarded prior to being elided, otherwise it returns false. DiscardIndication is not affected by message eliding.</td>
</tr>
<tr>
<td>DMQEligible</td>
<td>Expired messages with this property set to true are moved to a Dead Message Queue when one is provisioned.</td>
</tr>
<tr>
<td>ElidingEligible</td>
<td>Setting this property to true indicates that this message should be eligible for message eliding.</td>
</tr>
</tbody>
</table>
### Expiration
The UTC time (in milliseconds, from midnight, January 1, 1970 UTC) when the message is to expire. The expiration time is carried in the message when set to a non-zero value. Expiration time is not included when this value is set to zero. However, it may be calculated based on the message’s TimeToLive.

If message Expiration time is not set in the message and the session property CalculateMessageExpiration is set to true, the Expiration time retrieved will be the UTC time when the message was received plus the message’s TimeToLive. The Expiration time for received messages will be the UTC time it was received.

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Expiration</td>
<td>The UTC time (in milliseconds, from midnight, January 1, 1970 UTC) when the message is to expire. The expiration time is carried in the message when set to a non-zero value. Expiration time is not included when this value is set to zero. However, it may be calculated based on the message’s TimeToLive. If message Expiration time is not set in the message and the session property CalculateMessageExpiration is set to true, the Expiration time retrieved will be the UTC time when the message was received plus the message’s TimeToLive. The Expiration time for received messages will be the UTC time it was received.</td>
</tr>
<tr>
<td>HttpContentEncoding</td>
<td>The HTTP Content Encoding. If not present, the content is returned as is.</td>
</tr>
<tr>
<td>HttpContentType</td>
<td>The HTTP Content Type. If not present, the content is returned as is.</td>
</tr>
<tr>
<td>IsReplyMessage</td>
<td>Returns true if it is a reply message.</td>
</tr>
<tr>
<td>ReceiverTimestamp</td>
<td>Gets the receive timestamp (in milliseconds, from midnight, January 1, 1970 UTC). Returns -1 if not present.</td>
</tr>
<tr>
<td>Redelivered</td>
<td>Applies only when DeliveryMode is MessageDeliveryMode.PERSISTENT or MessageDeliveryMode.NON_PERSISTENT. Database will ensure message is delivered by the appliance to the API before any delivery failures.</td>
</tr>
<tr>
<td>ReplyTo</td>
<td>Represents the reply-to destination.</td>
</tr>
<tr>
<td>SenderId</td>
<td>Represents the sender id. Returns null if not present.</td>
</tr>
<tr>
<td>SenderTimestamp</td>
<td>Gets the sender timestamp (in milliseconds, from midnight, January 1, 1970 UTC). Returns -1 if not present.</td>
</tr>
<tr>
<td>SequenceNumber</td>
<td>Represents the message sequence number.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>TimeToLive</strong></td>
<td>The number of milliseconds before the message is discarded or moved to the Dead Message Queue. A value of 0 means the message never expires. The default value is zero. Note that this property is only valid for Guaranteed Delivery messages (Persistent and Non-Persistent). Other message types unless the message is promoted by the appliance to a Guaranteed Delivery message.</td>
</tr>
<tr>
<td><strong>TopicSequenceNumber</strong></td>
<td>Represents the Topic Sequence Number assigned by the appliance or the peer. Returns null if none is present.</td>
</tr>
<tr>
<td><strong>UserCos</strong></td>
<td>A setter/getter for User Class of Service. The Class of Service has different semantics for direct and guaranteed messages. For direct messaging, it determines the WRR weight for the message. For guaranteed messaging, it indicates whether the message is sent if the endpoint is congested (see Remarks).</td>
</tr>
<tr>
<td><strong>UserData</strong></td>
<td>The user data part of the message. Returns null if none is present.</td>
</tr>
<tr>
<td><strong>UserPropertyMap</strong></td>
<td>Returns the user property map from the message's meta header. If no user property map is present in the message, this property is null. To create a new user property map use CreateUserPropertyMap. After adding properties to this map, it must be closed after the associated message is sent; if not, it is explicitly closed by the client application. Any attempt to use this map results in an OperationErrorException error subcode. As a consequence to the above note, when caching the reference to this map (to avoid creating a new temporary object with each access), should not use this reference after the associated message has been sent or disposed. At that point the cache is invalid, and a new user map reference is required to access the user property map again.</td>
</tr>
</tbody>
</table>

**Remarks**

Do not set this value to the result of cause the underlying structure
XmlContent

The XML content part of the message.

See Also

Reference
IMessage Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
version: 7.2.1.27

When the ACKImmediately property is set to true on an outgoing Guaranteed Delivery message, it indicates that the appliance should ACK this message immediately upon receipt.

This property, when set by a publisher, may or may not be removed by the appliance prior to delivery to a consumer, so message consumers must not rely on this property being present. Setting this property on an outgoing direct message or on a received message has no effect.

Default: false

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

```csharp
bool AckImmediately { get; set; }
```

**Property Value**

Type: `Boolean`

### See Also

**Reference**

- IMessage Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageADMessageId Property

version: 7.2.1.27
Applies to received messages only with DeliveryMode MessageDeliveryMode.PERSISTENT or MessageDeliveryMode.NON_PERSISTENT. Represents the message Id of a Guaranteed message and can be used when acknowledging such a message. If not available 0 is returned.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#    VB    C++    Copy

```csharp
long ADMIsgnedMessageId { get; }
```

Property Value
Type: Int64

See Also

Reference
IMessage Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
```csharp
string ApplicationMessageId { get; set; }
```

Property Value
- Type: String

Remarks
- Can be used as an identifier in a message selector.

See Also
- IMessage Interface
- SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
**IMessageApplicationMessageType Property**

version: 7.2.1.27

Gets/sets the application message type. This value is used by applications only and is passed through the API untouched. If not present, null is returned.

**Namespace**: SolaceSystems.Solclient.Messaging


### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
string ApplicationMessageType { get; set; }
```

**Property Value**

Type: String

### Remarks

Can be used as an identifier in a message selector.

### See Also

Reference
- IMessage Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMessageBinaryAttachment**

**Property**

version: 7.2.1.27

The binary attachment part of the message. If not present, **null** is returned to the user.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
byte[] BinaryAttachment { get; set; }
```

**Property Value**

Type: **Byte**

### See Also

**Reference**

- IMessage Interface  
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageCacheRequestId Property

version: 7.2.1.27

Returns the request ID set in the cache request. Always null if CacheStatus is MessageCacheStatus.Live If not present -1 is returned

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#   VB   C++

```csharp
long CacheRequestId { get; }
```

Property Value

Type: Int64

See Also

Reference

IMessage Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageCacheStatus Property

version: 7.2.1.27

Returns the MessageCacheStatus.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

C#    VB    C++

```csharp
MessageCacheStatus CacheStatus { get; }
```

**Property Value**

*Type:* MessageCacheStatus

**See Also**

Reference

IMessage Interface  
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMessageConsumerIdList Property**

**version: 7.2.1.27**

Applies to received messages only. Returns the Consumer Id list, null if the received message has none. Consumer IDs are only used with XML content subscriptions, not with topic subscriptions. When XML subscriptions are applied with consumer IDs, received messages contain a list of the consumer IDs of all XML subscriptions that were a match to that received message. This allows the application to know which of its XML subscriptions were a match to the received message. If not present, null is returned.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
IList<long> ConsumerIdList { get; }
```

**Property Value**  
Type: `IList<int64>`

### See Also

**Reference**  
*IMessage Interface*  
*SolaceSystems.Solclient.Messaging Namespace*

---

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Send comments on this topic to support_request@solacesystems.com
IMessageCorrelationId Property

version: 7.2.1.27

The correlation id is used for correlating a request to a reply. If not present, **null** is returned.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
string CorrelationId { get; set; }
```

Property Value  
Type: **String**

**Remarks**

Can be used as an identifier in a message selector.

**See Also**

Reference  
IMessage Interface  
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
IMessageCorrelationKey Property

version: 7.2.1.27
Applies to Guaranteed messages (where DeliveryMode is Persistent or Non-persistent). When set on a message, the correlation key is returned in a message acknowledgment event. If not present, null is returned. CorrelationKey is local to the current application, it is not transmitted on the wire.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#     VB     C++

```csharp
Object CorrelationKey { get; set; }
```

Property Value
Type: Object

See Also

Reference
IMessage Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageDeliverToOne Property

version: 7.2.1.27
A setter/getter for the Deliver-To-One (DTO) property on a message with a Delivery mode of Direct. When a message has the DTO property set, it can to be delivered only to one client. For a Guaranteed Delivery message (see DeliveryMode), this behavior only applies to the "demoted" direct copy of this message. This property is only supported by appliances running SolOS-TR.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#     VB     C++  

```csharp
bool DeliverToOne { get; set; }
```

Property Value
Type: Boolean

See Also

Reference
IMessage Interface
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
IMessageDeliveryMode Property

version: 7.2.1.27
A setter/getter for MessageDeliveryMode.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>MessageDeliveryMode DeliveryMode { get; set; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Property Value
Type: MessageDeliveryMode

Remarks
Can be used as an identifier in a message selector.

See Also

Reference
IMessage Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageDestination Property

version: 7.2.1.27
The Destination to send to or receive on. For SolOS-Topic Routing (TR) it must be ITopic or IQueue (null is not a valid value when sending the message).

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
IDestination Destination { get; set; }
```

Property Value
Type: IDestination

See Also

Reference
IMessage Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageDiscardIndication Property

version: 7.2.1.27

Returns **true** if one or more messages have been discarded prior to the current message, otherwise it returns **false**. Indicates congestion discards only and is not affected by message eliding.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>bool DiscardIndication { get; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**  
**Type:** Boolean

### See Also

**Reference**  
IMessage Interface  
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMessageDMQ Eligible Property**

**version:** 7.2.1.27

Expired messages with this property set to true are moved to a Dead Message Queue when one is provisioned on the appliance. Default: false

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
bool DMQ Eligible { get; set; }
```

### Property Value

Type: **Boolean**

### See Also

**Reference**
- IMessage Interface
- SolaceSystems.SolclientMessaging Namespace

---

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Send comments on this topic to support_request@solacesystems.com
### IMessageElidingEligible Property

**version:** 7.2.1.27

Setting this property to `true` indicates that this message should be eligible for eliding.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
bool ElidingEligible { get; set; }
```

### Remarks

Message eliding enables filtering of data to avoid transmitting every single update to a subscribing client. It can be used to overcome slow consumers or any situation where a slower message rate is desired.

Time-based eliding (supported in SolOS-TR) ensures that subscriber applications always receive only the most current update of a published topic at a rate that they can manage. By limiting the incoming message rate, a subscriber application is able to avoid a message backlog filled with outdated messages.

This property does not indicate whether the message was elided or even provide information about the subscriber's configuration (with regards to Message Eliding).

### See Also
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Send comments on this topic to support_request@solacesystems.com
IMessageExpiration Property

version: 7.2.1.27

The UTC time (in milliseconds, from midnight, January 1, 1970 UTC) when the message is to expire. The expiration time is carried in the message when set to a non-zero value. Expiration time is not included when this value is set to zero.

Setting this property has no effect if the TimeToLive is set in the same message. The message expiration time is carried to clients that receive the message unmodified and does not affect the life cycle of the message. Set TimeToLive to a positive value to enforce message expiry in the network. When TimeToLive has a positive value, the Expiration is never carried in the message (defaulting to zero).

However, it may be calculated and retrieved if the session property CalculateMessageExpiration is set to true.

if message Expiration time is not set in the message and the session property CalculateMessageExpiration is set to true, the Expiration time is calculated based on the message's TimeToLive. When enabled, the Expiration time retrieved will be the UTC time when the message is sent plus the message's TimeToLive. The Expiration time for received messages will be the UTC time when the message was received plus the TimeToLive of the message at the time it was received.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# | VB | C++
---|---|---
long Expiration { get; set; }

Property Value
Type: Int64

See Also
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Send comments on this topic to support_request@solacesystems.com
**IMessage.HttpContentEncoding Property**

version: 7.2.1.27

The HTTP Content Encoding. If not present, **null** is returned.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>string HttpContentEncoding { get; set; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: **String**

### See Also

Reference

IMessage Interface  
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
Solclient

IMessageHttpContentType Property

version: 7.2.1.27
The HTTP Content Type. If not present, null is returned.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>string HttpContentType { get; set; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Property Value
Type: String

See Also

Reference
IMessage Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMessage.IsReplyMessage Property**

version: 7.2.1.27

Returns **true** if it is a reply message (reply to a request).

**Namespace:** SolaceSystems.Solclient.Messaging


**Syntax**

```csharp
bool IsReplyMessage { get; }
```

**Property Value**
Type: **Boolean**

**See Also**

**Reference**
- IMessage Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMessageReceiverTimestamp Property**

version: 7.2.1.27

Gets the receive timestamp (in milliseconds, from midnight, January 1, 1970 UTC). Returns -1 if not present.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>c#</code> long ReceiverTimestamp { get; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: `Int64`

**See Also**

**Reference**

IMessage Interface  
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMessageRedelivered Property**

**version:** 7.2.1.27  
Applies only when DeliveryMode is  
MessageDeliveryMode.PERSISTENT or  
MessageDeliveryMode.NON_PERSISTENT. Indicates if the message  
has been delivered by the appliance to the API before.

**Namespace:** SolaceSystems.Solclient.Messaging  
**Assembly:** SolaceSystems.Solclient.Messaging (in  
SolaceSystems.Solclient.Messaging.dll) Version: 7.2.1.27 (7.2.1.27)

**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
</table>
| ```
bool Redelivered { get; }
``` |

**Property Value**  
Type: Boolean

**See Also**

Refer to:  
IMessage Interface  
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageReplyTo Property

version: 7.2.1.27
Represents the reply-to destination. Returns null if not present.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td>IDestination ReplyTo { get; set; }</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: IDestination

### See Also

**Reference**

IMessage Interface

SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
Solclient

IMessageSenderId Property

version: 7.2.1.27
Represents the sender id. Returns null if not present.

**Namespace:** SolaceSystems.Solclient.Messaging

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```
string SenderId { get; set; }
```

**Property Value**

**Type:** String

### See Also

**Reference**
- IMessage Interface
- SolaceSystems.Solclient.Messaging Namespace

---

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Send comments on this topic to support_request@solacesystems.com
IMessageSenderTimestamp Property

version: 7.2.1.27

Gets the sender timestamp (in milliseconds, from midnight, January 1, 1970 UTC). Returns -1 if not present or set.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
long SenderTimestamp { get; set; }
```

Property Value
Type: Int64

Remarks

Can be used as an identifier in a message selector.

See Also

Reference
IMessage Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageSequenceNumber Property

version: 7.2.1.27

Represents the message sequence number. The set operation overrides the sequence number automatically generated by the session (if set). Returns null if not present.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
Nullable<long> SequenceNumber { get; set; }
```

Property Value
Type: NullableInt64

See Also

Reference
IMessage Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageTimeToLive Property

version: 7.2.1.27

The number of milliseconds before the message is discarded or moved to a Dead Message Queue. A value of 0 means the message never expires. The default value is zero.

Note that this property is only valid for Guaranteed Delivery messages (Persistent and Non-Persistent). It has no effect when used in conjunction with other message types unless the message is promoted by the appliance to a Guaranteed Delivery message.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#     VB     C++

```csharp
long TimeToLive { get; set; }
```

Property Value
Type: Int64

See Also

Reference
IMessage Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageTopicSequenceNumber Property

version: 7.2.1.27

Represents the Topic Sequence Number assigned by the appliance or the peer. Returns null if none is present

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
Nullable<long> TopicSequenceNumber { get; }
```

Property Value

Type: NullableInt64

See Also

Reference

IMessage Interface
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
**IMessageUserCos Property**

version: 7.2.1.27

A setter/getter for User Class of service. The Class of Service has different semantics for direct and guaranteed messages. For direct messaging, it determines the WRR weight for the message. For guaranteed messaging, it indicates the discard eligibility of the message if the endpoint is congested (see [LowPriorityMsgCongestion](#)).

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

```csharp
c#  
UserCos UserCos { get; set; }  
```

### Property Value

Type: UserCos

### See Also

**Reference**

- IMessage Interface
- SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
IMessageUserData Property

version: 7.2.1.27
The user data part of the message (maximum: 36 bytes). Returns null if not present.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++
byte[] UserData { get; set; }

Property Value
Type: Byte

See Also

Reference
IMessage Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
Returns the user property map from the message's meta header. If no user property map is present in the message, this property is null. To create a new user property map use `CreateUserPropertyMap` instead. After adding properties to this map, it must be closed; if not, it is automatically closed after the associated message is sent, or disposed `IDisposable`. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this map results in an `OperationErrorException` with `ParamNullReference` error subcode.

As a consequence to the above note, when caching the reference to this map (to avoid creating a new temporary object with each access), client applications should not use this reference after the associated message has been sent or disposed. At that point the cached user property map reference is invalid, and a new user map reference is required by calling `IMessage.UserPropertyMap` to access the user property map again.

**Remarks**

Do not set this value to the result of `CreateUserPropertyMap`. Doing so will cause the underlying structure to be disposed. Instead, access the map this way:

```csharp
IMessage msg = ContextFactory.Instance.CreateMessage();
msg.CreateUserPropertyMap();
msg.UserPropertyMap.AddString("message", "5");
```

**Namespace:** SolaceSystems.Solclient.Messaging  
Syntax

```csharp
IMapContainer UserPropertyMap { get; set; }
```

Property Value
Type: IMapContainer

See Also
Reference
IMessage Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMessageXmlContent Property**

version: 7.2.1.27

The XML content part of the message. Returns `null` if not present.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>byte[] XmlContent { get; set; }</code></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: `Byte`

### See Also

**Reference**
- IMessage Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMessageDispatcher Interface**

version: 7.2.1.27

In the typical scenarios, using `Subscribe(ISubscription, Boolean)` , `CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs)` or `CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs, EndpointProperties)` client applications can register interest to receive messages with destinations matching the set of added subscription(s). All matching messages are received within the context of the message callback delegate. There's one delegate registered per session or flow.

IMessageDispatcher is an interface abstraction which enables the API to further demultiplex messages to consumers based on registered subscriptions (within an `ISession` or `IFlow`). Dispatching/demultiplexing incoming messages based on topics allows different callback delegates to be invoked based on the received message's topic. Full wildcard subscription syntax is supported; see `ITopic` for more details.

To better illustrate the usage of this feature, consider the following examples: A client application registers interest to receive messages matching 'car/\>', it does so by calling the `Subscribe` method on an `ISession` instance. All messages matching this wildcard topic are received over the message callback delegate. In this case, the client receives any message matching 'car/\>', for example: 'car/gmc' or 'car/toyota'. Using the Topic dispatch feature, the client application (as described above) can demultiplex incoming messages to different callback delegates. For example, it can create a couple of `IDispatchTarget` instances; the first one with 'car/gmc' as topic subscription and the second with 'car/toyota'. Then it can call the `ISession's Subscribe(IDispatchTarget...)` method to add these subscriptions along with the delegates to invoke when receiving matching messages on 'car/gmc' or 'car/toyota'. Delivered message with destinations outside of these two topic subscriptions, are still received over the default message callback delegate associated with the `ISession` instance.

Note: In order to use this feature, the parent `ISession's SessionProperties` must have `TopicDispatch` set to true.

**Namespace:** SolaceSystems.Solclient.Messaging  
**Assembly:** SolaceSystems.Solclient.Messaging (in
Syntax

The `IMessageDispatcher` type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateDispatchTarget</td>
<td>Creates a <code>IDispatchTarget</code> instance to be used in the <code>Subscribe(IDispatchTarget, Int32, Object)</code> and <code>Unsubscribe(IDispatchTarget, Int32, Object)</code> methods. <strong>Note:</strong> Client applications must keep <code>IDispatchTarget</code> object references accessible if they want to Unsubscribe from the given <code>IMessageDispatcher</code>, and remove already added Topic subscriptions. <code>IDispatchTarget</code> internal object ID constitutes a unique key. Forgetting to keep a reference to <code>IDispatchTarget</code> objects make subsequent <code>Unsubscribe(IDispatchTarget, Int32, Object)</code> calls impossible.</td>
</tr>
<tr>
<td>Subscribe</td>
<td>Adds a <code>IDispatchTarget</code> subscription to the given <code>IMessageDispatcher</code>. <strong>Note:</strong> In order to use this feature, the parent <code>ISession</code>'s...</td>
</tr>
</tbody>
</table>
SessionProperties must have TopicDispatch set to true.

| Unsubscribe | Removes an IDispatchTarget subscription from the given IMessageDispatcher. Note: To use this feature, the parent ISession’s SessionProperties must have TopicDispatch set to true. |

See Also

Reference

SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
The **IMessageDispatcher** type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateDispatchTarget</td>
<td>Creates a <strong>IDispatchTarget</strong> instance to be used in the <strong>Subscribe(IDispatchTarget, Int32, Object)</strong> and <strong>Unsubscribe(IDispatchTarget, Int32, Object)</strong> methods. <strong>Note:</strong> Client applications must keep <strong>IDispatchTarget</strong> object references accessible if they want to Unsubscribe from the given <strong>IMessageDispatcher</strong>, and remove already added Topic subscriptions. IDs within <strong>IDispatchTarget</strong> objects act as unique keys. Forgetting to keep a reference to <strong>IDispatchTarget</strong> objects make subsequent <strong>Unsubscribe(IDispatchTarget, Int32, Object)</strong> calls impossible.</td>
</tr>
<tr>
<td>Subscribe</td>
<td>Adds a <strong>IDispatchTarget</strong> subscription to the given <strong>IMessageDispatcher</strong>. <strong>Note:</strong> In order to use this feature, the parent <strong>ISession's SessionProperties</strong> must have <strong>TopicDispatch</strong> set to true.</td>
</tr>
</tbody>
</table>
Unsubscribe

Removes an IDispatchTarget subscription from the given IMessageDispatcher.

Note: To use this feature, the parent ISession's SessionProperties must have TopicDispatch set to true.

See Also

Reference
IMessageDispatcher Interface
SolaceSystems.Solclient.Messaging Namespace
IMessageDispatcher CreateDispatchTarget Method

version: 7.2.1.27

Creates a IDispatchTarget instance to be used in the Subscribe(IDispatchTarget, Int32, Object) and Unsubscribe(IDispatchTarget, Int32, Object) methods.

**Note:** Client applications must keep IDispatchTarget object references accessible if they want to Unsubscribe from the given IMessageDispatcher, and remove already added Topic subscriptions. IDispatchTarget internal object ID constitutes a unique key. Forgetting to keep a reference to IDispatchTarget objects make subsequent Unsubscribe(IDispatchTarget, Int32, Object) calls impossible.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

```csharp
IDispatchTarget CreateDispatchTarget(
    ISubscription subscription,
    EventHandler<MessageEventArgs> messageCallback
)
```

**Parameters**

- **subscription**
  - Type: SolaceSystems.Solclient.Messaging.ISubscription
  - An ITopic instance.

- **messageCallback**
  - Type: System.EventHandler<MessageEventArgs>
The callback delegate to dispatch matching messages to.

Return Value  
Type: IDispatchTarget  
Returns a IDispatchTarget instance

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown if subscription or messageCallback are null.</td>
</tr>
<tr>
<td>ArgumentOutOfRangeException</td>
<td></td>
</tr>
</tbody>
</table>

### See Also

Reference  
IMessageDispatcher Interface  
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IMessageDispatcherSubscribe Method

version: 7.2.1.27

Adds a IDispatchTarget subscription to the given IMessageDispatcher.
Note: In order to use this feature, the parent ISession's SessionProperties must have TopicDispatch set to true.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# | VB | C++
---|----|---

```csharp
copy

ReturnCode Subscribe(
    IDispatchTarget dispatchTarget,
    int flags,
    Object correlationKey
)
```

Parameters

dispatchTarget
- Type: SolaceSystems.Solclient.Messaging.IDispatchTarget

flags
- Type: System.Int32
- Possible values are: 0, this signals to the API not to request or wait for a confirmation. One or more flags from SubscribeFlag ORed. Valid flags are RequestConfirm, WaitForConfirm and LocalDispatchOnly. If LocalDispatchOnly is used, it should be the only flag in the set.

correlationKey
Type: SystemObject
If subscribeFlags is RequestConfirm, client applications can specify a non-null correlationKey object reference which is returned to the application as a CorrelationKey field within a SessionEventArgs event.

Return Value
Type: ReturnCode
SOLCLIENT_WOULD_BLOCK, if the operation cannot be accepted by the API immediately, SOLCLIENT_OK if successful, or SOLCLIENT_IN_PROGRESS if in progress.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the Subscribe operation fails. More details are available in the fields of the OperationErrorException. Possible sub-codes:</td>
</tr>
<tr>
<td></td>
<td>• OutOfResources</td>
</tr>
<tr>
<td></td>
<td>• SubscriptionAlreadyPresent</td>
</tr>
<tr>
<td></td>
<td>• SubscriptionTooMany</td>
</tr>
<tr>
<td></td>
<td>• SubscriptionACLDenied</td>
</tr>
<tr>
<td></td>
<td>• SubscriptionOther</td>
</tr>
<tr>
<td></td>
<td>• InvalidSessionOperation</td>
</tr>
<tr>
<td></td>
<td>• InvalidTopicSyntax</td>
</tr>
<tr>
<td></td>
<td>• Topic dispatch not enabled for transacted flows.</td>
</tr>
<tr>
<td></td>
<td>• InvalidFlowOperation</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>
ArgumentNullException

Thrown if dispatchTarget is null.

See Also

Reference

IMessageDispatcher Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMessageDispatcherUnsubscribe Method**

version: 7.2.1.27
Removes an IDispatchTarget subscription from the given IMessageDispatcher.
Note: To use this feature, the parent ISession's SessionProperties must have TopicDispatch set to true.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
</table>
| ReturnCode Unsubscribe(  
      IDispatchTarget dispatchTarget,  
      int flags,  
      Object correlationKey  
)

**Parameters**

*dispatchTarget*
Type: SolaceSystems.Solclient.Messaging.IDispatchTarget

*flags*
Type: System.Int32  
Possible values are: 0, this signals to the API not to request or wait for a confirmation. One or more flags from SubscribeFlag ORed. Valid flags are RequestConfirm, WaitForConfirm and LocalDispatchOnly. If LocalDispatchOnly is used, it should be the only flag in the set.
**correlationKey**

Type: **SystemObject**

If `subscribeFlags` is `RequestConfirm`, client applications can specify a non-null `correlationKey` object reference which is returned to the application as a CorrelationKey field within a `SessionEventArgs` event.

**Return Value**

Type: **ReturnCode**

- **SOLCLIENT_WOULD_BLOCK**, if the operation cannot be accepted by the API immediately,
- **SOLCLIENT_OK** if successful,
- **SOLCLIENT_IN_PROGRESS** if in progress.

**Exceptions**

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
</table>
| **OperationErrorException** | Thrown when the Unsubscribe operation fails. More details are available in the fields of the `OperationErrorException`. Possible sub-codes:  
  - **InvalidTopicSyntax**  
  - **InvalidSessionOperation**  
  - **SubscriptionNotFound**  
  - **SubscriptionOther**  
  - Topic dispatch is not enabled for transacted flows  
  - **InvalidFlowOperation** |
| **ObjectDisposedException** | Thrown when the session is already disposed (terminal state).             |
| **FatalErrorException**     | Thrown when an unrecoverable error occurs.                               |
| **ArgumentNullException**  | Thrown if dispatchTarget is null.                                         |
See Also

Reference
IMessageDispatcher Interface
SolaceSystems.Solclient.Messaging Namespace
IProperties Interface

version: 7.2.1.27
Super interface for all properties. This interface is used in builder/factory design patterns.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public interface IProperties : ICloneable
```

The IProperties type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>Clears the properties.</td>
</tr>
<tr>
<td>Clone</td>
<td>Creates a new object that is a copy of the current instance. (Inherited from ICloneable.)</td>
</tr>
</tbody>
</table>

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count</td>
<td>Returns the number of properties.</td>
</tr>
</tbody>
</table>
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Send comments on this topic to support_request@solacesystems.com
IProperties Methods

version: 7.2.1.27
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Methods

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</tr>
</tbody>
</table>

See Also

Reference
IProperties Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IProperties.Clear Method

version: 7.2.1.27
Clears the properties.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
void Clear()
```

See Also

Reference
IProperties Interface
SolaceSystems.Solclient.Messaging Namespace

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IProperties Properties

version: 7.2.1.27

The **IProperties** type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![ ]</td>
<td>Count</td>
</tr>
</tbody>
</table>

### See Also

**Reference**
- **IProperties Interface**
- **SolaceSystems.Solclient.Messaging Namespace**

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IPropertiesCount Property

version: 7.2.1.27
Returns the number of properties.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#    VB    C++

```csharp
int Count { get; }
```

Property Value
Type: Int32

See Also

Reference
IProperties Interface
SolaceSystems.Solclient.Messaging Namespace

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IQueue Interface

version: 7.2.1.27
Represents a Queue.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

The IQueue type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable.)</td>
</tr>
</tbody>
</table>

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Durable</td>
<td>When true, the endpoint's life span is</td>
</tr>
</tbody>
</table>
independent of the corresponding IFlow or ISession.  
(Inherited from IEndpoint.)

| Name | Represents the physical name of a destination.  
|      | (Inherited from IDestination.) |

| Temporary | Indicates whether this is a temporary destination.  
|           | Temporary destinations are used mostly for request/reply message exchange patterns. Its scope and lifetime is that of the containing session.  
|           | (Inherited from IDestination.) |

**See Also**

**Reference**

SolaceSystems.Solclient.Messaging Namespace

---

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The **IQueue** type exposes the following members.

## Methods

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<tr>
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<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from <strong>IDisposable</strong>.)</td>
</tr>
</tbody>
</table>

## See Also

**Reference**
- **IQueue Interface**
- **SolaceSystems.Solclient.Messaging Namespace**
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IQueue Properties

version: 7.2.1.27
The IQueue type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Durable</td>
<td>When true, the endpoint's life span is independent of the corresponding IFlow or ISession. (Inherited from IEndpoint.)</td>
</tr>
<tr>
<td>Name</td>
<td>Represents the physical name of a destination. (Inherited from IDestination.)</td>
</tr>
<tr>
<td>Temporary</td>
<td>Indicates whether this is a temporary destination. Temporary destinations are used mostly for request/reply message exchange patterns. Its scope and lifetime is that of the containing session. (Inherited from IDestination.)</td>
</tr>
</tbody>
</table>

See Also

Reference
IQueue Interface
SolaceSystems.Solclient.Messaging Namespace

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ISession Interface

version: 7.2.1.27

Represents a messaging API session. When a context is established, one or more sessions can be created within that context. A session (modeled as an interface called ISession) creates a client connection to the Solace appliance for sending and receiving messages. It also provides the following: Connect and disconnect on demand. Factory of IFlow instances. Factory of temporary destinations (see IDestination). Factory of non-durable endpoints (see IDurableTopicEndpoint and IQueue). Factory of cache session instances (see ICacheSession). Ability to make request/replies. Subscribe and unsubscribe. Ability to update and retrieve session properties. Ability to retrieve session statistics (see IStatsAccessible).

Disposing a session must not be performed in a session callback delegate for the session being disposed. This includes all flows on the session.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#            VB            C++
------------  ------------  -------

```csharp
public interface ISession : IDisposable,
                          IStatsAccessible, IMessageDispatcher
```

The ISession type exposes the following members.

Methods
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ClearStats</strong></td>
<td>Clears the stats dictionary. (Inherited from IStatsAccessible)</td>
</tr>
</tbody>
</table>
| **Connect** | Connects the specified session. A session connection can be carried out in a blocking or non-blocking mode, depending upon the session property ConnectBlocking. In blocking mode, the calling thread is blocked until the session connection succeeds or is determined to have failed. If the connection succeeds, SOLCLIENT_OK is returned. If the session could not connect, SOLCLIENT_FAIL is returned.

For non-blocking mode, connect request, and the connection attempt proceeds in the background.

For blocking mode, the session event is issued before the call to ConnectTimeoutInMsecs lasts for. If this amount of time is exceeded, the session connection attempt fails.

If there is an error when the last error information to indicate the reason for the failure cannot be determined from the calling thread, rather, it must be discovered through the session event delegate (and GetLastSDKErrorInfo). For a blocking session connect invocation, if the session connect attempt does not return SOLCLIENT_OK, calling GetLastSDKErrorInfo returns SOLCLIENT_FAIL. |
| **CreateBrowser** | Creates a new IEB |
CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs) Creates IFlow instances to consume messages.
The message receive event delegate is invoked in the context thread to which this session belongs.

**Note:** disposing of TimerTask (TimerTask), sessions (registered delegates (messageEventHandler or flowEventHandler).

An endpoint is a holding area which allows a client to attract Guaranteed messages matching a given subscription to a destination.

There are two types of endpoints: "durable" and "non-durable". Durable does not have to remain online to ensure the bound client can reconnect.

A destination can be either temporary or non-temporary. Temporary destinations are used as a "reply to" field in request/reply message exchange patterns. Wildcard subscription capabilities do not apply to temporary destinations.

With the exception of durable endpoint with temporary destination, the following cases are supported:

<table>
<thead>
<tr>
<th>use case</th>
</tr>
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<tbody>
<tr>
<td>A flow bound to non-temporary IQueue.</td>
</tr>
<tr>
<td>A flow bound to temporary IQueue.</td>
</tr>
<tr>
<td>A flow bound to non-temporary ITopic and a durable ITopicEndpoint.</td>
</tr>
<tr>
<td>A flow bound to non-temporary ITopic and a non-durable ITopicEndpoint.</td>
</tr>
<tr>
<td>A flow bound to temporary ITopic and a non-durable ITopicEndpoint.</td>
</tr>
</tbody>
</table>
CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs, EndpointProperties)

Creates an IFlow instance and specifies the EndpointProperties. The message receive delegate is event delegate is invoked in the context of the context thread to which this session belongs.

CreateMessage

Creates an IMessage instance. Applications are responsible for disposing all messages allocated by this method. This method is simply provided for convenience’s sake. There is no lifecycle dependency between ISession.

CreateNonDurableTopicEndpoint

Creates a non-durable TopicEndpoint. The non-durable TopicEndpoint must be bound to a IFlow on this session. The non-durable TopicEndpoint is created on the appliance when a consumer is bound on this session.

CreateNonDurableTopicEndpoint(String)

Creates a non-durable TopicEndpoint based on the given name. The non-durable TopicEndpoint must be bound to a IFlow on this session. The non-durable endpoint is created on the appliance when a consumer is bound on this session.

CreateTemporaryQueue

Creates a temporary Queue for this session. This queue should only be used by a consumer on this session; although other sessions can publish to this queue. A temporary Queue can only be used to bind to non-durable endpoints. The endpoint is created on the appliance when a consumer is bound on this session. Connect must be called before calling this method.

ITopicEndpoint.

A flow bound to a subscriber endpoint ISubscriberEndpoint (Supported only when connecting with CRB-equipped appliances.)
<table>
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<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateTemporaryQueue(String)</td>
<td>Creates a temporary queue on this session with the given name. A temporary queue can only be bound to by a consumer on this session; although other sessions can publish to it, the queue is only available to the consumer who created it.</td>
</tr>
<tr>
<td>CreateTemporaryTopic</td>
<td>Creates a temporary topic for this session. Clients can bind to this topic; although only consumers on this session can bind to it. Temporary topics can only be used to bind to non-durable endpoints. Connect must be called before calling this method.</td>
</tr>
<tr>
<td>CreateTransactedSession</td>
<td>Creates a transacted session on the given ISession instance. If the transacted transaction property is false, the default Context-bound Message Dispatcher is used by the transacted session to deliver messages as a separate thread. The transacted session creates its first transacted consumer flow with asynchronous message delivery when the transacted session is created on the appliance. If the default publisher flow is opened properly, the transacted session is created. If default publisher flow is not properly opened, the transacted session will not be created. Connect must be called before calling this method.</td>
</tr>
</tbody>
</table>
| Deprovision | Deprovisions or removes a durable endpoint. Deprovisioning can be carried out in a synchronous or asynchronous mode, depending on the provision flags. An Endpoint Provision timer, controlled by the maximum amount of time allowed to the ProvisionError event, is used to control the amount of time the thread is blocked waiting for the endpoint deprovisioning attempt to complete. If WaitForConfirm is called, the endpoint deprovision request is successfully sent, and the remove attempt proceeds in the background. An Endpoint Provision timer is used to control the amount of time the thread is blocked waiting for the endpoint deprovisioning attempt to complete. If WaitForConfirm is called, the endpoint deprovision request is successfully sent, and the remove attempt proceeds in the background. An Endpoint Provision timer is used to control the amount of time the thread is blocked waiting for the endpoint deprovisioning attempt to complete. 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<tbody>
<tr>
<td>GetContext</td>
<td>Returns a reference to the Context that was used to create this session.</td>
</tr>
<tr>
<td>GetProperty</td>
<td>Returns the object value of a given property.</td>
</tr>
<tr>
<td>GetRxStats</td>
<td>Returns the Rx Stats. (Inherited from IStatsAccessible)</td>
</tr>
<tr>
<td>GetTxStats</td>
<td>Returns the Tx Stats. (Inherited from IStatsAccessible)</td>
</tr>
<tr>
<td>IsCapable</td>
<td>Checks if the specified capability type is set on the currently connected session.</td>
</tr>
<tr>
<td>ModifyClientInfo</td>
<td>Allows the following client name and description properties of a Session to be modified after the Session has been created.</td>
</tr>
<tr>
<td></td>
<td>- <strong>ClientDescription</strong></td>
</tr>
<tr>
<td></td>
<td>- <strong>ClientName</strong></td>
</tr>
<tr>
<td></td>
<td>The property modifications can only be made when the API SOLCLIENT_FAIL is set on the flag ModifyPropertyFlag.</td>
</tr>
<tr>
<td></td>
<td>Note that only one outstanding client info modification request is allowed.</td>
</tr>
<tr>
<td></td>
<td>The client name property would trigger the P2P topic changes. To avoid message loss, it is recommended that this API be used.</td>
</tr>
<tr>
<td>ModifyProperty</td>
<td>Allows certain properties of a session to be modified after the session has been created.</td>
</tr>
<tr>
<td></td>
<td>Currently, only the following properties can be modified:</td>
</tr>
<tr>
<td></td>
<td>- <strong>ClientDescription</strong></td>
</tr>
<tr>
<td></td>
<td>- <strong>ClientName</strong> (Deprecated - See Note below)</td>
</tr>
<tr>
<td></td>
<td>- <strong>Host</strong> (may only be modified when session is disconnected)</td>
</tr>
<tr>
<td></td>
<td>- <strong>Port</strong> (may only be modified when session is disconnected)</td>
</tr>
<tr>
<td></td>
<td><strong>Note:</strong> Application of ModifyPropertyFlag to modify <strong>ClientDescription</strong> and <strong>ClientName</strong> is recommended.</td>
</tr>
<tr>
<td>Provision</td>
<td>Provisions a durable session carried out in a synchronous or asynchronous mode, depending upon the provision flags passed in to this method.</td>
</tr>
</tbody>
</table>
until the endpoint creation attempt either
WaitForConfirm is not specified in flags,
endpoint provision request is successfully sent, and the creation attempt proceeds in the background.

An Endpoint provision timer, controlled by the property maximum amount of ProvisionError event is returned in the session event delegate.

Send(IMessage) Sends a message

Send(IMessage, Int32, Int32, Int32) Sends an array of messages over the session, attempting to send them all at once.

Note that the number of messages which can be sent through a single call to this method is limited to 50.

For sessions in which Send(IMessage[],...) is used, it is recommended to true (it is enabled by default).
connection, and therefore delay algorithm to cause fuller IP packets.

SendReply Sends a Reply Message (see SetAsReplyMessage() on IMessage). If the non-null, the following Destination, unless ReplyTo is null.CorrelationId, unless it is null.
the application is responsible for setting the Destination and CorrelationId on the replyMessage.

SendRequest Send a Topic Request message. The application expects an end-to-end reply from the client that receives the request message.
If the Reply-To destination in the UserProperties of the request message is the replyTo destination unset and allowing the API to easiest way to set a valid replyTo destination. When the application needs to block and wait for the reply parameter is non-zero), the replyTo destination must be a topic that the subscribed to for Direct messages.

upon successfully accepting the request message the destination client are delivered to the
delegate. In such a case, the reply tag is set (IsReplyMessage == true) message. It is entirely the responsibility of the application to manage Applications can use the CorrelationId message property on outgoing requests.
timeoutInMsecs parameter is non-zero, the function waits for the amount of time specified by
timeoutInMsecs milliseconds before destination is set to an unsubscribed topic, or endpoint, a call to Session.SendRequest() block until the amount of time set for the timeout parameter expires and then return SOLCLIENT_INCOMPLETE

- **SetClientDescription**
  - **Obsolete.**
  - Sets the Client Description.

- **Subscribe(ISubscription, Boolean)**
  - Registers a subscription required.

- **Subscribe(IDispatchTarget, Int32, Object)**
  - Adds a IDispatch Note: In order to use this feature, the parent ISession's SessionProperties must have TopicDispatch set to true.
  - (Inherited from IMessageDispatcher)

- **Subscribe(IEndpoint, ISubscription, Int32, Object)**
  - Add a ITopic subscription on the endpoints of type

- **Unsubscribe(ISubscription, Boolean)**
  - Remove a subscription.

- **Unsubscribe(ITopicEndpoint, Int32)**
  - Obsolete.
  - Unsubscribes from a durable Topic Endpoint.

- **Unsubscribe(ITopicEndpoint, Object)**
  - Unsubscribes from a durable Topic Endpoint. This is only valid if no clients are bound to the topic endpoint.

- **Unsubscribe(IDispatchTarget, Int32, Object)**
  - Removes an IDispatchTarget subscription from the given IMessageDispatcher.
  - Note: To use this feature, the parent ISession's SessionProperties must have TopicDispatch set to true.
  - (Inherited from IMessageDispatcher)

- **Unsubscribe(IEndpoint, ISubscription, Int32, Object)**
  - Remove a ITopic subscription
  - (Only endpoint of type

- **ValidateTopic**
  - This method checks a topic string against topic encoding rules for the appliance. This is intended for use before sending a message to a topic. Subscribe methods. Subscribe methods accepting wildcards.
Int32, Int32) does not validate topics, and this method developer to ensure a topic is valid appliance. It is expected then that the same topic will be used for sending many messages.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flows</td>
<td>Represents the current read-only collection of active (not yet disposed) flows created by this session.</td>
</tr>
<tr>
<td>Properties</td>
<td>Returns a copy of the current SessionProperties.</td>
</tr>
</tbody>
</table>

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Send comments on this topic to support_request@solacesystems.com
The **ISession** type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ClearStats</strong></td>
<td>Clears the stats dictionary. (Inherited from <strong>IStatsAccessible</strong>)</td>
</tr>
</tbody>
</table>
| **Connect** | Connects the specified session. In blocking mode, our session connection can be carried out in blocking or non-blocking mode, depending upon the session property **ConnectBlocking**. If the session connection succeeds or is determined to have failed. If the connection succeeds, **SOLCLIENT_OK** is returned. If the session could not connect, a **session** event is generated for the session: session successfully connects; or session fails.

For blocking mode, the timing is undefined (that is, it could occur before or after the call to **Connect**). For a non-blocking session connect invocation, if the session connect attempt eventually fails, the last error information to indicate the reason for the failure cannot be determined calling thread, rather it must be discovered through the session event delegate (and **GetLastSDKErrorInfo**). For a blocking session, if the session connect attempt does not return **SOLCLIENT_OK**, calling **GetLastSDKErrorInfo** returns **SOLCLIENT_FAIL**. |
<p>| <strong>CreateBrowser</strong> | Creates a new <strong>IE</strong> browser |</p>
<table>
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<tr>
<th>Method</th>
<th>Description</th>
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<tbody>
<tr>
<td>CreateCacheSession</td>
<td>This method creates a cache session instance to be used in subsequent cache request operations on the instance.</td>
</tr>
<tr>
<td>CreateDispatchTarget</td>
<td>Creates a <code>IDispatchTarget</code> object and <code>Unsubscribe(IDispatchTarget, Int32, Object)</code> method. <strong>Note:</strong> Client applications must keep <code>IDispatchTarget</code> object references accessible if they want to <code>Unsubscribe</code> from subscriptions. The <code>IDispatchTarget</code> internal object <code>ID</code> constitutes a unique key. Forgetting to keep a reference to <code>IDispatchTarget</code> objects make subsequent <code>IDispatchTarget</code> calls impossible. (Inherited from <code>IMessageDispatcher</code>).</td>
</tr>
<tr>
<td>CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs)</td>
<td>Creates <code>IFlow</code> instances. The message receive delegate is consumed by a <code>FlowEventArgs</code> delegate. When a new <code>IFlow</code> instance is created, the event delegate is disposed, and the corresponding context (e.g., TimerTask, sessions) is also disposed of along with the registered delegate. <strong>Note:</strong> disposing the corresponding context (<code>TimerTask</code>, sessions) of registered delegate must always be done. An endpoint is a holding area which allows a client to attract Guaranteed messages matching a given subscription to a destination. There are two types of endpoints: &quot;durable&quot; and &quot;non-durable&quot;. Durable does not have to be online to the bound client to receive Guaranteed messages. &quot;Non-durable&quot; does not have to be online to the bound client or the bound client can disconnect. A destination can be either temporary or non-temporary. A temporary destination is used as a &quot;reply to&quot; field in request/reply message exchange patterns. Wildcard subscription capabilities do not apply to temporary destinations. With the exception of durable endpoint with temporary destination, the following cases are supported:</td>
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</tr>
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<td>A flow bound to a temporary <code>IQueue</code>.</td>
<td></td>
</tr>
<tr>
<td>A flow bound to a durable endpoint with temporary destination.</td>
<td></td>
</tr>
</tbody>
</table>
A flow bound to a non-temporary ITopic and a non-durable ITopicEndpoint.

A flow bound to a temporary ITopic and a non-durable ITopicEndpoint.

A flow bound to a subscriber endpoint ISubscriberEndpoint (Supported only when connecting with CRB-equipped appliances.)

CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandler MessageEventArgs, EventHandler FlowEventArgs, EndpointProperties)

Creates IFlow instances. Specify the EndpointProperties. The message receive event delegate is fired in the context thread of the context to which this session belongs. Note: disposing the corresponding context (TimerTask), sessions, registered delegate.

CreateMessage

Creates an IMessage instance. This method is simple. There is no lifecycle dependency between ISession and IMessage instances allocated by this method.

CreateNonDurableTopicEndpoint

Creates a non-durable Topic Endpoint.
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateNonDurableTopicEndpoint(String)</td>
<td>Creates a non-durable Topic Endpoint based on the given name. The non-durable Topic Endpoint must be bound to by a consumer on this session.</td>
</tr>
<tr>
<td>CreateTemporaryQueue</td>
<td>Creates a temporary Queue for this session. This Queue should only be bound to by a consumer on this session; although other sessions can publish to this Queue. A temporary Queue can only be used to bind to non-durable endpoints. The endpoint is created on the appliance when a consumer is bound on this session. Connect must be called before calling this method.</td>
</tr>
<tr>
<td>CreateTemporaryQueue(String)</td>
<td>Creates a temporary Queue on this session with the given name. This Queue should only be bound to by a consumer on this session; although other sessions can publish to this Queue. A temporary queue can only be used to bind to non-durable endpoints. The endpoint is created on the appliance when a consumer is bound on this session. Connect must be called before calling this method.</td>
</tr>
<tr>
<td>CreateTemporaryTopic</td>
<td>Creates a temporary topic for this session. This topic can only be used to bind to non-durable endpoints. Connect must be called before calling this method.</td>
</tr>
<tr>
<td>CreateTransactedSession</td>
<td>Creates a transacted session on the given ISession instance. If false, the default Context-bound Message Dispatcher is used by the transacted session. If true, a transacted Message Dispatcher with the given name is created when the transacted session creates its first transacted consumer flow with asynchronous message delivery. Transacted session is created on the appliance. If default publisher thread is blocked, the provision flag deprovisioning can only be carried out in a synchronous or asynchronous mode, depending upon the provision flags.</td>
</tr>
<tr>
<td>Deprovision</td>
<td>Deprovisions or re-provisions or removes a durable endpoint on this session. The non-durable endpoint is created on the appliance when a consumer is bound on this session.</td>
</tr>
</tbody>
</table>
If WaitForConfirm endpoint deprovision request is successfully sent, and the remove attempt proceeds in the background. An Endpoint provision timer, controlled by the property maximum amount of ProvisionError event is returned in the session event delegate.

<table>
<thead>
<tr>
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<tbody>
<tr>
<td>Disconnect</td>
<td>Disconnects the session.</td>
</tr>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable)</td>
</tr>
<tr>
<td>GetCapability</td>
<td>Returns an ICapability.</td>
</tr>
<tr>
<td>GetContext</td>
<td>Returns a reference to the Context that was used to create this session.</td>
</tr>
<tr>
<td>GetProperty</td>
<td>Returns the object value of a given property.</td>
</tr>
<tr>
<td>GetRxStats</td>
<td>Returns the Rx Stats.</td>
</tr>
<tr>
<td>GetTxStats</td>
<td>Returns the Tx Stats.</td>
</tr>
<tr>
<td>IsCapable</td>
<td>Checks if the specified capability type is set on the currently connected session.</td>
</tr>
<tr>
<td>ModifyClientInfo</td>
<td>Allows the following client name and description properties of a Session to be modified after the Session has been created.</td>
</tr>
</tbody>
</table>

The property modifications can be controlled by the flag ModifyPropertyFlag SOLCLIENT_FAIL. Note that only one outstanding client info modification request is allowed. The client name property would trigger the P2P topic changes. To avoid message loss, it is recommended that this API...
ModifyProperty

Allows certain properties of a session to be modified after the session has been created. Currently, only the following session properties can be modified:

- **ClientDescription**
- **ClientName** *(Deprecated — See Note below)*
- **Host** *(may only be modified when session is disconnected)*
- **Port** *(may only be modified when session is disconnected)*

**Note:** Applications shall use `Object` to modify `ClientDescription` and `ClientName` properties.

Provision

Provisions a durable carried out in a synchronous or asynchronous mode, depending upon the provision flags passed in to this method. The endpoint provision request is successfully sent, and the creation attempt proceeds in the background. An Endpoint provision timer, controlled by the property `maximum amount of ProvisionError` event is returned in the session event delegate.

Send(IMessage)

Sends a message over the session.

Send(IMessage, Int32, Int32, Int32)

Sends an array of messages over the session, attempting to send them all at once. Note that the number of messages which can be sent through a single call to this method is limited to 50. For sessions in which `Send(IMessage[],...)` is used, it is recommended to set `true` (it is enabled by default).

SendReply

Sends a Reply Message (see `SetAsReplyMessage()` on IMessage). If `non-null`, the following `Destination`, unless `ReplyTo` is null. `CorrelationId`, unless it is null. The application is responsible for setting the `Destination` and `CorrelationId` on the replyMessage.

SendRequest

Send a Topic Request message. The application expects an end-to-end reply from the client...
that receives the request message.

The easiest way to set the replyTo destination is asynchronously (that is, the timeout parameter is zero), the application can use the timeoutInMsecs parameter. When the application needs to block and wait for the reply, the replyTo destination must be a topic that the application is subscribed to for Direct messages.

Upon successfully accepting the request message, the destination client are delivered to the delegate. In such a case, the reply tag is set (IsReplyMessage == true). Applications can use the CorrelationId message property on outgoing requests. If the timeoutInMsecs parameter is non-zero, the function waits for the amount of time specified by the timeout parameter to expire and then returns.

---

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SetClientDescription</td>
<td><strong>Obsolete.</strong> Sets the Client Description.</td>
</tr>
<tr>
<td>Subscribe(ISubscription, Boolean)</td>
<td>Registers a subscription.</td>
</tr>
<tr>
<td>Subscribe(IDispatchTarget, Int32, Object)</td>
<td>Adds a IDispatchTarget. Note: In order to TopicDispatch set TopicDispatch to true.</td>
</tr>
<tr>
<td>Subscribe(IEndpoint, ISubscription, Int32, Object)</td>
<td>Add a ITopic subscription on the endpoint if the operation is supported on the endpoints of type ITopic.</td>
</tr>
<tr>
<td>Unsubscribe(ISubscription, Boolean)</td>
<td>Remove a subscription.</td>
</tr>
<tr>
<td>Unsubscribe(ITopicEndpoint, Int32)</td>
<td><strong>Obsolete.</strong> Unsubscribes from a durable Topic Endpoint.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>Unsubscribe(ITopicEndpoint, Object)</td>
<td>Unsubscribes from a durable topic endpoint.</td>
</tr>
<tr>
<td>Unsubscribe(IDispatchTarget, int32, Object)</td>
<td>Removes an IDispatchTarget subscription from the given IMessageDispatcher. Note: To use this feature, the parent ISession's SessionProperties must have TopicDispatch set to true. (Inherited from IMessageDispatcher)</td>
</tr>
<tr>
<td>Unsubscribe(IEndpoint, ISubscription, int32, Object)</td>
<td>Remove a ITopic (Only endpoint of)</td>
</tr>
<tr>
<td>ValidateTopic</td>
<td>This method checks a topic string against topic encoding rules for the appliance. This is intended for use before sending a message to a topic. Subscribe methods accepting wildcards. Int32, Int32 does not validate topics, and this method developer to ensure a topic is valid appliance. It is expected then that the same topic will be used for sending many messages.</td>
</tr>
</tbody>
</table>

**See Also**

- Reference
- ISession Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**ISessionConnect Method**

**version: 7.2.1.27**

Connects the specified session. A session connection can be carried out in a blocking or non-blocking mode, depending upon the session property `ConnectBlocking`.

In blocking mode, the calling thread is blocked until either the session connection attempt succeeds or is determined to have failed. If the connection succeeds, `SOLCLIENT_OK` is returned. If the session could not connect, `SOLCLIENT_NOT_READY` is returned.

In non-blocking mode, `SOLCLIENT_IN_PROGRESS` is returned upon a successful session connect request, and the connection attempt proceeds in the background. In both non-blocking and blocking mode, a session event is generated for the session: `UpNotice`, if the session successfully connects; or `ConnectFailedError`, if the session fails to connect.

For blocking mode, the session event is issued before the call to `Connect` returns. For non-blocking mode, the timing is undefined (that is, it could occur before or after the call returns, but it is typically after). A session connection timer, controlled by the session property `ConnectTimeoutInMsecs`, controls the maximum amount of time a session connect attempt lasts for. If this amount time is exceeded, a `ConnectFailedError` event is issued for the session.

If there is an error when `Connect` is invoked, `SOLCLIENT_FAIL` is returned, and a session event is not subsequently issued. Therefore, the caller must check for a return code of `SOLCLIENT_FAIL` if it has logic that depends upon a subsequent session event to be issued. For a non-blocking session connect invocation, if the session connect attempt eventually fails, the last error information to indicate the reason for the failure cannot be determined by the calling thread, rather it must be discovered through the session event delegate (and `GetLastSDKErrorInfo` can be called in the session event delegate to get further information). For a blocking session connect invocation, if the session connect attempt does not return `SOLCLIENT_OK`, then the calling thread can determine the failure reason by immediately calling `GetLastSDKErrorInfo`.

**Namespace:** SolaceSystems.Solclient.Messaging  
**Assembly:** SolaceSystems.Solclient.Messaging (in
Syntax

```csharp
ReturnCode Connect()
```

Return Value
Type: `ReturnCode`
When successful it returns `SOLCLIENT_IN_PROGRESS` if `ConnectBlocking` is false or `SOLCLIENT_OK` otherwise.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OperationErrorException</code></td>
<td>Thrown when the Connect operation fails. Possible sub-codes:</td>
</tr>
<tr>
<td></td>
<td>• <code>Timeout</code></td>
</tr>
<tr>
<td></td>
<td>• <code>LoginFailure</code></td>
</tr>
<tr>
<td></td>
<td>• <code>MessageVPNNotAllowed</code></td>
</tr>
<tr>
<td></td>
<td>• <code>MessageVPNUnavailable</code></td>
</tr>
<tr>
<td></td>
<td>• <code>ClientUserNameIsShutdown</code></td>
</tr>
<tr>
<td></td>
<td>• <code>DynamicClientsNotAllowed</code></td>
</tr>
<tr>
<td></td>
<td>• <code>ClientNameAlreadyInUse</code></td>
</tr>
<tr>
<td></td>
<td>• <code>InvalidVirtualAddress</code></td>
</tr>
<tr>
<td></td>
<td>• <code>ClientDeleteInProgress</code></td>
</tr>
<tr>
<td></td>
<td>• <code>TooManyClients</code></td>
</tr>
<tr>
<td></td>
<td>• <code>ControlOther</code></td>
</tr>
<tr>
<td><code>ObjectDisposedException</code></td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td><code>FatalErrorException</code></td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>
See Also

Reference
ISession Interface
SolaceSystems.Solclient.Messaging Namespace

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SessionCreateBrowser Method

version: 7.2.1.27

Creates a new IBrowser instance.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#  VB  C++

```csharp
IBrowser CreateBrowser(
    IEndpoint endpointToBrowse,
    BrowserProperties browserProperties
)
```

Parameters

*endpointToBrowse*
  - Type: `SolaceSystems.Solclient.Messaging.IEndpoint`
  - Endpoint to browse

*browserProperties*

Return Value

Type: `IBrowser`

An IBrowser instance.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Exception Class</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------</td>
<td>------------------------------------------------------------------</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails.</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when un-recoverable error occurs.</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown if any of the required parameters is null.</td>
</tr>
<tr>
<td>ArgumentException</td>
<td>Thrown if arguments fail validation.</td>
</tr>
</tbody>
</table>

See Also

Reference
ISession Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**ISessionCreateCacheSession Method**

version: 7.2.1.27

This method creates a cache session instance to be used in subsequent cache request operations on the session. Multiple ICacheSession instances may be created on an ISession instance.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
ICacheSession CreateCacheSession(
    CacheSessionProperties cacheSessionProperties
)
```

### Parameters

`cacheSessionProperties`  
Properties for the new cache session.

### Return Value

Type: ICacheSession  
Throws OperationErrorException if it fails, otherwise it returns a new ICacheSession instance.

### Exceptions
<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails.</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when cacheSessionProperties is null.</td>
</tr>
<tr>
<td>ArgumentOutOfRangeException</td>
<td>Thrown when cacheSessionProperties has invalid property values.</td>
</tr>
</tbody>
</table>

**See Also**

Reference

- ISession Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ISessionCreateFlow Method

version: 7.2.1.27

### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs)</td>
<td>Creates IFlow instances. The message receive event delegate is invoked when messages are received. The event delegate is invoked when flow events occur, such as the flow going up or down. Both delegates are invoked in the context thread to which this session belongs. Note: disposing the corresponding context (TimerTask), sessions (ISession), or registered delegates (messageEventHandler or flowEventHandler).</td>
</tr>
</tbody>
</table>

An endpoint is a holding area which allows a client to attract Guaranteed messages matching a given subscription to a destination. There are two types of endpoints: "durable" and "non-durable". Durable in this context means that the client that is bound to the given endpoint does not have to be online to the bound client disconnects. A destination can be either temporary or non-temporary. A temporary destination is used as a "reply to" field in request/reply message exchange patterns. Wildcard subscription capabilities do not apply to temporary destinations. With the exception of durable endpoints with temporary destinations, the following cases are supported:

<table>
<thead>
<tr>
<th>use case</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>A flow bound to a non-temporary IQueue.</td>
<td></td>
</tr>
<tr>
<td>A flow bound to a temporary IQueue.</td>
<td></td>
</tr>
<tr>
<td>A flow bound to a non-temporary ITopic and a durable</td>
<td></td>
</tr>
</tbody>
</table>
A flow bound to a non-temporary ITopic and a non-durable ITopicEndpoint.

A flow bound to a temporary ITopic and a non-durable ITopicEndpoint.

A flow bound to a subscriber endpoint ISubscriberEndpoint. (Supported only when connecting with CRB-equipped appliances.)

CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs, EndpointProperties)

Creates IFlow instances. Specify the EndpointProperties. The message receive delegate is invoked when a message arrives, and the event delegate is invoked when events occur. Both delegates are invoked in the context of the context thread to which this session belongs.

Note: disposing the corresponding context (TimerTask), sessions (ISession), registered delegates (m_...EventArg handlers).
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Send comments on this topic to support_request@solacesystems.com
ISessionCreateFlow Method
(FlowProperties, IEndpoint, ISubscription,EventHandlerMessageEventArgs, EventHandlerFlowEventArgs)

version: 7.2.1.27
Creates Iflow instances. A flow is an API concept, which allows client applications to consume messages off an IEndpoint attracted by a ISubscription to a IDestination.
The message receive delegate is invoked for each received message on this flow. The flow event delegate is invoked when flow events occur, such as the flow going up or down. Both delegates are invoked in the context of the context thread to which this session belongs.

Note: disposing the corresponding context (IContext) or any of its contained context timers (TimerTask), sessions (ISession) or flows (IFlow) must not be performed from within the registered delegates (messageEventHandler or flowEventHandler).

An endpoint is a holding area which allows a client to attract Guaranteed messages matching a given subscription to a destination. There are two types of endpoints: "durable" and "non-durable". Durable in this context means that the client that is bound to the given endpoint does not have to be online to attract messages. Non-durable endpoints are disposed when the bound client disconnects.

A destination can be either temporary or non-temporary. A temporary destination is used as a "reply to" field in request/reply message exchange patterns. Wildcard subscription capabilities do not apply to temporary destinations.

With the exception of durable endpoint with temporary destination, the following cases are supported:

<table>
<thead>
<tr>
<th>use case</th>
<th>endPoint</th>
<th>subscrip</th>
</tr>
</thead>
<tbody>
<tr>
<td>A flow bound to a non-temporary <strong>IQueue</strong>.</td>
<td>A non-null <strong>IQueue</strong>, created by <strong>CreateQueue(String)</strong></td>
<td>null</td>
</tr>
<tr>
<td>-------------------------------------------</td>
<td>------------------------------------------------------</td>
<td>------</td>
</tr>
<tr>
<td>A flow bound to a temporary <strong>IQueue</strong>.</td>
<td>A non-null <strong>IQueue</strong>, created by <strong>CreateTemporaryQueue</strong>.</td>
<td>null</td>
</tr>
<tr>
<td>A flow bound to a non-temporary <strong>ITopic</strong> and a durable <strong>ITopicEndpoint</strong>.</td>
<td>A non-null <strong>ITopicEndpoint</strong>, created by <strong>CreateDurableTopicEndpoint(String)</strong>.</td>
<td>A non-null <strong>CreateTo</strong></td>
</tr>
<tr>
<td>A flow bound to a non-temporary <strong>ITopic</strong> and a non-durable <strong>ITopicEndpoint</strong>.</td>
<td>A Non-Durable <strong>ITopicEndpoint</strong>, created by <strong>CreateNonDurableTopicEndpoint</strong>.</td>
<td>A non-null <strong>CreateTo</strong></td>
</tr>
<tr>
<td>A flow bound to a temporary <strong>ITopic</strong> and a non-durable <strong>ITopicEndpoint</strong>.</td>
<td>A Non-Durable <strong>ITopicEndpoint</strong>, created by <strong>CreateNonDurableTopicEndpoint</strong>.</td>
<td>A non-null <strong>CreateTo</strong></td>
</tr>
<tr>
<td>A flow bound to a subscriber endpoint <strong>ISubscriberEndpoint</strong>. (Supported only when connecting with CRB-equipped appliances.)</td>
<td>A non-null <strong>ISubscriberEndpoint</strong>, created by <strong>CreateSubscriberEndpoint(ISession)</strong>.</td>
<td>null</td>
</tr>
</tbody>
</table>

**Namespace:** SolaceSystems.Solclient.Messaging  
Parameters

flowProperties
Type: SolaceSystems.Solclient.MessagingFlowProperties
FlowProperties

endPoint
Type: SolaceSystems.Solclient.MessagingIEndpoint
The IEndpoint instance to bind the new IFlow to.

subscription
Type: SolaceSystems.Solclient.MessagingISubscription
Only valid if endpoint is of type ISubscriberEndpoint.

messageEventHandler
Type: SystemEventHandlerMessageEventArgs
The message EventHandler delegate.

flowEventHandler
Type: SystemEventHandlerFlowEventArgs
The flow event EventHandler delegate.
Client applications can call GetLastErrorInfo from within the flow event delegate to get more info on the type of error condition reported by FlowEventArgs.

Return Value
Type: IFlow
An IFlow instance that's already started, unless FlowStartState is set to false.

Exceptions
<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails. Possible sub-codes:</td>
</tr>
<tr>
<td></td>
<td>- Timeout</td>
</tr>
<tr>
<td></td>
<td>- CommunicationError</td>
</tr>
<tr>
<td></td>
<td>- OutOfResources</td>
</tr>
<tr>
<td></td>
<td>- InvalidSessionOperation</td>
</tr>
<tr>
<td></td>
<td>- InvalidTopicNameForTE</td>
</tr>
<tr>
<td></td>
<td>- UnknownQueueName</td>
</tr>
<tr>
<td></td>
<td>- UnknownTEName</td>
</tr>
<tr>
<td></td>
<td>- MaxClientsForQueueReached</td>
</tr>
<tr>
<td></td>
<td>- MaxClientsForTEReached</td>
</tr>
<tr>
<td></td>
<td>- QueueNotFound</td>
</tr>
<tr>
<td></td>
<td>- QueueShutdown</td>
</tr>
<tr>
<td></td>
<td>- NoMoreNonDurableQueueOrTE</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
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<tr>
<td>ArgumentNullException</td>
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<td>Thrown if arguments fail validation.</td>
</tr>
</tbody>
</table>

**See Also**

Reference
ISession Interface
CreateFlow Overload
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
createFlow

version: 7.2.1.27

Creates IFlow instances. In addition, if endPoint is a non-durable Endpoint, it is possible to specify the EndpointProperties of implicitly created Endpoint on the appliance.

The message receive delegate is invoked for each received message on this flow. The flow event delegate is invoked when flow events occur, such as the flow going up or down. Both delegates are invoked in the context of the context thread to which this session belongs.

Note: disposing the corresponding context (IContext) or any of its contained context timers (TimerTask), sessions (ISession) or flows (IFlow) must not be performed from within the registered delegates (messageEventHandler or flowEventHandler).

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#   VB      C++

IFlow CreateFlow(
    FlowProperties flowProperties,
    IEndpoint endPoint,
)
Parameters

**flowProperties**
Type: `SolaceSystems.Solclient.MessagingFlowProperties`  
FlowProperties

**endPoint**
Type: `SolaceSystems.Solclient.MessagingIEndpoint`  
The IEndpoint instance to bind the new IFlow to.

**subscription**
Type: `SolaceSystems.Solclient.MessagingISubscription`  
Only valid if endpoint is of type `ISubscriberEndpoint`.

**messageEventHandler**
Type: `System EventHandler`  
The message EventHandler delegate.

**flowEventHandler**
Type: `System EventHandler`  
The flow event EventHandler delegate.  
Client applications can call `GetLastSDKErrorInfo` from within the flow event delegate to get more info on the type of error condition reported by `FlowEventArgs`.

**endPointProperties**
Type: `SolaceSystems.Solclient.MessagingEndpointProperties`  
the `EndpointProperties` of the implicitly created Endpoint on the appliance, `endPoint` must be durable, otherwise these properties are ignored. Use null to accept default properties.

Return Value
Type: `IFlow`  
An IFlow instance that is already started, unless `FlowStartState` is set to false.
## Exceptions

<table>
<thead>
<tr>
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<tr>
<td></td>
<td>• InvalidSessionOperation</td>
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<tr>
<td></td>
<td>• InvalidTopicNameForTE</td>
</tr>
<tr>
<td></td>
<td>• UnknownQueueName</td>
</tr>
<tr>
<td></td>
<td>• UnknownTEName</td>
</tr>
<tr>
<td></td>
<td>• MaxClientsForQueueReached</td>
</tr>
<tr>
<td></td>
<td>• MaxClientsForTEReached</td>
</tr>
<tr>
<td></td>
<td>• QueueNotFound</td>
</tr>
<tr>
<td></td>
<td>• QueueShutdown</td>
</tr>
<tr>
<td></td>
<td>• NoMoreNonDurableQueueOrTE</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown if any of the required parameters is null.</td>
</tr>
<tr>
<td>ArgumentException</td>
<td>Thrown if arguments fail validation.</td>
</tr>
</tbody>
</table>

## See Also

Reference

ISession Interface
CreateFlow Overload
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
**ISessionCreateMessage Method**

version: 7.2.1.27

Creates an IMessage instance. Applications are responsible for disposing all messages allocated by this method as soon as they are done with them. This method is simply provided for convenience's sake. There is no lifecycle dependency between ISession and IMessage.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>IMessage CreateMessage()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Return Value**

Type: IMessage  
Returns a new IMessage.

### See Also

**Reference**

- ISession Interface
- SolaceSystems.Solclient.Messaging Namespace

---

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Send comments on this topic to support_request@solacesystems.com
# ISessionCreateNonDurableTopicEndpoint Method

**version:** 7.2.1.27

## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateNonDurableTopicEndpoint</td>
<td>Creates a non-durable Topic Endpoint. The non-durable Topic Endpoint must be bound to by a IFlow on this session. The non-durable endpoint is created on the appliance when a consumer is bound on this session.</td>
</tr>
<tr>
<td>CreateNonDurableTopicEndpoint(String)</td>
<td>Creates a non-durable Topic Endpoint</td>
</tr>
</tbody>
</table>
based on
the given
name. The
non-durable
Topic
Endpoint
must be
bound to by
a IFlow on
this session.
The non-
durable
endpoint is
created on
the
appliance
when a
consumer is
bound on
this session.

Top

See Also

Reference
ISession Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ISession CreateNonDurableTopicEndpoint Method

version: 7.2.1.27

Creates a non-durable Topic Endpoint. The non-durable Topic Endpoint must be bound to by a IFlow on this session. The non-durable endpoint is created on the appliance when a consumer is bound on this session.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

ITopicEndpoint CreateNonDurableTopicEndpoint()

Return Value

Type: ITopicEndpoint
Returns a non-durable Topic Endpoint

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails.</td>
</tr>
</tbody>
</table>

See Also
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Send comments on this topic to support_request@solacesystems.com
ISession

CreateNonDurableTopicEndpoint

Method (String)

version: 7.2.1.27

Creates a non-durable Topic Endpoint based on the given name. The non-durable Topic Endpoint must be bound to by a IFlow on this session.

The non-durable endpoint is created on the appliance when a consumer is bound on this session.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
ITopicEndpoint CreateNonDurableTopicEndpoint(
    string name
)
```

Parameters

name

Type: SystemString

Return Value

Type: ITopicEndpoint

Returns a non-durable Topic Endpoint based on the given name

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
</table>

C# | VB | C++ | Copy |
<table>
<thead>
<tr>
<th>ObjectDisposedException</th>
<th>Thrown when the session is already disposed (terminal state).</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails.</td>
</tr>
</tbody>
</table>

### See Also

- **Reference**
- **ISession Interface**
- **CreateNonDurableTopicEndpoint Overload**
- **SolaceSystems.Solclient.Messaging Namespace**

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Send comments on this topic to support_request@solacesystems.com
## ISessionCreateTemporaryQueue Method

version: 7.2.1.27

### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="CreateTemporaryQueue" /></td>
<td>Creates a temporary Queue for this session. This queue should only be bound to by a consumer on this session; although other sessions can publish to it. A temporary Queue can only be used to bind to non-durable endpoints. The non-durable endpoint is created on the appliance when a consumer is bound on this session. Connect must be called before calling this method.</td>
</tr>
<tr>
<td><img src="image" alt="CreateTemporaryQueue" /></td>
<td>Creates a temporary Queue on this session with the given name. This Queue should</td>
</tr>
</tbody>
</table>
only be bound to by a consumer on this session; although other sessions can publish to it.
A temporary queue can only be used to bind to non-durable endpoints. The non-durable endpoint is created on the appliance when a consumer is bound on this session.

Connect must be called before calling this method.

See Also

Reference
I་Session Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**ISessionCreateTemporaryQueue Method**

version: 7.2.1.27

Creates a temporary Queue for this session. This queue should only be bound to by a consumer on this session; although other sessions can publish to it.

A temporary Queue can only be used to bind to non-durable endpoints. The non-durable endpoint is created on the appliance when a consumer is bound on this session.

*Connect* must be called before calling this method.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

- **C#**
  ```csharp
  IQueue CreateTemporaryQueue()
  ```

- **VB**

- **C++**

**Return Value**

- **Type:** *IQueue*

  Returns temporary Queue for this session

**Exceptions**

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails.</td>
</tr>
</tbody>
</table>
Possible sub-codes:

- **InsufficientSpace**
- **SessionNotEstablished**

### See Also

**Reference**

- ISession Interface
- CreateTemporaryQueue Overload
- SolaceSystems.Solclient.Messaging Namespace

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**ISessionCreateTemporaryQueue Method (String)**

version: 7.2.1.27

Creates a temporary Queue on this session with the given name. This Queue should only be bound to by a consumer on this session; although other sessions can publish to it. A temporary queue can only be used to bind to non-durable endpoints. The non-durable endpoint is created on the appliance when a consumer is bound on this session.

**Connect** must be called before calling this method.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

#### C#  
```csharp
IQueue CreateTemporaryQueue(
    string name
)
```

#### VB  
```vbnet
IQueue CreateTemporaryQueue(
    String name
)
```

#### C++

#### Parameters

**name**  
Type: **SystemString**

#### Return Value

Type: **IQueue**  
Returns a temporary Queue on this session with the given name
Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ObjectDisposedException</code></td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td><code>OperationErrorException</code></td>
<td>Thrown when the operation fails. Possible sub-codes:</td>
</tr>
<tr>
<td></td>
<td>* InsufficientSpace</td>
</tr>
<tr>
<td></td>
<td>* SessionNotEstablished</td>
</tr>
</tbody>
</table>

See Also

Reference

<table>
<thead>
<tr>
<th>ISession Interface</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateTemporaryQueue Overload</td>
</tr>
<tr>
<td>SolaceSystems.Solclient.Messaging Namespace</td>
</tr>
</tbody>
</table>

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Send comments on this topic to support_request@solacesystems.com
ISessionCreateTemporaryTopic Method

version: 7.2.1.27

Creates a temporary topic for this session. Only a consumer on this session should bind to this topic; although clients on other sessions can publish to it. Temporary topics can only be used to bind to non-durable endpoints. Connect must be called before calling this method.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITopic CreateTemporaryTopic()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Return Value
Type: ITopic
Return a temporary topic for this session

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails. Possible sub-codes:</td>
</tr>
</tbody>
</table>
• InsufficientSpace
• SessionNotEstablished

See Also

Reference
ISession Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**ISession.CreateTransactedSession Method**

version: 7.2.1.27

Creates a transacted session on the given ISession instance. If CreateMessageDispatcher is false, the default Context-bound Message Dispatcher is used by the transacted session to deliver messages asynchronously to transacted flows. By enabling CreateMessageDispatcher, a new transacted-session-bound message dispatcher is created when the transacted session creates its first transacted consumer flow with asynchronous message delivery. CreateTransactedSession(TransactedSessionProperties) blocks until a transacted session is created on the appliance. If HasPublisher is enabled, it also waits until a default publisher flow is opened properly.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

```csharp
ITransactedSession CreateTransactedSession(
    TransactedSessionProperties props
)
```

**Parameters**

- **props**  
  Type: SolaceSystems.Solclient.Messaging.TransactedSessionProperties  
  The transacted session properties

**Return Value**
Type: `ITransactedSession`

The newly created instance of `ITransactedSession`

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OperationErrorException</code></td>
<td>On error, an <code>OperationErrorException</code> is thrown. The exception contains the return code and error subcode (See return code and subcodes.)</td>
</tr>
<tr>
<td><code>ObjectDisposedException</code></td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td><code>FatalErrorException</code></td>
<td>Thrown when un-recoverable error occurs.</td>
</tr>
<tr>
<td><code>ArgumentNullException</code></td>
<td>Thrown if any of the required parameters is null.</td>
</tr>
<tr>
<td><code>ArgumentException</code></td>
<td>Thrown if arguments fail validation.</td>
</tr>
</tbody>
</table>

### See Also

**Reference**
- `ISession Interface`
- `SolaceSystems.Solclient.Messaging Namespace`

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Send comments on this topic to support_request@solacesystems.com
**ISessionDeprovision Method**

version: 7.2.1.27

Deprovisions or removes a durable `ITopicEndpoint` or `IQueue` from the appliance. Endpoint deprovisioning can be carried out in a synchronous or asynchronous mode, depending upon the provision flags passed in to this method. If `WaitForConfirm` is specified in flags, the calling thread is blocked until the endpoint deprovisioning attempt either succeeds or is determined to have failed. If `WaitForConfirm` is not set, `SOLCLIENT_IN_PROGRESS` is returned when the endpoint deprovision request is successfully sent, and the remove attempt proceeds in the background.

An Endpoint provision timer, controlled by the property `ProvisionTimeoutInMsecs`, controls the maximum amount of time a deprovsion attempt lasts for. Upon expiry of this timer, a `ProvisionError` event is returned in the session event delegate.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
ReturnCode Deprovision(
    IEndpoint endpoint,
    int flags,
    Object correlationKey
)
```

### Parameters

- **endpoint**
  - Type: SolaceSystems.Solclient.Messaging.IEndpoint
Endpoint to deprovision (must be a durable ITopicEndpoint or IQueue)

flags
Type: SystemInt32
Allowed flags include: WaitForConfirm: if specified, this call blocks the calling thread until a confirmation is received from the appliance. IgnoreErrorIfEndpointDoesNotExist: if specified, this call will not return an error if the Endpoint does not exist.

correlationKey
Type: SystemObject
When specified (i.e. non null reference passed in), this correlationKey is returned in CorrelationKey.

Return Value
Type: ReturnCode
SOLCLIENT_WOULD_BLOCK, if the operation cannot be accepted by the API immediately, SOLCLIENT_OK if successful, or SOLCLIENT_IN_PROGRESS if in progress.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
</table>
| OperationErrorException   | Throws OperationErrorException if fails to deprovision or delete the Endpoint. The possible reasons are:
|                           | • The operation could not complete due to an invalid appliance or session state.
|                           | • No Endpoint with the same name exists on the appliance, AND the user has not specified the IgnoreErrorIfEndpointDoesNotExist flag. |
|                           | Note: The ErrorInfo property in OperationErrorException will have a specific SubCode indicating what error case the application encountered. |
Possible sub-codes:

- `Timeout`
- `CommunicationError`
- `UnknownQueueName`
- `UnknownTEName`

### ObjectDisposedException

Thrown when the session is already disposed (terminal state).

### ArgumentNullException

### ArgumentOutOfRangeException

#### See Also

Reference

- `ISession Interface`
- `SolaceSystems.Solclient.Messaging Namespace`

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Send comments on this topic to support_request@solacesystems.com
ISession Disconnect Method

version: 7.2.1.27
Disconnects the session.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```c
ReturnCode Disconnect()
```

Return Value
Type: ReturnCode
SOLCLIENT_OK if successful.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the Disconnect operation fails.</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

See Also
Reference
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Send comments on this topic to support_request@solacesystems.com
ISession.GetCapability Method

version: 7.2.1.27
Returns an ICapability instance for the given CapabilityType.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
ICapability GetCapability(CapabilityType capabilityType)
```

### Parameters

- **capabilityType**
  - Type: SolaceSystems.Solclient.Messaging.CapabilityType

### Return Value

- Type: ICapability
- The requested capability from the peer.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails.</td>
</tr>
</tbody>
</table>
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Send comments on this topic to support_request@solacesystems.com
ISessionGetContext Method

version: 7.2.1.27

Returns a reference to the Context that was used to create this session.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>IContext GetContext()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Return Value**

Type: **IContext**

Returns a reference to the Context that was used to create this session

### See Also

**Reference**

ISession Interface

SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
**SessionGetProperty Method**

version: 7.2.1.27
Returns the object value of a given property.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
Object GetProperty(  
    SessionPropertiesPROPERTY sessionProperty  
)
```

### Parameters

- `sessionProperty`  
  Type: `SolaceSystems.Solclient.MessagingSessionPropertiesPROPERTY`  
  Property to get.

### Return Value

- Type: `Object`  
  The object value of a given property.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ObjectDisposedException</code></td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td><code>OperationErrorException</code></td>
<td>Thrown when the operation fails.</td>
</tr>
</tbody>
</table>
### FatalErrorException
Thrown when an unrecoverable error occurs.

### ArgumentNullException
Thrown if any of the required parameters is null.

#### See Also

**Reference**
- ISession Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ISessionIsCapable Method

version: 7.2.1.27

Checks if the specified capability type is set on the currently connected session. Returns true if the session has the specified CapabilityType.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
bool IsCapable(
    CapabilityType capabilityType
)
```

### Parameters

- **capabilityType**
  - Type: SolaceSystems.Solclient.MessagingCapabilityType

### Return Value

- **Type:** Boolean
  - A boolean representing if the capability is supported.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails.</td>
</tr>
</tbody>
</table>
See Also

Reference

ISession Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ISessionModifyClientInfo Method

version: 7.2.1.27

Allows the following client name and description properties of a Session to be modified after the Session has been created.

- ClientDescription
- ClientName

The property modifications can be carried out in a blocking or non-blocking mode, depending on the flag ModifyPropertyFlag. Attempting to specify other Session properties will result in SOLCLIENT_FAIL being returned.

Note that only one outstanding client info modification request is allowed. Note that changing client name property would trigger the P2P topic changes. To avoid message loss, it is recommended that this API is used only at the initialization time.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

C# | VB | C++
---|---|---

```csharp
ReturnCode ModifyClientInfo(
    SessionPropertiesPROPERTY sessionProperty,
    Object value,
    int flags,
    Object correlationKey
)
```

### Parameters

- `sessionProperty` Type: SolaceSystems.Solclient.MessagingSessionPropertiesPRO
The property to modify.

**value**
Type: `SystemObject`
The new value for the property.

**flags**
Type: `SystemInt32`
One of the following flags: `WaitForConfirm`: if specified this call blocks the calling thread until a confirmation is received from the appliance (synchronous call). 0: if 0 is specified, this method call will not block (asynchronous call).

**correlationKey**
Type: `SystemObject`
When specified (i.e. non null reference passed in), this correlationKey is returned in `CorrelationKey` - It is ignored if `WaitForConfirm` is specified.

**Return Value**
Type: `ReturnCode`
Throws `OperationErrorException` if failed. Otherwise it returns `SOLCLIENT_WOULD_BLOCK` if the operation cannot be accepted by the API immediately, `SOLCLIENT_OK` if successful, or `SOLCLIENT_IN_PROGRESS` if in progress.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OperationErrorException</code></td>
<td>Thrown when the operation fails. Possible error subcodes include:</td>
</tr>
<tr>
<td></td>
<td>• <code>ClientNameAlreadyInUse</code></td>
</tr>
<tr>
<td></td>
<td>• <code>ClientNameInvalid</code></td>
</tr>
<tr>
<td><code>FatalErrorException</code></td>
<td>Thrown when un-recoverable error occurs.</td>
</tr>
<tr>
<td><code>ObjectDisposedException</code></td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
</tbody>
</table>
ArgumentNullException

Thrown if any of the required parameters is null.

See Also

Reference
- ISession Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ISessionModifyProperty Method

version: 7.2.1.27

Allows certain properties of a session to be modified after the session has been created. Currently, only the following session properties can be modified:

- ClientDescription (Deprecated - See Note below)
- ClientName (Deprecated - See Note below)
- Host (may only be modified when session is disconnected)
- Port (may only be modified when session is disconnected)

**Note:** Applications shall use

ModifyClientInfo(SessionPropertiesPROPERTY, Object, Int32, Object)

to modify the following session properties:

- ClientDescription
- ClientName

**Namespace:** SolaceSystems.Solclient.Messaging


## Syntax

```csharp
public ReturnValue ModifyProperty(
    SessionPropertiesPROPERTY sessionProperty,
    Object value
)
```

**Parameters**

- `sessionProperty`
  - Type: SolaceSystems.Solclient.MessagingSessionPropertiesPROPERTY
  - The property to modify.
**value**

Type: SystemObject
The new value for the property.

**Return Value**
Type: ReturnCode
Throws OperationErrorException if failed. Otherwise it returns SOLCLIENT_OK, or SOLCLIENT_WOULD_BLOCK, if the message cannot be accepted by the API immediately.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails. Possible codes:</td>
</tr>
<tr>
<td></td>
<td>○ AttemptToModifySessionPropertyWhenNotIdle</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when un-recoverable error occurs</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown if any of the required parameters</td>
</tr>
</tbody>
</table>

### See Also

**Reference**
- ISession Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**ISession.Provision Method**

version: 7.2.1.27

Provisions a durable `ITopicEndpoint` or `IQueue` on the appliance. Endpoint creation can be carried out in a synchronous or asynchronous mode, depending upon the provision flags passed in to this method. If `WaitForConfirm` is specified in flags, the calling thread is blocked until the endpoint creation attempt either succeeds or is determined to have failed. If `WaitForConfirm` is not specified in flags, `SOLCLIENT_IN_PROGRESS` is returned when the endpoint provision request is successfully sent, and the creation attempt proceeds in the background.

An Endpoint provision timer, controlled by the property `ProvisionTimeoutInMsecs`, controls the maximum amount of time a provision attempt lasts for. Upon expiry of this timer, a `ProvisionError` event is returned in the session event delegate.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

#### C#  
```csharp
ReturnCode Provision(
    IEndpoint endpoint,
    EndpointProperties props,
    int flags,
    Object correlationKey
)
```

#### VB  
```vbnet
ReturnCode Provision(
    IEndpoint endpoint,
    EndpointProperties props,
    int flags,
    Object correlationKey
)
```

#### C++

```cpp
ReturnCode Provision(
    IEndpoint endpoint,
    EndpointProperties props,
    int flags,
    Object correlationKey
)
```

#### Parameters

- `endpoint`
Type: `SolaceSystems.Solclient.Messaging.ISolEndpoint`
Endpoint to create (must be a durable `ITopicEndpoint` or `IQueue`).

`props`
Properties of the Endpoint to create. Setting a property in EndpointProperties with a null value indicates that the application will accept the appliance's defaults. If the Endpoint already exists, leaving the property value null indicates that application accepts any value already specified for that Endpoint.

`flags`
Type: `System.Int32`
Allowed flags include: `WaitForConfirm`: if specified this call blocks the calling thread until a confirmation is received from the appliance. `IgnoreErrorIfEndpointAlreadyExists`: if specified this call will not return an error if the Endpoint already exists.

`correlationKey`
Type: `System.Object`
When specified (i.e. non null reference passed in), this correlationKey is returned in CorrelationKey - It is ignored if WaitForConfirm is specified.

Return Value
Type: `ReturnCode`
- `SOLCLIENT_WOULD_BLOCK`, if the operation cannot be accepted by the API immediately,
- `SOLCLIENT_OK` if successful, or
- `SOLCLIENT_IN_PROGRESS` if in progress.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OperationErrorException</code></td>
<td>Throws OperationErrorException in the following cases: The operation could not complete due to an invalid appliance or session state. An Endpoint with the same name</td>
</tr>
</tbody>
</table>
already exists, and the user did not pass
IgnoreErrorIfEndpointAlreadyExists
was not specified in flags. A proper
mismatch error has occurred. This
occurs if the user has passed in true
for
ignoreErrorIfEndpointAlreadyExists
AND and Endpoint with the same
name already exists AND the
provision property passed in by the
application and what is currently
provisioned on the appliance are not
equal. Note: The ErrorInfo property
OperationErrorException will have a
specific SubCode indicating what
error case the application
encountered. Possible sub-codes:

- Timeout
- CommunicationError
- InvalidTopicNameForTE
- EndpointAlreadyExists
- NoMoreNonDurableQueueOrT
- PermissionNotAllowed

<table>
<thead>
<tr>
<th>Exception</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td></td>
</tr>
<tr>
<td>ArgumentOutOfRangeException</td>
<td></td>
</tr>
</tbody>
</table>

See Also

Reference
ISession Interface
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
ISessionSend Method

version: 7.2.1.27

Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Send(IMessage)</td>
<td>Sends a message over the session.</td>
</tr>
<tr>
<td>Send(IMessage, Int32, Int32, Int32)</td>
<td>Sends an array of messages over the session, attempting to send them all at once. Note that the number of messages which can be sent through a single call to this method is limited to 50. For sessions in which Send(IMessage[],...) is used, it is recommended that TcpNoDelay be set to true (it is enabled by default). In this case, multiple messages are sent at once onto a TCP connection, and therefore there is no need to have the operating system carry out the TCP delay algorithm to cause fuller IP packets.</td>
</tr>
</tbody>
</table>

See Also

Reference
ISession Interface
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
IISession Send Method (IMessage)

version: 7.2.1.27
Sends a message over the session.

**Namespace:** SolaceSystems.Solclient.Messaging

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
</table>
| ReturnCode Send(  
  IMessage message
  ) |

### Parameters

*message*

Type: SolaceSystems.SolclientMessaging IMESSAGE

an IMessage instance

### Return Value

Type: ReturnCode

SOLCLIENT_OK if successful. Or SOLCLIENT_WOULD_BLOCK if the message cannot be accepted by the API immediately. The API signals its readiness to accept messages through a CanSend event type.

**Note:** returning SOLCLIENT_OK means that the message has been successfully copied to the underlying transport which does not guarantee successful delivery to the Solace appliance. In the case of persistent or non-persistent messages, the application will receive a subsequent Acknowledgement event for all messages (persistent and non-persistent) successfully delivered to the Solace appliance. For guaranteed (persistent or non-persistent) messages which cannot be accepted by the Solace appliance (quota, permission or...
other delivery problems), a `RejectedMessageError` event will be generated.

**Special Buffering of Guaranteed Messages**

Guaranteed messages (`MessageDeliveryMode.Persistent` or `MessageDeliveryMode.NonPersistent`) are assured by the protocol between the client and the Solace message-router. To make developers' task easier, guaranteed messages are queued for delivery in many instances:

- While transport (TCP) flow controlled.
- While message-router flow controlled.
- While sessions are connecting or reconnecting.
- While sessions are disconnected or down.

The SDK will buffer up to a publishers window size (`ADPublishWindowSize`) of guaranteed messages before `solClient_session_sendMsg()` will either block (when `SendBlocking` is enabled) or return `SOLCLIENT_WOULD_BLOCK` (on active sessions).

For the most part this is desired behavior. Transient sessions failures do not require special handling in applications. When `ReconnectRetries` is non-zero, the underlying transport will automatically reconnect and the publishing application does not need to concern itself with special handling for the transient reconnecting state.

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OperationErrorException</code></td>
<td>Thrown when the Send operation fails. Possible sub-codes:</td>
</tr>
<tr>
<td></td>
<td>- <code>InsufficientSpace</code></td>
</tr>
<tr>
<td></td>
<td>- <code>TopicTooLarge</code></td>
</tr>
<tr>
<td></td>
<td>- <code>TopicMissing</code></td>
</tr>
<tr>
<td></td>
<td>- <code>UserDataTooLarge</code></td>
</tr>
<tr>
<td></td>
<td>- <code>QueueNameTooLarge</code></td>
</tr>
<tr>
<td></td>
<td>- <code>QueueNameInvalidMode</code></td>
</tr>
<tr>
<td></td>
<td>- <code>QueueNameTopicConflict</code></td>
</tr>
<tr>
<td></td>
<td>- <code>MaxTotalMessageSizeExceeded</code></td>
</tr>
</tbody>
</table>
• DTOInvalid
• TooManyClients
• InvalidSessionOperation
• Timeout
• CommunicationError

ObjectDisposedException Thrown when the session is already disposed (terminal state).

FatalErrorException Thrown when an unrecoverable error occurs.

ArgumentNullException Thrown if message is null.

See Also
Reference
ISession Interface
Send Overload
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ISessionSend Method (IMessage, Int32, Int32, Int32)

version: 7.2.1.27
Sends an array of messages over the session, attempting to send them all at once.
Note that the number of messages which can be sent through a single call to this method is limited to 50.

For sessions in which Send(IMessage[],...) is used, it is recommended that TcpNoDelay be set to true (it is enabled by default). In this case, multiple messages are sent at once onto a TCP connection, and therefore there is no need to have the operating system carry out the TCP delay algorithm to cause fuller IP packets.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| C#       | ```csharp
public ReturnCode Send(
    IMessage[] messages,
    int offset,
    int length,
    out int messagesSent
)
``` |
| VB       | ```vb
Public Function Send(ByVal messages As IMessage(), _
    ByVal offset As Integer, _
    ByVal length As Integer, _
    ByRef messagesSent As Integer) As ReturnCode
``` |
| C++      | ```cpp
ReturnCode Send(IMessage* messages, int offset, int length, int* messagesSent)
``` |

Parameters

messages
Type: SolaceSystems.Solclient.Messaging.IMessage
Array of IMessage instances. If duplicate IMessage entries were used in the messages array, they must not be Guaranteed
messages, in this case an ArgumentOutOfRangeException is thrown

**offset**
- **Type:** System.Int32
- Offset into the array of first message to send.

**length**
- **Type:** System.Int32
- Number of messages to send, from offset.

**messagesSent**
- **Type:** System.Int32
- Returns the number of messages that were sent.

**Return Value**
- **Type:** ReturnCode

*SOLCLIENT_OK* if successful and all messages have been sent Or
*SOLCLIENT_WOULD_BLOCK* if some messages cannot be accepted by the API immediately. The API signals its readiness to accept messages through a *CanSend* event type. The messagesSent parameter contains the number of messages sent.

**Note:** returning *SOLCLIENT_OK* means that the messages have been successfully copied to the underlying transport which does not guarantee successful delivery to the Solace appliance. In the case of persistent or non-persistent messages, the application will receive a subsequent *Acknowledgement* event for all messages (persistent and non-persistent) successfully delivered to the Solace appliance. For guaranteed(persistent or non-persistent) messages which cannot be accepted by the Solace appliance (quota, permission or other delivery problems), a *RejectedMessageError* event will be generated.

**Special Buffering of Guaranteed Messages**
Guaranteed messages (*MessageDeliveryMode.Persistent* or *MessageDeliveryMode.NonPersistent*) are assured by the protocol between the client and the Solace message-router. To make developers’ task easier, guaranteed messages are queued for delivery in many instances:

- While transport (TCP) flow controlled.
- While message-router flow controlled.
- While sessions are connecting or reconnecting.
- While sessions are disconnected or down.
The SDK will buffer up to a publishers window size (**ADPublisherWindowSize**) of guaranteed messages before `solClient_session_sendMsg()` will either block (when **SendBlocking** is enabled) or return **SOLCLIENT_WOULD_BLOCK** (on active sessions) or return **SOLCLIENT_NOT_READY** (on disconnected sessions).

For the most part this is desired behavior. Transient sessions failures do not require special handling in applications. When **ReconnectRetries** is non-zero, the underlying transport will automatically reconnect and the publishing application does not need to concern itself with special handling for the transient reconnecting state.

Special consideration is required for applications using host lists. When a reconnect occurs on a different host, an application publishing guaranteed messages will receive the **DownError** event with the **UnknownFlowName** sub-code. When this occurs, any queued messages are flushed. Messages published after this event has been raised will be queued then sent after a subsequent connect initiated by the application by calling **Connect**.

Multi-threaded applications should be aware that some, but not necessarily all, messages published on one thread may be flushed due to failed reconnect, as messages published after the **DownError** event are not flushed. If the application chooses to republish some or all unacknowledged messages after the send queue has been flushed there is a possibility that these old, republished messages may be queued after newly published messages.

If the possibility of old messages after new messages is a concern, it is recommended that instead of calling **Connect** on the session that has gone down, this session should instead be destroyed and a new session created to establish a new connection.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OperationErrorException</strong></td>
<td>Thrown when the Send operation fails, see <strong>Send(IMessage)</strong> for possible sub-codes.</td>
</tr>
<tr>
<td><strong>ObjectDisposedException</strong></td>
<td>Thrown when the session is already disposed (terminal</td>
</tr>
<tr>
<td>Exception</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown if messages is null.</td>
</tr>
<tr>
<td>ArgumentOutOfRangeException</td>
<td>Thrown if messages has zero-length, or duplicate Guaranteed Delivery IMessage entries were passed in messages.</td>
</tr>
</tbody>
</table>

**See Also**

Reference
- ISession Interface
- Send Overload
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**IISessionSendReply Method**

**version: 7.2.1.27**

Sends a Reply Message (see SetAsReplyMessage() on IMessage). If `messageToReplyTo` is non-null, the following message properties are copied to `replyMessage`: `ReplyTo` is copied to `Destination`, unless `ReplyTo` is null. `CorrelationId`, unless it is null. If `messageToReplyTo` is null, the application is responsible for setting the `Destination` and `CorrelationId` on the `replyMessage`.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

```csharp
public ReturnCode SendReply(
    IMessage messageToReplyTo,
    IMessage replyMessage
)
```

**Parameters**

- `messageToReplyTo`  
  Type: SolaceSystems.Solclient.Messaging.IMessage  
  The received request message to reply to.

- `replyMessage`  
  Type: SolaceSystems.Solclient.Messaging.IMessage  
  The reply message to send to the requestor.

**Return Value**

Type: ReturnCode  
The return code from sending the reply.
## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OperationErrorException</strong></td>
<td>Thrown when the operation fails to complete. Possible sub-codes:</td>
</tr>
<tr>
<td></td>
<td>• <strong>MissingReplyTo</strong>: the messageToReplyTo does not have a ReplyTo set.</td>
</tr>
<tr>
<td><strong>ObjectDisposedException</strong></td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td><strong>FatalErrorException</strong></td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td><strong>ArgumentNullException</strong></td>
<td>Thrown if replyMessage is null.</td>
</tr>
</tbody>
</table>

## See Also

**Reference**
- ISession Interface
- SolaceSystems.Solclient.Messaging Namespace

---

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Send comments on this topic to support_request@solacesystems.com
Send a Topic Request message. The application expects an end-to-end reply from the client that receives the request message. If the Reply-To destination in the UserProperties of the request message is not set, it defaults to the current session's ReplyTo destination. Leaving the replyTo destination unset and allowing the API to set the default replyTo destination is the easiest way to set a valid replyTo destination. When the responses are handled asynchronously (that is, the timeout parameter is zero), the application may set any replyTo destination. When the application needs to block and wait for the reply (that is, the timeout parameter is non-zero), the replyTo destination must be a topic that the application has subscribed to for Direct messages. If timeoutInMsecs is zero, this method returns immediately upon successfully accepting the request message for transmission. Any replies sent back by the destination client are delivered to the ReplyTo Destination through the message receive delegate. In such a case, the reply tag is set (IsReplyMessage == true) on the response message. It is entirely the responsibility of the application to manage asynchronous replies. Applications can use the CorrelationId message property on outgoing requests. If the timeoutInMsecs parameter is non-zero, the function waits for the amount of time specified by timeoutInMsecs milliseconds before returning with SOLCLIENT_INCOMPLETE. If the replyTo destination is set to an unsubscribed topic, or endpoint, a call to Session.SendRequest() will block until the amount of time set for the timeout parameter expires and then return SOLCLIENT_INCOMPLETE.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**
Parameters

`requestMessage`
Type: `SolaceSystems.Solclient.Messaging.IMessage`
The request message (DeliveryMode cannot be PERSISTENT or NON_PERSISTENT).

`replyMessage`
Type: `SolaceSystems.Solclient.Messaging.IMessage`
The reply message. Null reference if `SOLCLIENT_INCOMPLETE` is returned.

`timeoutInMsecs`
Type: `System.Int32`
Timeout for the request to complete.

Return Value
Type: `ReturnCode`
- `SOLCLIENT_INCOMPLETE` if only some of the requested operations were performed.
- `SOLCLIENT_OK` if successful.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OperationErrorException</code></td>
<td>Thrown when the operation fails to complete.</td>
</tr>
<tr>
<td><code>ObjectDisposedException</code></td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>Exception Name</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown if requestMessage is null.</td>
</tr>
</tbody>
</table>

**See Also**

**Reference**
- ISession Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ISessionSetClientDescription Method

version: 7.2.1.27
Note: This API is now obsolete.

Sets the Client Description.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
[ObsoleteAttribute("Use ModifyProperty(SessionProperties.PROPERTY,"false))]
ReturnCode SetClientDescription(
    string clientDescription
)
```

Parameters

- `clientDescription`
  - Type: `System.String` string

Return Value

- Type: `ReturnCode`
- Throws `OperationErrorException` if it fails, otherwise it returns `SOLCLIENT_WOULD_BLOCK` or `SOLCLIENT_OK`.

Exceptions

- `[ObsoleteAttribute]`
## Exception

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails.</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown if any of the required parameters are null.</td>
</tr>
</tbody>
</table>

### See Also

**Reference**

I<session Interface>

SolaceSystems.Solclient.Messaging Namespace

---

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Send comments on this topic to support_request@solacesystems.com
ISessionSubscribe Method

version: 7.2.1.27

Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Subscribe(ISubscription, Boolean)</td>
<td>Registers a subscription to the appliance. When the appliance is running SolOS-TR, a Topic is required.</td>
</tr>
<tr>
<td>Subscribe(IDispatchTarget, Int32, Object)</td>
<td>Adds a IDispatchTarget subscription to the given IMessageDispatcher. Note: In order to use this feature, the parent ISession's SessionProperties must have TopicDispatch set to true. (Inherited from IMessageDispatcher.)</td>
</tr>
<tr>
<td>Subscribe(IQueue, Int32, Object)</td>
<td>Add a ITopic subscription on the endpoint if the operation is supported on the endpoint (Only endpoints of type IQueue or type IClientName support this operation).</td>
</tr>
</tbody>
</table>
See Also

Reference
ISession Interface
SolaceSystems.Solclient.Messaging Namespace
**ISessionSubscribe Method**  
**ISubscription, Boolean**

version: 7.2.1.27

Registers a subscription to the appliance. When the appliance is running SolOS-TR, a Topic is required.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```
C# VB C++

ReturnCode Subscribe(
    ISubscription subscription,
    bool waitForConfirm
)
```

### Parameters

- **subscription**
  - Type: SolaceSystems.Solclient.Messaging.ISubscription
  - The subscription to subscribe to.

- **waitForConfirm**
  - Type: System.Boolean
  - If true, this call blocks the calling thread until a confirmation is received from the appliance.

### Return Value

- Type: ReturnCode
- **SOLCLIENT_WOULD_BLOCK**, if the subscription cannot be accepted by the API immediately, or **SOLCLIENT_OK** or
### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OperationErrorException</strong></td>
<td>Thrown when the Subscribe operation fails. Possible sub-codes:</td>
</tr>
<tr>
<td></td>
<td>• InvalidTopicSyntax</td>
</tr>
<tr>
<td></td>
<td>• SubscriptionACLDenied</td>
</tr>
<tr>
<td></td>
<td>• SessionNotEstablished</td>
</tr>
<tr>
<td></td>
<td>• Timeout</td>
</tr>
<tr>
<td></td>
<td>• CommunicationError</td>
</tr>
<tr>
<td></td>
<td>• OutOfResources</td>
</tr>
<tr>
<td></td>
<td>• SubscriptionAlreadyPresent</td>
</tr>
<tr>
<td></td>
<td>• SubscriptionTooMany</td>
</tr>
<tr>
<td></td>
<td>• SubscriptionACLDenied</td>
</tr>
<tr>
<td></td>
<td>• SubscriptionOther</td>
</tr>
<tr>
<td><strong>ObjectDisposedException</strong></td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td><strong>FatalErrorException</strong></td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td><strong>ArgumentNullException</strong></td>
<td>Thrown if subscription is null.</td>
</tr>
</tbody>
</table>

### See Also

Reference
- ISession Interface
- Subscribe Overload
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ISessionSubscribe Method
(IEndpoint, ISubscription, Int32, Object)

version: 7.2.1.27
Add a ITopic subscription on the endpoint if the operation is supported on the endpoint (Only endpoints of type IQueue or type IClientName support this operation).

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#    VB    C++

```
ReturnCode Subscribe(
    IEndpoint endpoint,
    ISubscription subscription,
    int subscribeFlags,
    Object correlationKey
)
```

Parameters

endpoint  
Type: SolaceSystems.Solclient.MessagingIEndpoint
The endpoint to add the subscription on (must be of type IQueue or type IClientName). When authorized, a session can add subscriptions to any queue or to other sessions as identified by ClientName.

subscription
Type: `SolaceSystems.Solclient.Messaging.ISubscription`
Only subscriptions of type `ITopic` are supported

`subscribeFlags`
Type: `SystemInt32`
Possible values are: 0, this signals to the API not to request or wait for a confirmation One or more flags from `SubscribeFlag` ORed. Valid flags are `RequestConfirm` and `WaitForConfirm`

`correlationKey`
Type: `SystemObject`
If `subscribeFlags` is `RequestConfirm`, client applications can specify a non-null `correlationKey` object reference which is returned to the application as a CorrelationKey field within a `SessionEventArgs` event.

Return Value
Type: `ReturnCode`
`SOLCLIENT_WOULD_BLOCK` or `SOLCLIENT_OK` or `SOLCLIENT_IN_PROGRESS`

 Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OperationErrorException</code></td>
<td>Thrown when the Subscribe operation fails, more information will be available in the <code>OperationErrorException</code> fields. Possible sub-codes:</td>
</tr>
<tr>
<td></td>
<td>• <code>Timeout</code></td>
</tr>
<tr>
<td></td>
<td>• <code>CommunicationError</code></td>
</tr>
<tr>
<td></td>
<td>• <code>UnknownQueueName</code></td>
</tr>
<tr>
<td></td>
<td>• <code>UnknownClientName</code></td>
</tr>
<tr>
<td><code>ObjectDisposedException</code></td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td><code>FatalErrorException</code></td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>
ArgumentNullException Thrown if subscription is null.

See Also

Reference
- ISession Interface
- Subscribe Overload
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**ISessionUnsubscribe Method**

version: 7.2.1.27

### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="Image" alt="Unsubscribe(ISubscription, Boolean)" /></td>
<td>Remove a subscription.</td>
</tr>
<tr>
<td><img src="Image" alt="Unsubscribe(ITopicEndpoint, Int32)" /></td>
<td>Obsolete. Unsubscribes from a durable Topic Endpoint.</td>
</tr>
<tr>
<td><img src="Image" alt="Unsubscribe(ITopicEndpoint, Object)" /></td>
<td>Unsubscribes from a durable Topic Endpoint. This is only valid if no clients are bound to the topic endpoint.</td>
</tr>
<tr>
<td><img src="Image" alt="Unsubscribe(IDispatchTarget, Int32, Object)" /></td>
<td>Removes an IDispatchTarget subscription from the given IMessageDispatcher. Note: To use this feature, the parent ISession's SessionProperties must have TopicDispatch set to true. (Inherited from</td>
</tr>
</tbody>
</table>
Unsubscribe(IEndpoint, ISubscription, Int32, Object)

Remove a ITopic subscription from the endpoint if the operation is supported on the endpoint (Only endpoint of type IQueue supports this operation).

See Also

Reference
ISession Interface
SolaceSystems.Solclient.Messaging Namespace
**ISessionUnsubscribe Method**

(ISubscription, Boolean)

version: 7.2.1.27

Remove a subscription.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

```csharp
returnCode Unsubscribe(
    ISubscription subscription,
    bool waitForConfirm
)
```

**Parameters**

*subscription*

Type: SolaceSystems.Solclient.Messaging.ISubscription  
The subscription to unsubscribe to.

*waitForConfirm*

Type: System.Boolean  
If true, this call blocks the calling thread until a reply is received from the appliance.

**Return Value**

Type: ReturnCode  
SOLCLIENT_WOULD_BLOCK or SOLCLIENT_OK or SOLCLIENT_IN_PROGRESS
## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the Unsubscribe operation fails. Possible sub-codes:</td>
</tr>
<tr>
<td></td>
<td>- InvalidTopicSyntax</td>
</tr>
<tr>
<td></td>
<td>- SessionNotEstablished</td>
</tr>
<tr>
<td></td>
<td>- Timeout</td>
</tr>
<tr>
<td></td>
<td>- CommunicationError</td>
</tr>
<tr>
<td></td>
<td>- SubscriptionNotFound</td>
</tr>
<tr>
<td></td>
<td>- SubscriptionOther</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown if subscription is null.</td>
</tr>
</tbody>
</table>

## See Also

**Reference**
- ISession Interface
- Unsubscribe Overload
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ISessionUnsubscribe Method (ITopicEndpoint, Int32)

version: 7.2.1.27

Note: This API is now obsolete.

Unsubscribes from a durable Topic Endpoint.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

```csharp
[ObsoleteAttribute("Use Unsubscribe(ITopicEndpoint, object) instead", false)]
ReturnCode Unsubscribe(I_TopicEndpoint dte, int correlationId)
```

### Parameters

*dte*
- **Type:** SolaceSystems.Solclient.Messaging.ITopicEndpoint
  - The durable Topic Endpoint to unsubscribe from.

*correlationId*
- **Type:** System.Int32
  - Correlation Id used in the unsubscribe request and returned in the session event **CorrelationKey**. Valid values are within [1..16777215]. A value of 0 (zero) indicates that correlationId is not to be returned (in this case **CorrelationKey** will be null). Any
other value outside of the previously stated values will cause an ArgumentOutOfRangeException exception to be thrown.

Return Value
Type: ReturnCode
The return code from the unsubscribe request.

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
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</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails.</td>
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<tr>
<td>ObjectDisposedException</td>
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</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown if any of the required parameters is null.</td>
</tr>
<tr>
<td>ArgumentOutOfRangeException</td>
<td>Thrown if correlationId is out of range.</td>
</tr>
</tbody>
</table>

## See Also

Reference
ISession Interface
Unsubscribe Overload
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**ISessionUnsubscribe** Method (ITopicEndpoint, Object)

version: 7.2.1.27
Unsubscribes from a durable Topic Endpoint. This is only valid if no clients are bound to the topic endpoint.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

```csharp
public ReturnCode Unsubscribe(I TopicsEndpoint dte,
                                  Object correlationKey
)
```

**Parameters**

*dte*  
Type: SolaceSystems.Solclient.Messaging.ITopicEndpoint  
The durable Topic Endpoint to unsubscribe from.

**correlationKey**  
Type: System.Object  
An object reference that is returned in CorrelationKey session event

**Return Value**

Type: ReturnCode  
The return code from the unsubscribe request.
Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails. Possible sub-codes:</td>
</tr>
<tr>
<td></td>
<td>• SessionNotEstablished</td>
</tr>
<tr>
<td></td>
<td>• Timeout</td>
</tr>
<tr>
<td></td>
<td>• CommunicationError</td>
</tr>
<tr>
<td></td>
<td>• InvalidSessionOperation</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
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<tr>
<td>ArgumentNullException</td>
<td>Thrown if any of the required parameters is null.</td>
</tr>
</tbody>
</table>

See Also

Reference

ISession Interface
Unsubscribe Overload
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ISessionUnsubscribe Method (IEndpoint, ISubscription, Int32, Object)

version: 7.2.1.27

Remove a ITopic subscription from the endpoint if the operation is supported on the endpoint (Only endpoint of type IQueue supports this operation).

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
ReturnCode Unsubscribe(
    IEndpoint endpoint,
    ISubscription subscription,
    int subscribeFlags,
    Object correlationKey
)
```

Parameters

*endpoint*

  Type: SolaceSystems.Solclient.Messaging.IEndpoint
  The endpoint to remove the subscription from

*subscription*

  Type: SolaceSystems.Solclient.Messaging.ISubscription
  Only subscriptions of type ITopic are supported

*subscribeFlags*
Type: `System.Int32`
Possible values are: 0, this signals to the API not to request or wait for a confirmation. One or more flags from `SubscribeFlag ORed`. Valid flags are `RequestConfirm` and `WaitForConfirm`

correlationKey
Type: `System.Object`
If `subscribeFlags` is `RequestConfirm`, client applications can specify a non-null `correlationKey` object reference which will be returned to the application as a `CorrelationKey` field within a `SessionEventArgs` event.

Return Value
Type: `ReturnCode`
`SOLCLIENT_WOULD_BLOCK` or `SOLCLIENT_OK`

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OperationErrorException</code></td>
<td>Thrown when the Unsubscribe operation fails. More details will be available in the fields of the <code>OperationErrorException</code>. Possible sub-codes:</td>
</tr>
<tr>
<td></td>
<td>• <code>Timeout</code></td>
</tr>
<tr>
<td></td>
<td>• <code>CommunicationError</code></td>
</tr>
<tr>
<td></td>
<td>• <code>UnknownQueueName</code></td>
</tr>
<tr>
<td></td>
<td>• <code>UnknownTEName</code></td>
</tr>
<tr>
<td></td>
<td>• <code>UnknownClientName</code></td>
</tr>
<tr>
<td><code>ObjectDisposedException</code></td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td><code>FatalErrorException</code></td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td><code>ArgumentNullException</code></td>
<td>Thrown if subscription is null.</td>
</tr>
</tbody>
</table>
See Also

Reference
ISession Interface
Unsubscribe Overload
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
Solclient

ISessionValidateTopic Method

version: 7.2.1.27

This method checks a topic string against topic encoding rules for the appliance. This method is intended for use before sending a message to a topic. This method should not be used with Subscribe methods. Subscribe methods perform its own topic validation, which includes accepting wildcards. For performance reasons `Send(IMessage)` and `Send(IMessage, Int32, Int32, Int32)` does not validate topics, and this method is provided as a convenience to the developer to ensure a topic is valid before sending a message that could be rejected by the appliance. It is expected then that the same topic will be used for sending many messages.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>Language</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
</tr>
<tr>
<td>VB</td>
</tr>
<tr>
<td>C++</td>
</tr>
</tbody>
</table>

```csharp
ReturnCode ValidateTopic(
    string topicName
)
```

### Parameters

**topicName**

Type: `System.String`

### Return Value

Type: `ReturnCode`

`SOLCLIENT_OK` if successful; `SOLCLIENT_FAIL` if unsuccessful.
## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown if any of the required parameters are null.</td>
</tr>
</tbody>
</table>

## See Also

Reference
- ISession Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
### ISession Properties

version: 7.2.1.27

The ISession type exposes the following members.

#### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flows</td>
<td>Represents the current read-only collection of active (not yet disposed) flows created by this session.</td>
</tr>
<tr>
<td>Properties</td>
<td>Returns a copy of the current SessionProperties.</td>
</tr>
</tbody>
</table>

#### See Also

Reference
- ISession Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ISessionFlows Property

version: 7.2.1.27
Represents the current read-only collection of active (not yet disposed) flows created by this session.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```
C#       VB       C++
IList<IFlow> Flows { get; }
```

Property Value  
Type: IList<IFlow>

### See Also

Reference  
ISession Interface  
SolaceSystems.Solclient.Messaging Namespace

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ISessionProperties Property

version: 7.2.1.27
Returns a copy of the current SessionProperties.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

```
SessionProperties Properties { get; }
```

### Property Value

Type: `SessionProperties`

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown if any of the required parameters are null.</td>
</tr>
</tbody>
</table>

### See Also

Reference
ISession Interface
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Send comments on this topic to support_request@solacesystems.com
### IStatsAccessible Interface

**version:** 7.2.1.27  
Implied by `ISession` and `IFlow`, this interface exposes Transmit and Receive statistics collected by the messaging API.

**Namespace:** SolaceSystems.Solclient.Messaging  

#### Syntax

```csharp
public interface IStatsAccessible
```

The `IStatsAccessible` type exposes the following members.

#### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ClearStats</code></td>
<td>Clears the stats dictionary.</td>
</tr>
<tr>
<td><code>GetRxStats</code></td>
<td>Returns the Rx Stats.</td>
</tr>
<tr>
<td><code>GetTxStats</code></td>
<td>Returns the Tx Stats.</td>
</tr>
</tbody>
</table>

#### See Also

Reference  
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
IStatsAccessible Methods

version: 7.2.1.27

The IStatsAccessible type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ClearStats</td>
<td>Clears the stats dictionary.</td>
</tr>
<tr>
<td>GetRxStats</td>
<td>Returns the Rx Stats.</td>
</tr>
<tr>
<td>GetTxStats</td>
<td>Returns the Tx Stats.</td>
</tr>
</tbody>
</table>

See Also

Reference

IStatsAccessible Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IStatsAccessible.ClearStats Method

version: 7.2.1.27
Clears the stats dictionary.

**Namespace:** SolaceSystems.Solclient.Messaging

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ReturnCode ClearStats()</code></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Return Value

Type: **ReturnCode**
Return code

### See Also

**Reference**
- IStatsAccessible Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IStatsAccessibleGetRxStats Method

version: 7.2.1.27
Returns the Rx Stats.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>IDictionary&lt;Stats_Rx, Int64&gt; GetRxStats()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Return Value
Type: IDictionary<Stats_Rx, Int64>
The Rx Stats.

See Also
Reference
IStatsAccessible Interface
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
IStatsAccessible GetTxStats Method

version: 7.2.1.27
Returns the Tx Stats.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
C#   VB    C++

IDictionary<Stats_Tx, long> GetTxStats()
```

Return Value
Type: IDictionary<Stats_Tx, Int64>
The Tx Stats.

See Also

Reference
IStatsAccessible Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ISubscriberEndpoint Interface

version: 7.2.1.27

Represents a Subscriber default flow endpoint.

**Namespace:** SolaceSystems.Solclient.Messaging  

▲ Syntax

```csharp
public interface ISubscriberEndpoint : IEndpoint, IDisposable
```

The `ISubscriberEndpoint` type exposes the following members.

▲ Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from <code>IDisposable</code>.)</td>
</tr>
</tbody>
</table>

Top

▲ Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Durable</td>
<td>When true, the endpoint's life span is</td>
</tr>
</tbody>
</table>
independent of the corresponding IFlow or ISession.
(Inherited from IEndpoint.)

| Name       | The name of the Endpoint. A non-durable TopicEndpoint does not have a name. (Inherited from IEndpoint.) |

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace
The `ISubscriberEndpoint` type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from <code>IDisposable</code>.)</td>
</tr>
</tbody>
</table>

## See Also

**Reference**
- `ISubscriberEndpoint Interface`
- `SolaceSystems.Solclient.Messaging Namespace`
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The `ISubscriberEndpoint` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image" alt="Durable" /></td>
<td><strong>Durable</strong> When true, the endpoint's life span is independent of the corresponding IFlow or ISession. (Inherited from <code>IEndpoint</code>.)</td>
</tr>
<tr>
<td><img src="image" alt="Name" /></td>
<td><strong>Name</strong> The name of the Endpoint. A non-durable TopicEndpoint does not have a name. (Inherited from <code>IEndpoint</code>.)</td>
</tr>
</tbody>
</table>

### See Also

Reference

- `ISubscriberEndpoint Interface`
- `SolaceSystems.Solclient.Messaging Namespace`

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ISubscription Interface

version: 7.2.1.27
Represents a Subscription, one of {IXpe, ITopic}.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

public interface ISubscription : IDisposable

The ISubscription type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable.)</td>
</tr>
</tbody>
</table>

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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The `ISubscription` type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from <code>IDisposable</code>.)</td>
</tr>
</tbody>
</table>

### See Also

**Reference**
- `ISubscription Interface`
- `SolaceSystems.Solclient.Messaging Namespace`

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ITopic Interface

version: 7.2.1.27
Represents a Topic.
Supported Topic Syntax

Topics are in the form level1/level2/level3. The total length of a topic can be 250 bytes.

Supported Subscription Syntax

Subscriptions are in the form level1/level2/level3. The total length of a subscription can be 250 bytes. The '>' character, when alone at the final level of a subscription, means match one or more levels at the end of a received topic. For example, level1/level2/level3/> will match level1/level2/level3/level4 and level1/level2/level3/level4/level5, but not level1/level2/level3. '>' elsewhere in the subscription has no special meaning. For example, level1>/level2.

Supported Subscription Syntax with the Topic Routing Blade (TRB) in the appliance

The '*' character is a wildcard. When alone at a level, it means match any string at that level in a received topic. For example, level1/ * /level3 matches /level1/level2/level3. '*' can also be used to match a level that starts with a specified string. For example level1/lev*/ /level3 matches /level1/level2/level3. A ''cannot appear at the beginning or within a string. For example, "lev*1" and "*evel" are not valid.

Supported Subscription Syntax with the Content Routing Blade (CRB) in the messaging appliance

The '*' character is not supported in subscriptions, either when alone or used as a suffix.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public interface ITopic : IDestination, ISubscription, IDisposable
```

```vbnet

```

```cpp

```
The **ITopic** type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from <strong>IDisposable</strong>.)</td>
</tr>
</tbody>
</table>

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IsReceiveAllDeliverToOne</td>
<td>When this property is true, and when this topic is used as a subscription, messages matching this topic are still delivered whether or not they have the DTO flag set.</td>
</tr>
<tr>
<td>Name</td>
<td>Represents the physical name of a destination. (Inherited from <strong>IDestination</strong>.)</td>
</tr>
<tr>
<td>Temporary</td>
<td>Indicates whether this is a temporary destination. Temporary destinations are used mostly for request/reply message exchange patterns. Its scope and lifetime is that of the containing session.</td>
</tr>
</tbody>
</table>
ITopic Methods

version: 7.2.1.27
The ITopic type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable.)</td>
</tr>
</tbody>
</table>

See Also

Reference

ITopic Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
The ITopic type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IsReceiveAllDeliverToOne</td>
<td>When this property is true, and when this topic is used as a subscription, messages matching this topic are still delivered whether or not they have the DTO flag set.</td>
</tr>
<tr>
<td>Name</td>
<td>Represents the physical name of a destination. (Inherited from IDestination.)</td>
</tr>
<tr>
<td>Temporary</td>
<td>Indicates whether this is a temporary destination. Temporary destinations are used mostly for request/reply message exchange patterns. Its scope and lifetime is that of the containing session. (Inherited from IDestination.)</td>
</tr>
</tbody>
</table>
See Also

Reference

ITopic Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ITopicIsReceiveAllDeliverToOne Property

version: 7.2.1.27
When this property is true, and when this topic is used as a subscription, messages matching this topic are still delivered whether or not they have the DTO flag set.

**Namespace:** SolaceSystems.Solclient.Messaging

**Syntax**

```csharp
bool IsReceiveAllDeliverToOne { get; }
```

**Property Value**
Type: Boolean

**See Also**

Reference
ITopic Interface
SolaceSystems.Solclient.Messaging Namespace

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ITopicEndpoint Interface

version: 7.2.1.27
Represents a Topic Endpoint (Durable or Non-Durable). This interface obsoletes IDurableTopicEndpoint.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public interface ITopicEndpoint : IEndpoint, IDisposable
```

The ITopicEndpoint type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable.)</td>
</tr>
</tbody>
</table>

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Durable</td>
<td>When true, the endpoint's life span is</td>
</tr>
</tbody>
</table>
independent of the corresponding IFlow or ISession.
(Inherited from IEndpoint.)

| Name | The name of the Endpoint. A non-durable TopicEndpoint does not have a name.
|------|-------------------------------------------------------------
|      | (Inherited from IEndpoint.)

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ITopicEndpoint Methods

version: 7.2.1.27

The ITopicEndpoint type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable.)</td>
</tr>
</tbody>
</table>

See Also

Reference

ITopicEndpoint Interface
SolaceSystems.Solclient.Messaging Namespace

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ITopicEndpoint Properties

version: 7.2.1.27

The ITopicEndpoint type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Durable</td>
<td>When true, the endpoint's life span is independent of the corresponding IFlow or ISession. (Inherited from IEndpoint.)</td>
</tr>
<tr>
<td>Name</td>
<td>The name of the Endpoint. A non-durable TopicEndpoint does not have a name. (Inherited from IEndpoint.)</td>
</tr>
</tbody>
</table>

See Also

Reference
- ITopicEndpoint Interface
- SolaceSystems.Solclient.Messaging Namespace

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ITransactedSession Interface

version: 7.2.1.27

ITransactedSession groups a number of Guaranteed Delivery flows into transactions. Once successfully created, an ITransactedSession instance has an in-progress transaction but no subordinate Guaranteed Delivery consumer flows. Consumer flows can be created by calling CreateFlow(). Transacted sessions are not thread-safe and should not be used by multiple application threads. The legal threading model usage of transacted sessions is limited to:

- If messages are received over the message dispatcher thread (async), client applications must invoke commit/rollback/sendMsg from the context of that thread (i.e. in the context of the message dispatcher thread CreateMessageDispatcher).
- If messages are received from an application thread by calling ReceiveMsg(Int32) directly, commit/rollback/sendMsg/receiveMsg functions must be called in the context of the same application thread.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public interface ITransactedSession : IDisposable
```

The ITransactedSession type exposes the following members.

Methods
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Commit</td>
<td>Commits the active transaction on the given transacted session. This method blocks the calling thread until a response is received or the operation fails.</td>
</tr>
<tr>
<td>CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs)</td>
<td>Creates a consumer flow on the given transacted session. This method calls CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs) for endpointProperties, therefore it does not allow the user to specify the EndpointProperties when binding and implicitly creating a durable endpoint.</td>
</tr>
<tr>
<td>CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs, EndpointProperties)</td>
<td>Creates a consumer flow on the given transacted session. If messageEventHandler delegate is provided, messages received on the flow are dispatched to the message callback delegate in the context of the message dispatcher (CreateMessageDispatcher) otherwise messages received on this consumer flow are queued internally; in this case client applications must call ReceiveMsg(Int32) directly to retrieve any internally queued messages</td>
</tr>
</tbody>
</table>
messages. Unlike other (or non-transacted) flows, events and messages received on a transacted flow are delivered in the contexts of two different threads. Events received are still delivered in the context of the IContext thread (ICContext). Messages received on flows are dispatched to the messageEventHandler delegate in the context of the message dispatcher thread or retrieved by calling ReceiveMsg(Int32) in the context of an application thread. The following flow properties are not supported: AckMode, AutoAck, Dispose, Rollback, Send

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable)</td>
</tr>
<tr>
<td>Rollback</td>
<td>Rolls back the active transaction of the given transacted session. This method blocks the thread until a response is received or the operation fails.</td>
</tr>
<tr>
<td>Send</td>
<td>Sends a guaranteed message to the transacted session. It has to send messages on a Transacted Session, a default publisher flow has to be enabled by enabling the Transact</td>
</tr>
</tbody>
</table>
Session property `HasPublisher` during the transacted session creation. `Send(IMessage)` returns `SOLCLIENT_OK` when the message has been successfully copied to the transmit buffer or underlying transport. Successful commits acknowledge published messages delivered to the Solace messaging appliance.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SessionName</td>
<td>The name of the transacted session</td>
</tr>
</tbody>
</table>

### See Also

Reference

`SolaceSystems.Solclient.Messaging Namespace`

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Send comments on this topic to support_request@solacesystems.com
The **ITransactedSession** type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Commit</td>
<td>Commits the active transaction on the given transacted session. This method blocks the thread until a response is received or the operation fails.</td>
</tr>
<tr>
<td>CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs)</td>
<td>Creates a consumer flow on the given transacted session. This method calls CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs) for endpointProperties, therefore it does not allow the user to specify the EndpointProperties when binding and implicitly creating a durable endpoint.</td>
</tr>
<tr>
<td>CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs)</td>
<td>Creates a consumer flow on the given transacted session. If messageEventHandler delegate is provided, messages are handled by this delegate.</td>
</tr>
</tbody>
</table>

**version:** 7.2.1.27
received on the flow are dispatched to the message callback delegate in the context of the message dispatcher thread (CreateMessageDispatcher). Otherwise messages received on this consumer flow are queued internally; in this case client applications must call ReceiveMsg(Int32) directly to retrieve any internally queued messages. Unlike other (or non-transacted) flows, events and messages received on a transacted flow are delivered in the contexts of two different threads. Events received on a transacted flow are delivered in the context of the IContext thread (IContext). Messages received on a transacted flow are dispatched to the message EventHandler in the context of the message dispatcher thread or retrieved by calling ReceiveMsg(Int32) in the context of an application thread.

The following flow properties are not supported:

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AckModeAutoAck</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable)</td>
</tr>
<tr>
<td>Dispose</td>
<td>Rolls back the active transaction.</td>
</tr>
</tbody>
</table>
| Rollback          | Perform tasks associated with freeing, releasing, or resetting unmanaged resources.
Send

Sends a guaranteed message to the transacted session. To send messages on a Transacted Session, a default publisher flow has to be enabled by enabling the Transacted Session property `HasPublisher` during the transacted session creation. `Send(IMessage)` returns `SOLCLIENT_OK` when the message has been successfully copied to the transmit buffer and the underlying transport. Successful commits acknowledge published messages delivered to the Solace messaging appliance.

See Also

Reference

`ITransactedSession Interface`

`SolaceSystems.Solclient.Messaging Namespace`

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Send comments on this topic to support_request@solacesystems.com
ITransactedSessionCommit Method

version: 7.2.1.27
Commits the active transaction on the given transacted session. This method blocks the calling thread until a response is received or the operation fails.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ReturnCode Commit()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Return Value
Type: ReturnCode
SOLCLIENT_OK

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails. Typically this is thrown when the commit request has failed and must be rolled back. When the ReturnCode is set to SOLCLIENT_ROLLBACK, further reason for the rollback is available in the subcode:</td>
</tr>
<tr>
<td></td>
<td>• InvalidTransactedSessionID</td>
</tr>
</tbody>
</table>
If the **ReturnCode** is **SOLCLIENT_FAIL**
The status of the outstanding commit request cannot be determined. The commit may have succeeded on the message-router before the response was lost. Or the commit request may have failed (roll back). Applications that treat this failure as a rollback must allow for duplicate transactions. Possible subcodes when the **ReturnCode** is **SOLCLIENT_FAIL** are:

- **CommitStatusUnknown**
- **Timeout**

### ObjectDisposedException
Thrown when the session is already disposed (terminal state).

### FatalErrorException
Thrown when an unrecoverable error occurs.

**See Also**

**Reference**

- `ITransactedSession Interface`
- `SolaceSystems.Solclient.Messaging Namespace`
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Send comments on this topic to support_request@solacesystems.com
## ITransactedSessionCreateFlow Method

**version:** 7.2.1.27

### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="https://icons8.com/download?image=25198" alt="" /> CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs)</td>
<td>Creates a consumer flow on the given transacted session. This method calls CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs) for endpointProperties, therefore it does not allow the user method to specify the EndpointProperties when binding and implicitly creating a durable endpoint.</td>
</tr>
<tr>
<td><img src="https://icons8.com/download?image=25198" alt="" /> CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs, EndpointProperties)</td>
<td>Creates a consumer flow on the given transacted session. If messageEventHandler delegate is provided, messages received on the flow are dispatched to the message callback delegate in the context of the message dispatcher (CreateMessageDispatcher).</td>
</tr>
</tbody>
</table>
otherwise messages received on this consumer flow are queued internally; in this case client applications must call ReceiveMsg(Int32) directly to retrieve any internally queued messages. Unlike other (or non-transacted) flows, events and messages received on a transacted flow are delivered in the contexts of two different threads. Events received are still delivered in the context of the IContext (IContext Messages received on flows are dispatched to the messageEventHandler delegate in the context of the message dispatcher thread or retrieved by calling ReceiveMsg(Int32) in the context of an application thread. The following flow properties are not supported: AckModeAutoAck

See Also

Reference
ITransactedSession Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ITransactedSessionCreateFlow Method (FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs)

version: 7.2.1.27
Creates a consumer flow IFlow on the given transacted session. This method calls CreateFlow(FlowProperties, IEndpoint, ISubscription, EventHandlerMessageEventArgs, EventHandlerFlowEventArgs, EndpointProperties) for with null endpointProperties, therefore it does not allow the user of this method to specify the EndpointProperties when binding and implicitly creating a non-durable endpoint.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#    VB    C++

```csharp
IFlow CreateFlow(
    FlowProperties flowProperties,
    IEndpoint endpoint,
    ISubscription subscription,
    EventHandler<MessageEventArgs> messageEventHandler,
    EventHandler<FlowEventArgs> flowEventHandler
)
```

```vb
IFlow CreateFlow(
    flowProperties As FlowProperties,
    endpoint As IEndpoint,
    subscription As ISubscription,
    messageEventHandler As EventHandler(Of MessageEventArgs),
    flowEventHandler As EventHandler(Of FlowEventArgs)
)
```

```cpp
IFlow CreateFlow(
    FlowProperties flowProperties,
    IEndpoint endpoint,
    ISubscription subscription,
    EventHandler<MessageEventArgs> messageEventHandler,
    EventHandler<FlowEventArgs> flowEventHandler
)
```
Parameters

*flowProperties*

*endpoint*
  Type: SolaceSystems.Solclient.Messaging.IEndpoint

*subscription*
  Type: SolaceSystems.Solclient.Messaging.ISubscription

*messageEventHandler*
  Type: System.EventHandler<MessageEventArgs>

*flowEventHandler*
  Type: System.EventHandler<FlowEventArgs>

Return Value
Type: IFlow
Returns a consumer flow *IFlow* on the given transacted session

See Also

Reference
ITransactedSession Interface
CreateFlow Overload
SolaceSystems.Solclient.Messaging Namespace
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version: 7.2.1.27

Creates a consumer flow IFlow on the given transacted session. If messageEventHandler delegate is provided, messages received on the flow are dispatched to the message callback delegate in the context of the message dispatcher thread (CreateMessageDispatcher), otherwise messages received on this consumer flow are queued internally; in this case client applications must call ReceiveMsg(Int32) directly to retrieve any internally queued messages. Unlike other (or non-transacted) flows, events and messages received on a transacted flow are delivered in the contexts of two different threads. Events received on flows are still delivered in the context of the IContext thread (IContext). Messages received on flows are dispatched to the messageEventHandler delegate in the context of the message dispatcher thread or retrieved by calling ReceiveMsg(Int32) directly in the context of an application thread. The following flow properties are not supported: AckMode, AutoAck

Namespace: SolaceSystems.Solclient.Messaging
Parameters

*flowProperties*
  
  
  The flow properties `FlowProperties`

*endpoint*
  
  Type: `SolaceSystems.Solclient.Messaging.IEndpoint`
  
  The `IEndpoint` instance to bind the new IFlow to

*subscription*
  
  Type: `SolaceSystems.Solclient.Messaging.ISubscription`
  
  Only valid if the endpoint is of type `ISubscriberEndpoint`

*messageEventHandler*
  
  Type: `System.EventHandler<MessageEventArgs>`
  
  The message EventHandler delegate for receiving messages. May be set to null to receive messages synchronously

*flowEventHandler*
  
  Type: `System.EventHandler<FlowEventArgs>`
  
  The flow event EventHandler delegate

*endpointProperties*
  
  
  Is endpoint is a non-durable endpoint, endpointProperties will allow the user to specify `EndpointProperties` of the implicitly created endpoint

Return Value

Type: `IFlow`
A newly created IFlow instance for the transacted session if successful.

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails. Possible sub-codes:</td>
</tr>
<tr>
<td></td>
<td>• ParamConflict</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown if any of the required parameters is null.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>ArgumentException</td>
<td>Thrown if arguments fail validation.</td>
</tr>
</tbody>
</table>

## See Also

**Reference**

- ITransactedSession Interface
- CreateFlow Overload
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
ITransactedSessionRollback Method

version: 7.2.1.27
Rolls back the active transaction of the given transacted session. This method blocks the calling thread until a response is received or the operation fails.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;br&gt;ReturnCode Rollback()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Return Value
Type: ReturnCode
SOLCLIENT_OK if successful.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails. Possible sub-codes: &lt;br&gt;• InvalidTransactedSessionID &lt;br&gt;• NoTransactionStarted &lt;br&gt;• CommitRollbackAlreadyInProgress</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
</tbody>
</table>
### FatalErrorException

Thrown when an unrecoverable error occurs.

---

**See Also**

Reference

ITransactedSession Interface

SolaceSystems.Solclient.Messaging Namespace

---

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Send comments on this topic to support_request@solacesystems.com
ITransactedSessionSend Method

version: 7.2.1.27
Sends a guaranteed message on the transacted session. In order to send messages on a Transacted Session, a default publisher flow has to be created by enabling the Transacted Session property HasPublisher during the transacted session creation. Send(IMessage) returns SOLCLIENT_OK when the message has been successfully copied to the transmit buffer or underlying transport. Successful commits acknowledge published messages delivered to the Solace messaging appliance.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public ReturnCode Send(IMessage message)
```

Parameters

message
Type: SolaceSystems.Solclient.Messaging.IMessage
An IMessage instance.

Return Value
Type: ReturnCode
- SOLCLIENT_OK when message has been successfully copied to the transmit buffer or underlying transport
## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails. Possible sub-codes:</td>
</tr>
<tr>
<td></td>
<td>• DeliveryModeUnsupported</td>
</tr>
<tr>
<td></td>
<td>• PublisherNotEstablished</td>
</tr>
<tr>
<td></td>
<td>• CommitRollbackAlreadyInProgress</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

### See Also

Reference

- ITransactedSession Interface
- SolaceSystems.Solclient.Messaging Namespace

---

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Send comments on this topic to support_request@solacesystems.com
ITransactedSession Properties

version: 7.2.1.27
The ITransactedSession type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SessionName</td>
<td>The name of the transacted session</td>
</tr>
</tbody>
</table>

See Also

Reference
ITransactedSession Interface
SolaceSystems.Solclient.Messaging Namespace

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I Transacted Session Session Name Property

version: 7.2.1.27
The name of the transacted session

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
string SessionName { get; }
```

Property Value
Type: String

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when getting the name of the transacted session fails.</td>
</tr>
</tbody>
</table>

See Also

Reference
I Transacted Session Interface
SolaceSystems.Solclient.Messaging Namespace

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IVersion Interface

version: 7.2.1.27
The version information for the messaging API.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#    VB    C++

```csharp
public interface IVersion
```

The IVersion type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AssemblyBuildDate</td>
<td>The managed assembly build date.</td>
</tr>
<tr>
<td>AssemblyVersion</td>
<td>The managed assembly version.</td>
</tr>
<tr>
<td>AssemblyFileVersion</td>
<td>The managed assembly file version major.minor.build.</td>
</tr>
<tr>
<td>NativeSolClientBuildDate</td>
<td>The native SolClient dll build date.</td>
</tr>
<tr>
<td>NativeSolClientVariant</td>
<td>The native SolClient dll</td>
</tr>
<tr>
<td>NatvieSolClientVersion</td>
<td>The native SolClient dll version.</td>
</tr>
</tbody>
</table>

## See Also

### Reference

SolaceSystems.Solclient.Messaging Namespace

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IVersion Properties

version: 7.2.1.27
The IVersion type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AssemblyBuildDate</td>
<td>The managed assembly build date.</td>
</tr>
<tr>
<td>AssemblyFileVersion</td>
<td>The managed assembly file version major.minor.build.</td>
</tr>
<tr>
<td>AssemblyVersion</td>
<td>The managed assembly version.</td>
</tr>
<tr>
<td>NativeSolClientBuildDate</td>
<td>The native SolClient dll build date.</td>
</tr>
<tr>
<td>NativeSolClientVariant</td>
<td>The native SolClient dll variant.</td>
</tr>
<tr>
<td>NativeSolClientVersion</td>
<td>The native SolClient dll version.</td>
</tr>
</tbody>
</table>

See Also

Reference
IVersion Interface
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
ITransaction Rollback On Error

Property
version: 7.2.1.27
The managed assembly build date.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>string AssemblyBuildDate { get; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Property Value
Type: String

See Also

Reference
IVersion Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IVersionAssemblyFileVersion Property

version: 7.2.1.27
The managed assembly file version major.minor.build.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
string AssemblyFileVersion { get; }
```

Property Value
Type: String

See Also

Reference
IVersion Interface
SolaceSystems.Solclient.Messaging Namespace
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IVersionAssemblyVersion Property

version: 7.2.1.27
The managed assembly version.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#   VB   C++

string AssemblyVersion { get; }  

Property Value
Type: String

See Also

Reference
IVersion Interface
SolaceSystems.Solclient.Messaging Namespace

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IVersion

NativeSolClientBuildDate Property

version: 7.2.1.27
The native SolClient dll build date.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td>string</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

NativeSolClientBuildDate { get; }  

Property Value
Type: String

See Also

Reference
IVersion Interface
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IVersionNativeSolClientVariant Property

version: 7.2.1.27
The native SolClient dll variant.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
string NativeSolClientVariant { get; }
```

Property Value
Type: String

See Also

Reference
IVersion Interface
SolaceSystems.Solclient.Messageing Namespace

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Send comments on this topic to support_request@solacesystems.com
**IVersionNativeSolClientVersion Property**

version: 7.2.1.27
The native SolClient dll version.

**Namespace:** SolaceSystems.Solclient.Messaging

**Syntax**

```csharp
string NativeSolClientVersion { get; }
```

**Property Value**
**Type:** String

**See Also**

**Reference**
- IVersion Interface
- SolaceSystems.Solclient.Messaging Namespace

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IXpe Interface

version: 7.2.1.27
Represents an Xpath expression.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

The IXpe type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable.)</td>
</tr>
</tbody>
</table>

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ConsumerId</td>
<td>The consumer id associated with the Xpe. This is used mainly to de-</td>
</tr>
</tbody>
</table>
multiplex at the subscriber. The default is NULL_CONSUMERID.

<table>
<thead>
<tr>
<th>Expression</th>
<th>The Xpath expression.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Filter</td>
<td>If true, the Xpe is a filter.</td>
</tr>
<tr>
<td>Namespaces</td>
<td>The namespaces referenced in the Expression.</td>
</tr>
</tbody>
</table>

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
The IXpe type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable.)</td>
</tr>
</tbody>
</table>

## See Also

**Reference**
- IXpe Interface
- SolaceSystems.Solclient.Messaging Namespace
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The IXpe type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ConsumerId</td>
<td>The consumer id associated with the Xpe. This is used mainly to de-multiplex at the subscriber. The default is NULL_CONSUMERID.</td>
</tr>
<tr>
<td>Expression</td>
<td>The Xpath expression.</td>
</tr>
<tr>
<td>Filter</td>
<td>If true, the Xpe is a filter.</td>
</tr>
<tr>
<td>Namespaces</td>
<td>The namespaces referenced in the Expression.</td>
</tr>
</tbody>
</table>

## See Also

Reference
- IXpe Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IXpeConsumerId Property

version: 7.2.1.27

The consumer id associated with the Xpe. This is used mainly to de-multiplex at the subscriber. The default is NULL_CONSUMERID.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

### C#  
```csharp
long ConsumerId { get; }
```

Property Value
Type: Int64

See Also

Reference
- IXpe Interface
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IXpeExpression Property

version: 7.2.1.27
The Xpath expression.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

```csharp
string Expression { get; }
```

Property Value  
Type: String

**See Also**

Reference  
IXpe Interface  
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
IXpeFilter Property

version: 7.2.1.27
If true, the Xpe is a filter.

**Namespace:** SolaceSystems.Solclient.Messaging

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
bool Filter { get; }
```

**Property Value**

Type: **Boolean**

### See Also

**Reference**

IXpe Interface
SolaceSystems.Solclient.Messaging Namespace
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IXpeNamespaces Property

version: 7.2.1.27
The namespaces referenced in the Expression.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```c#
IDictionary<string, string> Namespaces { get; }
```

Property Value
Type: IDictionaryString, String

See Also

Reference
IXpe Interface
SolaceSystems.Solclient.Messaging Namespace

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MessageAckMode Enumeration

version: 7.2.1.27
Defines the possible acknowledgements modes for received Guaranteed Delivery messages.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
public enum MessageAckMode
```

### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AutoAck</strong></td>
<td>1</td>
<td>Automatic application acknowledge all received messages, the application does not need to call Ack(...) explicitly.</td>
</tr>
<tr>
<td><strong>ClientAck</strong></td>
<td>2</td>
<td><strong>Obsolete.</strong> Acknowledges only the msgId specified. Deprecated use ClientAck instead.</td>
</tr>
<tr>
<td><strong>ClientAck</strong></td>
<td>2</td>
<td>Acknowledges only the msgId specified.</td>
</tr>
</tbody>
</table>
See Also

Reference

SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
MessageCacheStatus Enumeration

version: 7.2.1.27
The cache status of a received message.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th></th>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>public enum MessageCacheStatus</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invalid</td>
<td>-1</td>
<td>Invalid message.</td>
</tr>
<tr>
<td>Live</td>
<td>0</td>
<td>Live message.</td>
</tr>
<tr>
<td>Cached</td>
<td>1</td>
<td>A cached message.</td>
</tr>
<tr>
<td>Suspect</td>
<td>2</td>
<td>A cached message that is deemed suspect.</td>
</tr>
</tbody>
</table>

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace
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**MessageDeliveryMode Enumeration**

version: 7.2.1.27

The different message delivery modes.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public enum MessageDeliveryMode</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
</table>
| Direct      | 0     | **Direct**  
This mode provides at-most-once message delivery. Direct messages have the following characteristics: They are not retained for clients that are not connected to a Solace appliance. They can be discarded when congestion or system failures are encountered. They can be reordered in the event of network topology changes. Direct messages are most |
appropriate for messaging applications that require very high-rate or very low-latency message transmission. Direct Messaging enables applications to efficiently publish messages to a large number of clients with matching subscriptions.

<table>
<thead>
<tr>
<th>Persistent</th>
<th>16</th>
</tr>
</thead>
</table>
| Persistent | This mode provides once-and-only-once message delivery. A Persistent delivery mode is used for Guaranteed Messaging, and this delivery mode is most appropriate for applications that require persistent storage of the messages they send or intend to receive. Persistent messages have the following characteristics:

They cannot be discarded or lost (once they are acknowledged by the appliance). They cannot be reordered in the event of network topology changes. They cannot be delivered more than once to a single client (unless the redelivered message flag is applied). When they match subscriptions on durable endpoints, they are retained for a client when that client is not connected. Persistent messages are most appropriate for
applications that require persistent storage of the messages they send or intend to receive. The quality of service offered by Guaranteed Messaging is analogous to JMS Persistent messaging with durable subscriptions.

**NonPersistent** 32

This mode is functionally the same as Persistent. It exists to facilitate interaction with JMS applications. In most situations where you want to use Guaranteed Messaging, it is recommended that you use a Persistent delivery mode.

**See Also**

Reference

SolaceSystems.Solclient.Messaging Namespace

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MessageDump Enumeration

version: 7.2.1.27
Options to control the message dump utility. Used in Dump(MessageDump).

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public enum MessageDump
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brief</td>
<td>0</td>
<td>Display only the length of the binary attachment, xml attachment, and user property map.</td>
</tr>
<tr>
<td>Full</td>
<td>1</td>
<td>Display the entire message.</td>
</tr>
</tbody>
</table>

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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**MessageEventArgs Class**

version: 7.2.1.27
Passed as an argument to the message receive `EventHandler` delegate.

▲ Inheritance Hierarchy

```
System
    Object
    EventArgs
```

**Namespace:** SolaceSystems.Solclient.Messaging  

▲ Syntax

```
C#   VB   C++

public sealed class MessageEventArgs : EventArgs
```

The `MessageEventArgs` type exposes the following members.

▲ Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![icon]</td>
<td></td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>![icon]</td>
<td></td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the</td>
</tr>
</tbody>
</table>
Object is reclaimed by garbage collection.
(Inherited from Object.)

GetHashCode
Serves as a hash function for a particular type.
(Inherited from Object.)

GetType
Gets the Type of the current instance.
(Inherited from Object.)

MemberwiseClone
Creates a shallow copy of the current Object.
(Inherited from Object.)

ToString
Returns a String that represents the current Object.
(Inherited from Object.)

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EventProperties</td>
<td>Optional, to be used in the future to further qualify the event.</td>
</tr>
<tr>
<td>Message</td>
<td>Returns the received IMessage instance.</td>
</tr>
</tbody>
</table>

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace
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The `MessageEventArgs` type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equals</td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a <code>String</code> that represents the current <code>Object</code>.</td>
</tr>
</tbody>
</table>
(Inherited from Object.)

Top

See Also

Reference
MessageEventArgs Class
SolaceSystems.Solclient.Messaging Namespace

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MessageEventArgs Properties

version: 7.2.1.27
The **MessageEventArgs** type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EventProperties</td>
<td>Optional, to be used in the future to further qualify the event.</td>
</tr>
<tr>
<td>Message</td>
<td>Returns the received <strong>IMessage</strong> instance.</td>
</tr>
</tbody>
</table>

See Also

Reference

- **MessageEventArgs Class**
- **SolaceSystems.Solclient.Messaging Namespace**

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MessageEventArgs.EventProperties Property

version: 7.2.1.27
Optional, to be used in the future to further qualify the event.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public BaseProperties EventProperties { get; }
```

Property Value
Type: BaseProperties

See Also

Reference
MessageEventArgs Class
SolaceSystems.Solclient.Messaging Namespace
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MessageEventArgs.Message Property

version: 7.2.1.27

Returns the received IMessage instance.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public IMessage Message { get; }
```

Property Value
Type: IMessage

See Also

Reference
MessageEventArgs Class
SolaceSystems.Solclient.Messaging Namespace
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MessageLevelStatistic Enumeration

version: 7.2.1.27
The statistics associated with message memory management at the message level.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public enum MessageLevelStatistic
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NumOfMessageAllocationPerformed</td>
<td>2</td>
<td>The number of message allocations performed as a consequence of Create()</td>
</tr>
<tr>
<td>NumOfMessageFreePerformed</td>
<td>3</td>
<td>Number of message frees performed as a consequence of implicit garbage collection</td>
</tr>
<tr>
<td><strong>NumOfMessageDupPerformed</strong></td>
<td>4</td>
<td><strong>NumOfMessageReallocationPerformed</strong></td>
</tr>
<tr>
<td>----------------------------------</td>
<td>---</td>
<td>--------------------------------------</td>
</tr>
<tr>
<td>Number of message duplications performed.</td>
<td></td>
<td>Number of message reallocations performed (results in growth in a message buffer).</td>
</tr>
</tbody>
</table>
The number of currently allocated containers (for example, streams or maps). The approximate amount of total memory consumed for a message pool (allocated and on free list).
The approximate amount of allocated memory (in-use; not on free list).

<table>
<thead>
<tr>
<th>Property</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CurrentNumOfContainersAllocated</td>
<td>9</td>
<td>The current number of containers allocated (for example, streams or maps).</td>
</tr>
<tr>
<td>CurrentTotalMemoryInBytes</td>
<td>0</td>
<td>The approximate amount of total memory consumed for a message pool.</td>
</tr>
<tr>
<td>CurrentTotalMemoryInUse</td>
<td>1</td>
<td>The approximate amount of allocated memory (in-use).</td>
</tr>
</tbody>
</table>

See Also

Reference
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ModifyPropertyFlag Class

version: 7.2.1.27

Specifies the possible flags which can be used with
`ModifyClientInfo(SessionPropertiesPROPERTY, Object, Int32, Object)`

Inheritance Hierarchy

- System
  - Object
  - SolaceSystems.Solclient.Messaging
    - ModifyPropertyFlag

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public class ModifyPropertyFlag
```

The `ModifyPropertyFlag` type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ModifyPropertyFlag</td>
<td>Initializes a new instance of the <code>ModifyPropertyFlag</code> class</td>
</tr>
</tbody>
</table>

Methods

```csharp
```
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
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<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>

Top

**Fields**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>WaitForConfirm</strong></td>
<td>The ModifyClientInfo (in ISession) method call blocks until a confirmation is received or its associated timer</td>
</tr>
</tbody>
</table>
ModifyPropertyTimeoutInMsecs expires.

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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ModifyPropertyFlag Constructor

version: 7.2.1.27
Initializes a new instance of the ModifyPropertyFlag class

Namespace: SolaceSystems.Solclient.Messaging

Syntax

public ModifyPropertyFlag()

See Also

Reference
ModifyPropertyFlag Class
SolaceSystems.Solclient.Messaging Namespace

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ModifyPropertyFlag Fields

version: 7.2.1.27

The ModifyPropertyFlag type exposes the following members.

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WaitForConfirm</td>
<td>The ModifyClientInfo (in ISession) method call blocks until a confirmation is received or its associated timer ModifyPropertyTimeoutInMsecs expires.</td>
</tr>
</tbody>
</table>

See Also

Reference

ModifyPropertyFlag Class
SolaceSystems.Solclient.Messaging Namespace

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ModifyPropertyFlagWaitForConfirm Field

version: 7.2.1.27

The ModifyClientInfo (in ISession) method call blocks until a confirmation is received or its associated timer ModifyPropertyTimeoutInMsecs expires.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
public static int WaitForConfirm
```

Field Value
Type: Int32

See Also

Reference
ModifyPropertyFlag Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
The `ModifyPropertyFlag` type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equals</td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
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<td>Finalize</td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a <code>String</code> that represents the current <code>Object</code>.</td>
</tr>
</tbody>
</table>
See Also

Reference
ModifyPropertyFlag Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
OnSolLogInfo Delegate

version: 7.2.1.27
Log event info delegate.

**Namespace:** SolaceSystems.Solclient.Messaging  

## Syntax

```csharp
public delegate void OnSolLogInfo(
    SolLogInfo logInfo
)
```

### Parameters

- **logInfo**

## See Also

Reference  
SolaceSystems.Solclient.Messaging Namespace
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OperationErrorException Class

version: 7.2.1.27
An operation error exception thrown when an API call fails.

Inheritance Hierarchy

```
System
    Object
        SystemException
```

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
[SerializableAttribute]
public class OperationErrorException : Exception
```

The `OperationErrorException` type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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<tr>
<td>🕵️‍♂️ Equals</td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
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<td>🕵️‍♀️ Finalize</td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the</td>
</tr>
</tbody>
</table>
**Object** is reclaimed by garbage collection.  
(Inherited from **Object**.)

<table>
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<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
</table>
| **GetBaseException** | When overridden in a derived class, returns the **Exception** that is the root cause of one or more subsequent exceptions.  
(Inherited from **Exception**.) |
| **GetHashCode**     | Serves as a hash function for a particular type.  
(Inherited from **Object**.)                                                                                     |
| **GetObjectData**   | When overridden in a derived class, sets the **SerializationInfo** with information about the exception.  
(Inherited from **Exception**.)                                                                 |
| **GetType**        | Gets the runtime type of the current instance.  
(Inherited from **Exception**.)                                                                                     |
| **MemberwiseClone** | Creates a shallow copy of the current **Object**.  
(Inherited from **Object**.)                                                                                     |
| **ToString**       | Creates and returns a string representation of the current exception.  
(Inherited from **Exception**.)                                                                                     |

**Top**

[Properties](#)
<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data</td>
<td>Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td>ErrorInfo</td>
<td>If available, return more detailed error information for a failed API call.</td>
</tr>
<tr>
<td>HelpLink</td>
<td>Gets or sets a link to the help file associated with this exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td>HResult</td>
<td>Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td>InnerException</td>
<td>Gets the Exception instance that caused the current exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td>Message</td>
<td>Gets a message that describes the current exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td>ReturnCode</td>
<td>A return code from the API call.</td>
</tr>
<tr>
<td>Source</td>
<td>Gets or sets the name of the application or the object that causes the error. (Inherited from Exception.)</td>
</tr>
<tr>
<td>StackTrace</td>
<td>Gets a string representation of the frames on the call stack at the time the current exception was thrown. (Inherited from Exception.)</td>
</tr>
<tr>
<td>TargetSite</td>
<td>Gets the method that throws the</td>
</tr>
</tbody>
</table>
current exception.
(Inherited from Exception.)

Top

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace
OperationErrorException Methods

version: 7.2.1.27

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<td>GetType</td>
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<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <strong>Object</strong>.</td>
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<tr>
<td>ToString</td>
<td>Creates and returns a string representation of the current exception.</td>
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</table>

### See Also

- **Reference**
  - OperationErrorException Class
  - SolaceSystems.Solclient.Messaging Namespace

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<tr>
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<td>Gets a message that describes the current exception. (Inherited from <code>Exception</code>.)</td>
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</table>
### ReturnCode
A return code from the API call.

### Source
Gets or sets the name of the application or the object that causes the error.
(Inherited from `Exception`.)

### StackTrace
Gets a string representation of the frames on the call stack at the time the current exception was thrown.
(Inherited from `Exception`.)

### TargetSite
Gets the method that throws the current exception.
(Inherited from `Exception`.)

#### Top

#### See Also

#### Reference
- `OperationErrorException` Class
- `SolaceSystems.Solclient.Messaging` Namespace

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OperationErrorException

Property

version: 7.2.1.27
If available, return more detailed error information for a failed API call.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public SDKErrorInfo ErrorInfo { get; }
```

Property Value
Type: SDKErrorInfo

### See Also

**Reference**
OperationErrorException Class
SolaceSystems.Solclient.Messaging Namespace

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OperationErrorException

Property

version: 7.2.1.27
A return code from the API call.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

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</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public ReturnCode ReturnCode { get; }
```

Property Value
Type: ReturnCode

See Also

Reference
OperationErrorException Class
SolaceSystems.Solclient.Messaging Namespace

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ProvisionFlag Class

version: 7.2.1.27
Defines the possible flags that can be used in Provision and Deprovision methods in ISession methods.

Inheritance Hierarchy

- System
  - Object
    - SolaceSystems.Solclient.Messaging
      - ProvisionFlag

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#            VB         C++
public class ProvisionFlag

The ProvisionFlag type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ProvisionFlag</td>
<td>Initializes a new instance of the ProvisionFlag class</td>
</tr>
</tbody>
</table>

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Member</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
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<tr>
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### Fields

<table>
<thead>
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<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>IgnoreErrorIfEndpointAlreadyExists</strong></td>
<td>If added to flags, the ISession.Provision call will not return an error if the Endpoint is already in use.</td>
</tr>
</tbody>
</table>
already exists.

| s | IgnoreErrorIfEndpointDoesNotExist | If added to flags, the ISession.Deprovision call will not return an error if the Endpoint does not exist. |
| s | WaitForConfirm | If added to flags, this option causes the thread calling ISession.Provision or ISession.Deprovision to be blocked until a confirmation is received from the appliance. |

**See Also**

Reference

SolaceSystems.Solclient.Messaging Namespace

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ProvisionFlag Constructor

version: 7.2.1.27
Initializes a new instance of the ProvisionFlag class

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#   VB   C++
public ProvisionFlag()

See Also

Reference
ProvisionFlag Class
SolaceSystems.Solclient.Messaging Namespace
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ProvisionFlag Fields

version: 7.2.1.27

The ProvisionFlag type exposes the following members.

## Fields

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<td>If added to flags, this option causes the thread calling ISession.Provision or ISession.Deprovision to be blocked until a confirmation is received from the appliance.</td>
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</tbody>
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ProvisionFlagIgnoreErrorIfEndpointAlreadyExists Field

version: 7.2.1.27
If added to flags, the ISession.Provision call will not return an error if the Endpoint already exists.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

Field Value
Type: Int32

See Also

Reference
ProvisionFlag Class
SolaceSystems.Solclient.Messaging Namespace

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ProvisionFlagIgnoreErrorIfEndpointDoesNotExist Field

version: 7.2.1.27
If added to flags, the ISession.Deprovision call will not return an error if the Endpoint does not exist.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
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<tr>
<th>C#</th>
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<th>C++</th>
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<tbody>
<tr>
<td>public static int IgnoreErrorIfEndpointDoesNotExist</td>
<td></td>
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<td></td>
</tr>
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</table>

Field Value
Type: Int32

See Also

Reference
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SolaceSystems.Solclient.Messaging Namespace
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ProvisionFlagWaitForConfirm Field

version: 7.2.1.27
If added to flags, this option causes the thread calling ISession.Provision or ISession.Deprovision to be blocked until a confirmation is received from the appliance.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

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See Also

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SolaceSystems.Solclient.Messaging Namespace

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<tr>
<td>ToString</td>
<td>Returns a <code>String</code> that represents the current <code>Object</code>.</td>
</tr>
</tbody>
</table>
(Inherited from Object.)

See Also

Reference

ProvisionFlag Class
SolaceSystems.Solclient.Messaging Namespace
QuantaLevelStatistic Enumeration

version: 7.2.1.27

The statistics associated with message memory management at the quanta level.

Namespace: SolaceSystems.Solclient.Messaging

▲ Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public enum QuantaLevelStatistic
```

▲ Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CurrentNumOfFreeDataBlocks</td>
<td>10</td>
<td>The current number of free data blocks (of the specified quanta size from 0 to 4).</td>
</tr>
<tr>
<td>CurrentNumOfAllocatedDataBlocks</td>
<td>11</td>
<td>The current number of allocated data blocks (of the specified</td>
</tr>
</tbody>
</table>


Quanta 5 indicates messages currently allocated that are larger than maximum quanta size.

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace
Solclient

**ReturnCode Enumeration**

version: 7.2.1.27
The return code from certain API calls.

**Namespace:** SolaceSystems.Solclient.Messaging  
**Assembly:** SolaceSystems.Solclient.Messaging (in SolaceSystems.SolclientMessaging.dll) Version: 7.2.1.27 (7.2.1.27)

### Syntax

```csharp
public enum ReturnCode
```

### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SOLCLIENT_OK</td>
<td>0</td>
<td>The API call was successful.</td>
</tr>
<tr>
<td>SOLCLIENT_WOULD_BLOCK</td>
<td>1</td>
<td>An API call would block, but non-blocking was requested.</td>
</tr>
<tr>
<td>SOLCLIENT_IN_PROGRESS</td>
<td>2</td>
<td>The API call is in progress (non-blocking)</td>
</tr>
<tr>
<td>Code</td>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>-------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>SOLCLIENT_NOT_READY</td>
<td>3</td>
<td>The API could not complete because the object is not ready (for example, the session is not connected).</td>
</tr>
<tr>
<td>SOLCLIENT_EOS</td>
<td>4</td>
<td>A get next operation on structured container returned End-of-Stream.</td>
</tr>
<tr>
<td>SOLCLIENT_NOT_FOUND</td>
<td>5</td>
<td>A get for a named field in a MAP was not found.</td>
</tr>
<tr>
<td>SOLCLIENT_NOEVENT</td>
<td>6</td>
<td>The context had no events to process.</td>
</tr>
<tr>
<td>SOLCLIENT_INCOMPLETE</td>
<td>7</td>
<td>The API call completed some, but not all, of the</td>
</tr>
</tbody>
</table>
requested function.

<table>
<thead>
<tr>
<th>SOLCLIENT_ROLLBACK</th>
<th>8</th>
<th>Commit returns this when the transaction has already been rolled back.</th>
</tr>
</thead>
<tbody>
<tr>
<td>SOLCLIENT_FAIL</td>
<td>-1</td>
<td>The API call failed.</td>
</tr>
</tbody>
</table>

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SDKErrorInfo Class

version: 7.2.1.27
This represents more detailed error information for a failed API call. This is in addition to the return code.

Inheritance Hierarchy

SystemObject  SolaceSystems.Solclient.MessagingSDKErrorInfo

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#  VB  C++

```csharp
public class SDKErrorInfo
```

The SDKErrorInfo type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![ equals ]</td>
<td><strong>Equals</strong></td>
</tr>
<tr>
<td>![ finalize ]</td>
<td><strong>Finalize</strong></td>
</tr>
</tbody>
</table>
GetHashCode Serves as a hash function for a particular type. (Inherited from Object.)

GetType Gets the Type of the current instance. (Inherited from Object.)

MemberwiseClone Creates a shallow copy of the current Object. (Inherited from Object.)

ToString This returns a String that represents the current Object. (Overrides Object.ToString.)

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ErrorStr</td>
<td>An information error string for certain types of subcodes (an empty string if not used).</td>
</tr>
<tr>
<td>ResponseCode</td>
<td>A response code that is returned by the appliance for some subcodes; otherwise zero.</td>
</tr>
<tr>
<td>SubCode</td>
<td>A subcode enum indicating the type of error.</td>
</tr>
</tbody>
</table>
See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SDKErrorInfo Fields

version: 7.2.1.27
The **SDKErrorInfo** type exposes the following members.

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ErrorStr</td>
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</tr>
<tr>
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</tr>
<tr>
<td>SubCode</td>
<td>A subcode enum indicating the type of error.</td>
</tr>
</tbody>
</table>

### See Also

- Reference
  - SDKErrorInfo Class
  - SolaceSystems.Solclient.Messaging Namespace

---

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SDKErrorInfo.ErrorStr Field

version: 7.2.1.27
An information error string for certain types of subcodes (an empty string if not used).

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++
public readonly string ErrorStr

Field Value
Type: String

See Also

Reference
SDKErrorInfo Class
SolaceSystems.Solclient.Messaging Namespace

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SDKErrorInfoResponseCode Field

version: 7.2.1.27
A response code that is returned by the appliance for some subcodes; otherwise zero.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public readonly int ResponseCode</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Field Value
Type: Int32

See Also

Reference
SDKErrorInfo Class
SolaceSystems.Solclient.Messaging Namespace

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SDKErrorInfoSubCode Field

version: 7.2.1.27
A subcode enum indicating the type of error.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public readonly SDKErrorSubcode SubCode</code></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Field Value
Type: SDKErrorSubcode

See Also

Reference
SDKErrorInfo Class
SolaceSystems.Solclient.Messaging Namespace

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The `SDKErrorInfo` type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Equals</code></td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>Finalize</code></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>GetHashCode</code></td>
<td>Serves as a hash function for a particular type. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>GetType</code></td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>MemberwiseClone</code></td>
<td>Creates a shallow copy of the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>ToString</code></td>
<td>This returns a String that represents the current Object.</td>
</tr>
</tbody>
</table>
Overrides ObjectToString.

See Also

Reference
SDKErrorInfo Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SDKErrorInfoToString Method

version: 7.2.1.27
This returns a String that represents the current Object.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public override string ToString()</code></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Return Value

Type: **String**
A string representation of the object.

### See Also

**Reference**
- **SDKErrorInfo Class**
- **SolaceSystems.SolclientMessaging Namespace**
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SDKErrorSubcode Enumeration

version: 7.2.1.27
A subcode that gives more detailed error information. The last sub-code is stored on a per-thread basis and can be retrieved by an application thread using GetLastSDKErrorInfo of ContextFactory. Applications can take different actions based on the subcode.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public enum SDKErrorSubcode
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ok</td>
<td>0</td>
<td>No error</td>
</tr>
<tr>
<td>ParamOutOfRange</td>
<td>1</td>
<td>An API call was made with an out-of-range parameter.</td>
</tr>
<tr>
<td>ParamNullReference</td>
<td>2</td>
<td>An API call was made with a null or invalid reference parameter.</td>
</tr>
<tr>
<td>ParamConflict</td>
<td>3</td>
<td>An API call was made with a parameter combination that is not valid.</td>
</tr>
<tr>
<td>Error Description</td>
<td>Code</td>
<td></td>
</tr>
<tr>
<td>----------------------------------</td>
<td>------</td>
<td></td>
</tr>
<tr>
<td>InsufficientSpace</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>OutOfResources</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>InternalError</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>OutOfMemory</td>
<td>7</td>
<td></td>
</tr>
<tr>
<td>ProtocolError</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td>FactoryInitNotCalled</td>
<td>9</td>
<td></td>
</tr>
<tr>
<td>Timeout</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>KeepAliveFailure</td>
<td>11</td>
<td></td>
</tr>
<tr>
<td>SessionNotEstablished</td>
<td>12</td>
<td></td>
</tr>
<tr>
<td>Error Type</td>
<td>Code</td>
<td></td>
</tr>
<tr>
<td>-----------------------------</td>
<td>------</td>
<td></td>
</tr>
<tr>
<td>OperatingSystemError</td>
<td>13</td>
<td></td>
</tr>
<tr>
<td>CommunicationError</td>
<td>14</td>
<td></td>
</tr>
<tr>
<td>UserDataTooLarge</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td>TopicTooLarge</td>
<td>16</td>
<td></td>
</tr>
<tr>
<td>InvalidTopicSyntax</td>
<td>17</td>
<td></td>
</tr>
<tr>
<td>XmlParseError</td>
<td>18</td>
<td></td>
</tr>
<tr>
<td>LoginFailure</td>
<td>19</td>
<td></td>
</tr>
<tr>
<td>InvalidVirtualAddress</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>Error Code</td>
<td>Description</td>
<td></td>
</tr>
<tr>
<td>-------------------</td>
<td>--------------------------------------------------</td>
<td></td>
</tr>
<tr>
<td>ClientDeleteInProgress</td>
<td>21 Client login is not currently possible as previous instance of the same client still being deleted.</td>
<td></td>
</tr>
<tr>
<td>TooManyClients</td>
<td>22 Client login is not currently possible due to maximum number of active clients on appliance.</td>
<td></td>
</tr>
<tr>
<td>SubscriptionAlreadyPresent</td>
<td>23 A client attempted to add a subscription which already exists.</td>
<td></td>
</tr>
<tr>
<td>SubscriptionNotFound</td>
<td>24 Client attempted to remove a subscription which did not exist.</td>
<td></td>
</tr>
<tr>
<td>SubscriptionInvalid</td>
<td>25 A client attempted to subscribe/unsubscribe from a subscription that is not valid.</td>
<td></td>
</tr>
<tr>
<td>SubscriptionOther</td>
<td>26 The appliance rejected a subscription subscribe/unsubscribe request for a reason</td>
<td></td>
</tr>
<tr>
<td>Category</td>
<td>Code</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ControlOther</td>
<td>27</td>
<td>The appliance rejected a control message for another reason not separately enumerated.</td>
</tr>
<tr>
<td>DataOther</td>
<td>28</td>
<td>The appliance rejected a data message for another reason not separately enumerated.</td>
</tr>
<tr>
<td>LogFileError</td>
<td>29</td>
<td>Obsolete. Name specified by the application for writing.</td>
</tr>
<tr>
<td>MessageTooLarge</td>
<td>30</td>
<td>A client attempted to send a message larger than that supported by the appliance.</td>
</tr>
<tr>
<td>SubscriptionTooMany</td>
<td>31</td>
<td>A client attempted to add a subscription that exceeded the maximum number allowed.</td>
</tr>
<tr>
<td>InvalidSessionOperation</td>
<td>32</td>
<td>An API call failed because the attempted operation was invalid for the session.</td>
</tr>
<tr>
<td>TopicMissing</td>
<td>33</td>
<td>A send call was made that did not have a topic specified.</td>
</tr>
<tr>
<td>Error Code</td>
<td>Description</td>
<td></td>
</tr>
<tr>
<td>---------------------</td>
<td>------------------------------------------------</td>
<td></td>
</tr>
<tr>
<td>AssuredMessagingNotEstablished</td>
<td>34</td>
<td></td>
</tr>
<tr>
<td>AssuredMessagingToEstablished</td>
<td>34</td>
<td></td>
</tr>
<tr>
<td>AssuredMessagingStateError</td>
<td>35</td>
<td></td>
</tr>
<tr>
<td>QueueNameTopicConflict</td>
<td>36</td>
<td></td>
</tr>
<tr>
<td>QueueNameTooLarge</td>
<td>37</td>
<td></td>
</tr>
<tr>
<td>QueueNameInvalidMode</td>
<td>38</td>
<td></td>
</tr>
<tr>
<td>MaxTotalMessageSizeExceeded</td>
<td>39</td>
<td></td>
</tr>
<tr>
<td>DataBlockAlreadyExists</td>
<td>40</td>
<td></td>
</tr>
<tr>
<td>Code</td>
<td>Description</td>
<td>Appliance Response</td>
</tr>
<tr>
<td>--------</td>
<td>--------------------------------------------------------------------</td>
<td>--------------------</td>
</tr>
<tr>
<td>41</td>
<td>NoStructuredDataInContainer</td>
<td>N/A</td>
</tr>
<tr>
<td>42</td>
<td>StructuredDataContainerBusy</td>
<td>N/A</td>
</tr>
<tr>
<td>43</td>
<td>InvalidStructuredDataConversion</td>
<td>N/A</td>
</tr>
<tr>
<td>44</td>
<td>AttemptToModifySessionPropertyWhenNotIdle</td>
<td>N/A</td>
</tr>
<tr>
<td>45</td>
<td>MessageVPNNotAllowed</td>
<td>403 Message VPN Not Allowed</td>
</tr>
<tr>
<td>46</td>
<td>ClientNameInvalid</td>
<td>400 Client Name Parse Error</td>
</tr>
<tr>
<td>47</td>
<td>MessageVPNUnavailable</td>
<td>503 Message VPN Unavailable</td>
</tr>
<tr>
<td>Code</td>
<td>Description</td>
<td></td>
</tr>
<tr>
<td>-------</td>
<td>--------------------------------------------------</td>
<td></td>
</tr>
<tr>
<td>48</td>
<td>ClientUserNameIsShutdown</td>
<td></td>
</tr>
<tr>
<td>49</td>
<td>DynamicClientsNotAllowed</td>
<td></td>
</tr>
<tr>
<td>50</td>
<td>ClientNameAlreadyInUse</td>
<td></td>
</tr>
<tr>
<td>51</td>
<td>CacheNoData</td>
<td></td>
</tr>
<tr>
<td>52</td>
<td>CacheSuspectData</td>
<td></td>
</tr>
<tr>
<td>53</td>
<td>CacheErrorResponse</td>
<td></td>
</tr>
<tr>
<td>54</td>
<td>CacheInvalidSession</td>
<td></td>
</tr>
<tr>
<td>Error Code</td>
<td>Description</td>
<td></td>
</tr>
<tr>
<td>----------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td></td>
</tr>
<tr>
<td>CacheOperationRequestTimeout</td>
<td>55</td>
<td>Cache session operation failed because the request timeout expired.</td>
</tr>
<tr>
<td>CacheLiveDataFulfill</td>
<td>56</td>
<td>Cache session operation completed when live data arrived on the topic.</td>
</tr>
<tr>
<td>CacheRequestAlreadyInProgress</td>
<td>57</td>
<td>A cache request has been made when there is already a cache request</td>
</tr>
<tr>
<td></td>
<td></td>
<td>outstanding on the same topic and FLOW_THRU.</td>
</tr>
<tr>
<td>MissingReplyTo</td>
<td>58</td>
<td>A message does not have the reply-to field when it is needed.</td>
</tr>
<tr>
<td>CannotBindToQueue</td>
<td>59</td>
<td>Already bound to the Guaranteed Messaging queue, or not authorized to</td>
</tr>
<tr>
<td></td>
<td></td>
<td>bind to the Guaranteed Messaging queue.</td>
</tr>
<tr>
<td>InvalidTopicNameForTE</td>
<td>60</td>
<td>An attempt was made to bind to a Guaranteed delivery Topic Endpoint with</td>
</tr>
<tr>
<td></td>
<td></td>
<td>an invalid topic.</td>
</tr>
<tr>
<td>InvalidTopicNameForDTE</td>
<td>60</td>
<td>Obsolete. InvalidTopicNameForTE replaces it.</td>
</tr>
</tbody>
</table>
UnknownQueueName

An attempt was made to bind to an unknown GQueue name (for example, a Queue that is not configured on the appliance).

deprovision a Queue that does not exist.

This subcode is only returned if Deprovision(IEndpoint, Int32, Object) called with equals to false

Appliance Response: 503 Unknown

UnknownTEName

An attempt was made to create a flow to an unknown Topic Endpoint name (for example, a Topic Endpoint that is not configured on the appliance).

attempt was made to deprovision a Topic Endpoint subcode is only returned if Deprovision(IEndpoint, Int32, Object) called with equals to false

Appliance Response: 503 Unknown

UnknownDTEName

Obsolete. UnknownTEName replaces it.

Appliance Response: 503 Unknown

MaxClientsForQueueReached

An attempt was made to bind to a Queue that already has its maximum number of clients.

Appliance Response: 503 Max clients exceeded for queue

MaxClientsForTEReached

An attempt was made to bind to a Topic
<table>
<thead>
<tr>
<th>Endpoint</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>MaxClientsForDTEReached</td>
<td>64</td>
</tr>
<tr>
<td>UnexpectedUnbind</td>
<td>65</td>
</tr>
<tr>
<td>QueueNotFound</td>
<td>66</td>
</tr>
<tr>
<td>ClientACLDenied</td>
<td>67</td>
</tr>
<tr>
<td>SubscriptionACLDenied</td>
<td>68</td>
</tr>
<tr>
<td>PublishACLDenied</td>
<td>69</td>
</tr>
</tbody>
</table>

- **MaxClientsForDTEReached**: This endpoint reaches its maximum number of clients.
- **UnexpectedUnbind**: An unexpected unbind response was received for a Queue or durable Topic Endpoint, deleted from the appliance.
- **QueueNotFound**: The specified Guaranteed Delivery queue was not found when publishing a message.
- **ClientACLDenied**: The client login to the appliance was denied because the IP address/netmask combination used for the client designated in the ACL (Access Control List) as a deny connection for the given Message VPN and username.
- **SubscriptionACLDenied**: The addition of a subscription was denied because it matched a subscription that was defined on...
- **PublishACLDenied**: A message could because its topic matched that of a topic...
<table>
<thead>
<tr>
<th>Error Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DTOInvalid</td>
<td>An attempt was made to set both Deliver-To-One and Guaranteed Delivery in the same message.</td>
</tr>
<tr>
<td>SpoolOverQuota</td>
<td>Message was not delivered because the Guaranteed Delivery message spool is over its allotted space quota.</td>
</tr>
<tr>
<td>QueueShutdown</td>
<td>An attempt was made to create a flow to a shutdown Guaranteed Delivery queue.</td>
</tr>
<tr>
<td>TEShutdown</td>
<td>An attempt was made to create a flow to a shutdown Guaranteed Delivery Topic Endpoint.</td>
</tr>
<tr>
<td>NoMoreNonDurableQueueOrTE</td>
<td>An attempt was made to create a flow to a non-durable Guaranteed Delivery Queue or Topic Endpoint, appliance is out of resources.</td>
</tr>
<tr>
<td>EndpointAlreadyExists</td>
<td>An attempt was made to provision a Queue or Topic Endpoint that already exists.</td>
</tr>
<tr>
<td>Error Code</td>
<td>Message Description</td>
</tr>
<tr>
<td>----------------------------</td>
<td>-------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>PermissionNotAllowed</td>
<td>An attempt was made to delete or create a Queue or Topic Endpoint when the session does not have the action. This subcode is also returned when an attempt is made to remove a message from an endpoint not have 'consume' authorization and when an attempt is made to remove a topic subscription from a queue when the session does not have 'modify-topic' authorization.</td>
</tr>
<tr>
<td>InvalidSelector</td>
<td>An attempt was made to crate a flow to a Queue or Topic Endpoint with an invalid selector.</td>
</tr>
<tr>
<td>MaxMsgUsageExceeded</td>
<td>Publishing of message denied due to exceeding the maximum spooled message count.</td>
</tr>
<tr>
<td>EndpointPropertyMismatch</td>
<td>Attempted to create a dynamic durable endpoint and it was found to exist with different properties.</td>
</tr>
<tr>
<td>SubscriptionManagerDenied</td>
<td>Attempted to add a subscription to another client when session does not have subscription manager privileges.</td>
</tr>
</tbody>
</table>
UnknownClientName  
Attempted to add a subscription to another client that is unknown on the appliance.

QuotaOutOfRange  
Attempted to provision an endpoint with a quota that is out of range.

SubscriptionAttributesConflict  
The client attempted to add a subscription which already exists but it has different properties (such as IsReceiveAllDeliverToOne).

NoLocalNotSupported  
The client attempted to establish a session or flow with No Local enabled and the capability is not supported by the appliance.

UnsubscribeNotAllowed  
The client attempted to unsubscribe a topic from a Topic Endpoint while there were still flows bound to the endpoint.

CannotBlockInContext  
An API was invoked in the thread that would have blocked otherwise.
<table>
<thead>
<tr>
<th>Error Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ActiveFlowIndicationUnsupported</td>
<td>88</td>
</tr>
<tr>
<td>UnresolvedHost</td>
<td>89</td>
</tr>
<tr>
<td>InvalidFlowOperation</td>
<td>93</td>
</tr>
<tr>
<td>UnknownFlowName</td>
<td>94</td>
</tr>
<tr>
<td>ReplicationIsStandby</td>
<td>95</td>
</tr>
<tr>
<td>LowPriorityMsgCongestion</td>
<td>96</td>
</tr>
<tr>
<td>Error Type</td>
<td>Code</td>
</tr>
<tr>
<td>------------------------------------</td>
<td>------</td>
</tr>
<tr>
<td>SSLLibraryNotLoaded</td>
<td>97</td>
</tr>
<tr>
<td>LibraryNotLoaded</td>
<td>97</td>
</tr>
<tr>
<td>FailedLoadingTruststore</td>
<td>98</td>
</tr>
<tr>
<td>UntrustedCertificate</td>
<td>99</td>
</tr>
<tr>
<td>UntrustedCommonName</td>
<td>100</td>
</tr>
<tr>
<td>CertificateDateInvalid</td>
<td>101</td>
</tr>
<tr>
<td>FailedLoadingCertificateAndKey</td>
<td>102</td>
</tr>
<tr>
<td>BasicAuthenticationIsShutdown</td>
<td>103</td>
</tr>
<tr>
<td>ClientCertificateAuthenticationIsShutdown</td>
<td>104</td>
</tr>
<tr>
<td>Code</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>105</td>
<td>UntrustedClientCertificate</td>
</tr>
<tr>
<td>106</td>
<td>ClientCertificateDateInvalid</td>
</tr>
<tr>
<td>107</td>
<td>CacheRequestCancelled</td>
</tr>
<tr>
<td>108</td>
<td>DeliveryModeUnsupported</td>
</tr>
<tr>
<td>109</td>
<td>PublisherNotCreated</td>
</tr>
<tr>
<td>110</td>
<td>FlowUnbound</td>
</tr>
<tr>
<td>111</td>
<td>InvalidTransactedSessionID</td>
</tr>
<tr>
<td>112</td>
<td>InvalidTransactionID</td>
</tr>
<tr>
<td>113</td>
<td>MaxTransactedSessionsExceeded</td>
</tr>
<tr>
<td>Issue</td>
<td>Code</td>
</tr>
<tr>
<td>----------------------------------------------------</td>
<td>------</td>
</tr>
<tr>
<td>TransactedSessionNameInUse</td>
<td>114</td>
</tr>
<tr>
<td>ServiceUnavailable</td>
<td>115</td>
</tr>
<tr>
<td>NoTransactionStarted</td>
<td>116</td>
</tr>
<tr>
<td>PublisherNotEstablished</td>
<td>117</td>
</tr>
<tr>
<td>MessagePublishFailure</td>
<td>118</td>
</tr>
<tr>
<td>TransactionFailure</td>
<td>119</td>
</tr>
<tr>
<td>MessageConsumeFailure</td>
<td>120</td>
</tr>
<tr>
<td>EndpointModified</td>
<td>121</td>
</tr>
<tr>
<td>InvalidConnectionOwner</td>
<td>122</td>
</tr>
<tr>
<td>KerberosAuthenticationIsShutdown</td>
<td>123</td>
</tr>
<tr>
<td>Code</td>
<td>Description</td>
</tr>
<tr>
<td>----------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>124</td>
<td>CommitRollbackAlreadyInProgress: The client attempted to commit or rollback a transaction multiple times.</td>
</tr>
<tr>
<td>125</td>
<td>UnbindResponseLost: The application called disposed or otherwise destroyed a the unbind-response was not received.</td>
</tr>
<tr>
<td>126</td>
<td>MaxTransactionsExceeded: The client failed to open a Transacted Session maximum number of transactions was exceeded.</td>
</tr>
<tr>
<td>127</td>
<td>CommitStatusUnknown: The commit response was lost due to a transport layer reconnection to an alternate host in the host list. The commit may have router before the response was lost. Or the commit request may have failed (rollback). As a rollback must allow for duplicate transactions.</td>
</tr>
<tr>
<td>128</td>
<td>ProxyAuthRequired: The host entry did not contain proxy authentication when required by the proxy server.</td>
</tr>
<tr>
<td>129</td>
<td>ProxyAuthFailure: The host entry contained invalid proxy authentication when required by the proxy server.</td>
</tr>
<tr>
<td>130</td>
<td>NoSubscriptionMatch: The client attempted to publish a guaranteed message to a topic that did not have any guaranteed subscription matches or only matched a replicated topic.</td>
</tr>
</tbody>
</table>
Remarks

Common Subcodes
The following subcodes can be returned from all API functions:
- **ParamOutOfRange**
- **InternalError**
- **OutOfMemory**
- **ParamNullReference** (functions that accept object parameters)
- **ParamConflict** (functions that have interdependent parameters)
- **CannotBlockInContext** (functions that result in an interaction with the message router)

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionEvent Enumeration

version: 7.2.1.27
The session event enumeration; this is returned with session event delegate EventArgs.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public enum SessionEvent
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>UpNotice</td>
<td>0</td>
<td>The session is established.</td>
</tr>
<tr>
<td>DownError</td>
<td>1</td>
<td>The session was established and then went down.</td>
</tr>
<tr>
<td>ConnectFailedError</td>
<td>2</td>
<td>The session attempt to connect but was unsuccessful.</td>
</tr>
<tr>
<td>RejectedMessageError</td>
<td>3</td>
<td>The appliance rejected published message.</td>
</tr>
<tr>
<td>SubscriptionError</td>
<td>4</td>
<td>The appliance rejected subscription.</td>
</tr>
<tr>
<td>Error Code</td>
<td>Description</td>
<td></td>
</tr>
<tr>
<td>------------</td>
<td>-------------</td>
<td></td>
</tr>
<tr>
<td>MessageTooBigError</td>
<td>5</td>
<td>The API discarded a received message that exceeded the set session buffer size.</td>
</tr>
<tr>
<td>Acknowledgement</td>
<td>6</td>
<td>The oldest transmitted Persistent/Non-persistent message has been acknowledged.</td>
</tr>
<tr>
<td>AssuredDeliveryDown</td>
<td>8</td>
<td>Guaranteed Delivery publishing is not available. The guaranteed delivery capability on the session has been disabled by some action on the appliance.</td>
</tr>
<tr>
<td>TEUnsubscribeError</td>
<td>9</td>
<td>The Topic Endpoint unsubscribe request failed.</td>
</tr>
<tr>
<td>DTEUnsubscribeError</td>
<td>9</td>
<td><strong>Obsolete.</strong> Deprecated; TEUnsubscribeError replaces it.</td>
</tr>
<tr>
<td>TEUnsubscribeOk</td>
<td>10</td>
<td>The Topic Endpoint unsubscribe request was successful.</td>
</tr>
<tr>
<td>DTEUnsubscribeOk</td>
<td>10</td>
<td><strong>Obsolete.</strong> Deprecated; TEUnsubscribeOk replaces it.</td>
</tr>
<tr>
<td>Event</td>
<td>Code</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------</td>
<td>------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CanSend</td>
<td>11</td>
<td>Send is no longer blocked.</td>
</tr>
<tr>
<td>Reconnecting</td>
<td>12</td>
<td>The session has gone down, and automatic reconnect attempt is in progress.</td>
</tr>
<tr>
<td>Reconnected</td>
<td>13</td>
<td>The automatic reconnect of session was successful, and the session was reestablished.</td>
</tr>
<tr>
<td>ProvisionError</td>
<td>14</td>
<td>The Endpoint provision/deprovision request failed.</td>
</tr>
<tr>
<td>ProvisionOk</td>
<td>15</td>
<td>The Endpoint provision/deprovision request completed.</td>
</tr>
<tr>
<td>SubscriptionOk</td>
<td>16</td>
<td>The subscribe or unsubscribe operation has succeeded.</td>
</tr>
<tr>
<td>VirtualRouterNameChanged</td>
<td>17</td>
<td>The appliance's Virtual Router Name changed during a reconnect operation. This might render existing queues or temporary topics invalid.</td>
</tr>
<tr>
<td>ModifyPropertyOk</td>
<td>18</td>
<td>The session property modification completed.</td>
</tr>
<tr>
<td>ModifyPropertyFail</td>
<td>19</td>
<td>The session property modification failed.</td>
</tr>
<tr>
<td>RepublishUnackedMessages</td>
<td>20</td>
<td></td>
</tr>
<tr>
<td>-------------------------</td>
<td>----</td>
<td></td>
</tr>
</tbody>
</table>

After successfully reconnecting a disconnected session, the SDK received an unknown publisher flow name response when reconnecting the GD publisher flow. If configured to auto-retry (GdReconnectFail), this event is generated to indicate how many unacknowledged messages are retransmitted on success. As the publisher state has been lost on failover, receiving this event may indicate that some messages have been duplicated in the system.

### See Also

**Reference**

SolaceSystems.Solclient.Messaging Namespace

---

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Send comments on this topic to support_request@solacesystems.com
SessionEventArgs Class

version: 7.2.1.27
An EventArgs instance that is passed to the session
EventHandler.

▲ Inheritance Hierarchy

SystemObject  SystemEventArgs
   SolaceSystems.Solclient.MessagingSessionEventArgs

Namespace: SolaceSystems.Solclient.Messaging

▲ Syntax

C#    VB    C++

```csharp
public sealed class SessionEventArgs : EventArgs
```

The SessionEventArgs type exposes the following members.

▲ Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>📈 Equals</td>
<td>Determines whether the specified <strong>Object</strong> is equal to the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>🇺🇸 Finalize</td>
<td>Allows an <strong>Object</strong> to attempt to free resources and perform other cleanup operations before the</td>
</tr>
</tbody>
</table>
Object is reclaimed by garbage collection. 
(Inherited from Object.)

GetHashCode Serves as a hash function for a particular type. 
(Inherited from Object.)

GetType Gets the Type of the current instance. 
(Inherited from Object.)

MemberwiseClone Creates a shallow copy of the current Object. 
(Inherited from Object.)

ToString Returns a string that represents the current Object. 
(Overrides ObjectToString.)

---

Top

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CorrelationKey</td>
<td>The correlation key passed in during session API calls.</td>
</tr>
<tr>
<td>Event</td>
<td>The type of the session event that has occurred.</td>
</tr>
<tr>
<td>EventProperties</td>
<td>Optional, present for future expansion.</td>
</tr>
<tr>
<td>Info</td>
<td>An optional string that provides further information about the event.</td>
</tr>
</tbody>
</table>
ResponseCode  A response code returned by the appliance for some events; otherwise zero.

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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The `SessionEventArgs` type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Equals</code></td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>Finalize</code></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>GetHashCode</code></td>
<td>Serves as a hash function for a particular type. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>GetType</code></td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>MemberwiseClone</code></td>
<td>Creates a shallow copy of the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>ToString</code></td>
<td>Returns a <code>string</code> that represents the current <code>Object</code>.</td>
</tr>
</tbody>
</table>
See Also

Reference
SessionEventArgs Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionEventArgs.ToString Method

version: 7.2.1.27

Returns a string that represents the current Object.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
public override string ToString()
```

Return Value

Type: String

A string representation of the object.

See Also

Reference

SessionEventArgs Class
SolaceSystems.Solclient.Messaging Namespace
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The `SessionEventArgs` type exposes the following members.

### Properties

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<tr>
<th>Name</th>
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</thead>
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<tr>
<td>EventProperties</td>
<td>Optional, present for future expansion.</td>
</tr>
<tr>
<td>Info</td>
<td>An optional string that provides further information about the event.</td>
</tr>
<tr>
<td>ResponseCode</td>
<td>A response code returned by the appliance for some events; otherwise zero.</td>
</tr>
</tbody>
</table>

**See Also**

Reference:  
- `SessionEventArgs Class`  
- `SolaceSystems.Solclient.Messaging` Namespace  

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Send comments on this topic to support_request@solacesystems.com
SessionEventArgsCorrelationKey Property

version: 7.2.1.27
The correlation key passed in during session API calls.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```
public Object CorrelationKey { get; }
```

### Property Value

Type: **Object**

### See Also

Reference  
SessionEventArgs Class  
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
SessionEventArgs Property

version: 7.2.1.27
The type of the session event that has occurred.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```c#
public SessionEvent Event { get; }
```

### Property Value

Type: SessionEvent

### See Also

Reference
- SessionEventArgs Class  
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionEventArgs.EventProperties Property

version: 7.2.1.27
Optional, present for future expansion.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

**C#**

```
public IProperties EventProperties { get; }
```

**See Also**

Reference

SessionEventArgs Class
SolaceSystems.Solclient.Messaging Namespace
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SessionEventArgsInfo Property

version: 7.2.1.27
An optional string that provides further information about the event.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public string Info { get; }
```

Property Value
Type: String

See Also

Reference
SessionEventArgs Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionEventArgsResponseCode

Property

version: 7.2.1.27
A response code returned by the appliance for some events; otherwise zero.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public int ResponseCode {
    get; }
```

Property Value

Type: Int32

See Also

Reference
SessionEventArgs Class
SolaceSystems.Solclient.Messaging Namespace

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SessionProperties Class

version: 7.2.1.27

Session initialization properties.
Some Session Properties can also be set as environment variables. If a session property can be set as an environment variable, the API will only look for that environment variable if the property is not specified in the session property list passed to `CreateSession(SessionProperties, EventHandlerMessageEventArgs, EventHandlerSessionEventArgs)`

The names of the environment variables are based on the native library property names.

The following environment variables are recognized:

- `SOLCLIENT_SESSION_PROP_PASSWORD` Password
- `SOLCLIENT_SESSION_PROP_HOST` Host
- `SOLCLIENT_SESSION_PROP_GD_RECONNECT_FAIL_ACTION` GdReconnectFailAction The acceptable strings for this environment variable are also based on the underlying native library:
  1. "SOLCLIENT_SESSION_PROP_GD_RECONNECT_FAIL_ACTION_AUTO_RETRY" (AUTO_RETRY)
  2. "SOLCLIENT_SESSION_PROP_GD_RECONNECT_FAIL_ACTION_DISCONNECT" (DISCONNECT)

Inheritance Hierarchy

```
SystemObject  SolaceSystems.Solclient.MessagingBaseProperties
              SolaceSystems.Solclient.MessagingSessionProperties
```

**Namespace:** SolaceSystems.Solclient.Messaging  

Syntax
The `SessionProperties` type exposes the following members.

### Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SessionProperties</td>
<td>Class constructor Developer Note: All properties MUST have a default even if deprecated to avoid casting null.</td>
</tr>
</tbody>
</table>

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>Removes all properties. (Inherited from <code>BaseProperties</code>.)</td>
</tr>
<tr>
<td>Clone</td>
<td>Creates a new object that is a deep copy of the current instance. (Inherited from <code>BaseProperties</code>.)</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from <code>BaseProperties</code>.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <code>Object</code> to attempt to</td>
</tr>
</tbody>
</table>
free resources and perform other cleanup operations before the **Object** is reclaimed by garbage collection.

(Inherited from **Object**.)

---

**FromDictionary**

Creates and returns a new **SessionProperties** given a dictionary of key/value strings where:
- **key**: is a string representation of a given **SessionProperties** property
- **value**: is a string representation of the value of that property.

Rules:
1. Keys that are not in the **SessionProperties**' property set are ignored and a warning log is generated.
2. If a property is omitted, the default value is used.
3. Validation and type checking is performed on the provided values; a conversion exception is thrown if any of the provided values cannot be converted.
4. Read-only properties are ignored.

---

**FromDictionaryWithPrefix**

Creates and returns a new **SessionProperties** from a dictionary of key/value strings where:
- **key**: is a string representation of a given **SessionProperties** property

---
prefixed with a string "prefix". value: is a string representation of the value of that property.

Rules:
1. Keys that are not in the SessionProperties' property set `SessionPropertiesPROPERTY`, are ignored and a warning log is generated.
2. If a property is omitted, the default value will be used.
3. Validation and type checking will be performed on the provided values, a conversion exception will be thrown if any of the provided values cannot be converted.
4. Read-only properties are ignored.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from <code>BaseProperties</code>.)</td>
</tr>
<tr>
<td>GetPropertyValue</td>
<td>Gets the property value associated with the given key. (Inherited from <code>BaseProperties</code>.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>SetCCSMPProperty</td>
<td>Sets a property to be passed directly to CCSMP. Properties set in this manner will always</td>
</tr>
</tbody>
</table>
override properties set using the shortcut properties, regardless of order. (Inherited from BaseProperties.)

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SetPropertyValue</td>
<td>Associates a property key with a property value. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>ToDictionary</td>
<td>Returns a new IDictionary instance where: key: is a string representation of a given SessionProperties property SessionPropertiesPROPERTY. value: is a string representation of the value of that property, or null if the property's value is null. Note that only readable and writable properties are returned in the dictionary. Read-only properties are ignored.</td>
</tr>
<tr>
<td>ToDictionaryWithPrefix</td>
<td>Returns a new IDictionary instance where: key: is a string representation of a given SessionProperties property SessionPropertiesPROPERTY prefixed with a string &quot;prefix&quot;. value: is a string representation of the value of that property, or null if the property's value is null. Note that only readable and writable properties are returned in the dictionary. Read-only</td>
</tr>
</tbody>
</table>
properties are ignored.

### Top

#### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AckEventMode</strong></td>
<td>Specifies if an Acknowledgement (PER_MSG) or a range of messages will be acknowledged. Setting this property to PER_MSG means they will still be emitted per message basis. Default: PER_MSG</td>
</tr>
<tr>
<td><strong>ADPublishAckTimerInMsecs</strong></td>
<td>The duration of the publisher acknowledgement timer (in milliseconds). Published message is not acknowledged within the time specified for this timer, the API automatically retransmits the message. Retransmissions for any message can become flow controlled if applications become flow controlled. This can happen if SessionProperties.SendBlocking and SessionProperties.BlockingWriteTimeoutInMsecs are set. The valid range is 20..60000. Default: 2000</td>
</tr>
<tr>
<td><strong>ADPublishWindowSize</strong></td>
<td>The publisher window size for Guaranteed messages. The Guaranteed Message Publish Window Size property limits the maximum number of messages that can be published before the API must receive an acknowledgement from the appliance. Default: 50.</td>
</tr>
<tr>
<td><strong>AuthenticationScheme</strong></td>
<td>Specifies the authentication scheme to be used by the corresponding ISession. For more information about AuthenticationSchemes, visit the documentation. Default: BASIC</td>
</tr>
<tr>
<td><strong>BindIP</strong></td>
<td>(Optional) The hostname or IP address of the machine on which the application is bound.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>BlockingWriteTimeoutInMsecs</td>
<td>The timeout period (in milliseconds) for blocking write operation. The valid range is &gt; 0. Default: 100000</td>
</tr>
<tr>
<td>BlockWhileConnecting</td>
<td>To block the calling thread on operations such as sending a message, unsubscribing when the session is being connected or reconnected. This must already be blocking (see SendBlocking). It is returned if the session is being connected. Default: true</td>
</tr>
<tr>
<td>CalculateMessageExpiration</td>
<td>When this property is set to true (the message's value), the API updates the Time-To-Live and the UTC timestamp value after it has been sent or received. Default: false</td>
</tr>
<tr>
<td>ClientDescription</td>
<td>A string that describes the application instance. This string is available from SolAdmin or CLI.</td>
</tr>
<tr>
<td>ClientMode</td>
<td><strong>Obsolete.</strong> Set to true to enable client mode. Client mode uses a single TCP connection to the appliance for both publisher and subscriber channels. To use this mode, the appliance requires a Topic Routing Blade.</td>
</tr>
<tr>
<td>ClientName</td>
<td>The session client name (only) to create a unique session. This string is generated automatically and is 160 bytes in length. For all appliances (SolOS-TR), this uniquely identifies the sender in a message. Default: empty string</td>
</tr>
<tr>
<td>CompressionLevel</td>
<td>Enables messages to be compressed with ZLIB before transmission and decompressed on receive. Compression (fastest) 1 is supported when the session is connected to an appliance running. On a multi-homed machine, it is strongly recommended to provide this parameter to ensure that the API uses the correct network interface at session connect time. Default: 0 (no compression)</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ConnectBlocking</td>
<td>Use true to enable blocking connection operation.</td>
</tr>
<tr>
<td>ConnectRetries</td>
<td>How many times to try to connect to the host appliance (or list of appliances) connection setup. Zero means give up). -1 means try to connect forever. API reattempts a connection. SOLCLIENT_SESSION_PROP_CONNECT_RETRIES could possibly work through all times: one time through connect retries. After each unsuccessful time set for ReconnectRetries host, and the number times to next listed host is determined by the value set for ReconnectRetriesPerHost. See Host for more details. Zero means no automatic connection retries. The valid range is &gt;= -1.</td>
</tr>
<tr>
<td>ConnectRetriesPerHost</td>
<td>When using a host list for the connect or reconnect tries to connect or reconnect to. A value of 0 (the default) means make a single connection attempt (that is, only tries to connect or reconnect to first host). A value of -1 means attempt an infinite number of reconnect retries. NOTE: This property works in conjunction with the connect and reconnect settings; It does not replace them.</td>
</tr>
<tr>
<td>ConnectTimeoutInMsecs</td>
<td>The timeout period (in milliseconds) for a connect operation. The valid range is &gt; 0. Default: 30000</td>
</tr>
<tr>
<td>Count</td>
<td>Returns the count of properties. (Inherited from BaseProperties)</td>
</tr>
<tr>
<td>GdReconnectFailAction</td>
<td>Specify the behavior when the publisher flow timeout occurs. Default: AUTO_RETRY. May be set as an environment variable.</td>
</tr>
<tr>
<td>Feature</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------</td>
<td>-------------</td>
</tr>
<tr>
<td>GenerateReceiveTimestamps</td>
<td>When enabled, a receive timestamp is recorded for each message and passed as a property of IMessage.</td>
</tr>
<tr>
<td>GenerateSendTimestamps</td>
<td>When enabled, a send timestamp is automatically generated as a message property for each message sent.</td>
</tr>
<tr>
<td>GenerateSequenceNumber</td>
<td>When enabled, a sequence number is automatically included in the Solace-defined fields for each message sent.</td>
</tr>
<tr>
<td>Host</td>
<td>The IP address (or hostname) to connect to. Commas (up to sixteen) are allowed. One succeeds.</td>
</tr>
</tbody>
</table>

**Host entry**
Host contains one or more host entries (up to sixteen). The host entry may also include an optional ProxyHost configuration by a percent sign (%). 

```
[Protocol:]Host[:Port]
```

**Protocol** is the protocol used for the transport channel. The valid values are:

- **tcp** - use a TCP channel for communications between the application and its peers. If no protocol is set, tcp is used as a default.
- **tcps** - use an SSL channel over TCP for communications between the application and its peers. The encryption with compression is not supported.
- **http** - use HTTP channels or a WebSocket channel over TCP for communications between the application and its peers. The default port for SSL is 55443.
- **https** - use HTTP channels or a WebSocket channel over SSL for communications between the application and its peers. The default port for SSL is 55443 when compression is not in use.

**Host** is the IP address to connect to for a connection.

**Port** is the port to connect to for a connection. A value is only required when using a port other than the automatically assigned one. TCP is 55555 when compression is not in use, or 55003 when compression is in use. The default port for SSL is 55443.

**ProxyService** is a description of the non-transparent proxy to configure the proxy server that is used to connect to.
proxy server is configured as:

\[\text{ProxyProtocol}://[\text{username:password@}]\text{proxyHost}[:\text{proxyPort}]\]

- **ProxyProtocol** is the protocol used to communicate with the proxy server. The valid values are:
  - socks5 - Connect to the server with the SOCKS Protocol Version 5, RFC 1928 (IETF Standards Track Document)
  - httpc - Connect to the server with the HTTP Connect Protocol, RFC 2817 (IETF Standards Track Document)

If authentication is required for the proxy server, it be optionally specified before the proxy host.

- **proxyHost** is the IP address (or hostname) of the proxy server.
- **proxyPort** is the port to connect to for a connection. If the port number is not specified, the default for SOCKS5 is port 1080, and the default for Http-Connect is port 3128.

The following examples show how to specify transport channel types. Unless it is otherwise specified, the default port 55555 is used.

1. 192.168.160.28 - Connect to IP address 192.168.160.28 over TCP.
2. tcp:192.168.160.28 - Connect to IP address 192.168.160.28 over TCP.
3. tcps:192.168.160.28 - Connect to IP address 192.168.160.28 and port 55443 over SSL over TCP.
4. tcp:192.168.160.28:44444 - Connect to IP address 192.168.160.28 and port 44444 over TCP.

The following examples show how to connect to a message router through a proxy server.

Configuring Multiple Hosts for Redundancy and Failover

Some applications might want to have a list of appliances available for typically these appliances will be in separate geographic locations. The host list allows applications to fail over to the first available host. The host list is configured in the Host property of SessionProperties as a comma-separated list of hosts. Each host can optionally include a port number. For example, if there are two appliances at 192.168.160.128 and 192.168.160.129, but the second one is using the non-default port 50005 for the bus, the SessionProperties.Host would be configured as:


In this case, when Connect to 192.168.160.128, if that fails, Connect to 192.168.160.129:50005 is attempted. After each Connect attempt, ConnectRetries and ReconnectRetriesWaitInMsecs are increased by one. If an established session fails, the API automatically reconnects to any host in the list. If ConnectRetries is non-zero, then API automatically reconnects to any host in the list. After each connection attempt, ConnectRetries and ReconnectRetriesWaitInMsecs are increased by one. If an established session fails, the API automatically reconnects to any host in the list. Note that the session connect timer, UpNotice or connection failure of hosts in the hosts list times (Multiple Hosts and Guaranteed Messaging)

If a client application publishes Guaranteed messages and then a disconnect occurs, the API will automatically reconnect to other available hosts. However, because another host will not know the state of the original host, the API must reset the publisher flow state. If an established session fails, the API automatically reconnects to any host in the list. However, because another host will not know the state of the original host, the API must reset the publisher flow state. If an established session fails, the API automatically reconnects to any host in the list. However, because another host will not know the state of the original host, the API must reset the publisher flow state.

Applications may wish to configure the session so that auto-reconnect only occurs if no guaranteed messages have been published. This is the legacy behaviour of the API. If this is desired the DISCONNECT. This setting then allows legacy applications to resolve this issue. Applications may wish to configure the session so that auto-reconnect only occurs if no guaranteed messages have been published. This is the legacy behaviour of the API. If this is desired the DISCONNECT. This setting then allows legacy applications to resolve this issue. Applications may wish to configure the session so that auto-reconnect only occurs if no guaranteed messages have been published. This is the legacy behaviour of the API. If this is desired then allows legacy applications to resolve this issue.

May be set as an environment variable.
<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IgnoreDuplicateSubscriptionError</td>
<td>Set to true ignore errors for duplicate subscription/topic on subscribe or unsubscribe. Default: true</td>
</tr>
<tr>
<td>IncludeSenderId</td>
<td>When enabled, a sender ID is automatically included in the Solace-defined fields for each message sent. Default: false</td>
</tr>
<tr>
<td>KeepAliveIntervalInMsecs</td>
<td>Use 0 to disable keep-alive. If not zero, the minimum valid value is 50.</td>
</tr>
<tr>
<td>KeepAliveIntervalsLimit</td>
<td>The number of keep-alive intervals with no received traffic that are allowed before a session is declared down.</td>
</tr>
<tr>
<td>KRBServiceName</td>
<td>This property specifies the ServiceName of Service Principle Name (SPN) for Kerberos. It is used for all entries specified by the Name (SPN) has the format &quot;ServiceName/ApplianceName@REALM&quot; where ServiceName is specified by this property, ApplianceName is the host portion of an entry specified by Host. Maximum length for an SPN is 256 characters.</td>
</tr>
<tr>
<td>MaxFlowsPerSession</td>
<td>Obsolete. The maximum number of flows supported on this session. Default: 100.</td>
</tr>
<tr>
<td>ModifyPropertyTimeoutInMsecs</td>
<td>Maximum amount of time (in milliseconds) to wait for session property modification. Default: 100000 (10 seconds)</td>
</tr>
<tr>
<td>NoLocal</td>
<td>If this property is true, messages published on the session cannot be received on the same session even if there is a subscription that matches the published topic. If this restriction is requested and the appliance does not have No Local support, the session connects fail with subcode 395.</td>
</tr>
<tr>
<td>P2PInboxInUse</td>
<td>A read-only informational string that is used when a session is connected. See SendRe parameter is only valid when session is not connected.</td>
</tr>
<tr>
<td>Password</td>
<td>The password required for authentication.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Port</td>
<td><strong>Obsolete.</strong> This property is deprecated and should not be specified as part of the connection string. It represents the port number used for SSL. Default: 0.</td>
</tr>
<tr>
<td>ProvisionTimeoutInMsecs</td>
<td>The timeout (in milliseconds) for an endpoint provision or deprovision confirmation. The valid range is &gt;= 1. Default: 3000.</td>
</tr>
<tr>
<td>ReapplySubscriptions</td>
<td>Set to true to allow the API to remember subscriptions and reapply them upon a session reconnect. <strong>Note:</strong> Reapply subscriptions will only apply direct topic subscriptions upon a session reconnect. It will not reapply topic subscriptions on durable and non-durable endpoints. Default: false.</td>
</tr>
<tr>
<td>ReconnectRetries</td>
<td>How many times to retry to reconnect to the host after a disconnected session. When using a host list, establishing a connection to the first host in the list is considered a reconnect retry, while connecting to the next listed host is considered a reconnection retry. After each unsuccessful attempt to reconnect to a host, and the number of times to reconnect to the host has not reached the reconnect retry value, the number of times to reconnect to the host is determined by the value set for reconnect retries wait. See Host for more details. Zero means no automatic reconnection attempts (try once and give up). Positive means try to reconnect forever. The valid range is &gt;= -1.</td>
</tr>
<tr>
<td>ReconnectRetriesWaitInMsecs</td>
<td>How much time (in ms) to wait between each attempt to connect or reconnect to a host. If a connect or reconnect attempt to a host fails, the API waits for the reconnect retries wait time before trying to reconnect again. If there are no reconnect retries wait time set, the API will automatically reconnect at the reconnect retries frequency. The valid range is &gt;= 1. Default: 3000.</td>
</tr>
<tr>
<td>Parameter</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-------------</td>
</tr>
<tr>
<td><strong>SdkBufferSize</strong></td>
<td>Controls the buffering of transmit messages. When sending small messages, the session buffer size should be set to multiple times the typical message size to improve performance. Regardless of the buffer message to transmit, so even if a single message's size exceeds accepted and transmitting messages are accepted, as long as the current buffered data is zero, more messages are accepted until the amount of data buffered is reduced below this value. Default: 90000 ///</td>
</tr>
<tr>
<td><strong>SendBlocking</strong></td>
<td>Set to true to enable blocking send operation. Default: true</td>
</tr>
<tr>
<td><strong>SocketReceiveBufferSizeInBytes</strong></td>
<td>The socket receive buffer size value. 0 indicates do not set and leave at operating system default. The valid range is 0 or &gt;= 1024. Default: 150000</td>
</tr>
<tr>
<td><strong>SocketSendBufferSizeInBytes</strong></td>
<td>The socket send buffer size value. 0 indicates do not set and leave at operating system default. The valid range is 0 or &gt;= 1024. Default: 90000</td>
</tr>
<tr>
<td><strong>SSLClientCertificateFile</strong></td>
<td>The filename of the client certificate file. Required when amount of time set for connecting or reconnecting a reconnection attempt. The valid range is &gt;= 0.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>SSLClientPrivateKeyFile</td>
<td>The filename of the client's private key. Required when to CLIENT_CERTIFICATE. Default: null</td>
</tr>
<tr>
<td>SSLClientPrivateKeyFilePassword</td>
<td>The password to decrypt and read the optional. When specified, ParamOutOfRange failure is returned. Default: null</td>
</tr>
<tr>
<td>SSLConnectionDowngradeTo</td>
<td>Specifies a transport protocol that SSL connection will be downgraded to after client authentication. Allowed transport protocol is &quot;PLAIN_TEXT&quot;. Default: null</td>
</tr>
<tr>
<td>SSLExcludedProtocols</td>
<td>Specifies a comma separated list of excluded SSL protocol(s). 'SSLv3', 'TLSv1', 'TLSv1.1', 'TLSv1.2'. Default: &quot;&quot;</td>
</tr>
<tr>
<td>SSLProtocol</td>
<td>Obsolete. This property is deprecated.</td>
</tr>
<tr>
<td>SSLValidatedCertificate</td>
<td>Indicates if the certificate validation with certificates in the truststore is enabled. Default: true</td>
</tr>
<tr>
<td>SSLTrustedCommonNameList</td>
<td>Specifies a comma separated list of acceptable common names in certificate validation. The number of common names specified by an application is limited to 16. If the application does not provide any common names, there is no common name verification. Default: empty string</td>
</tr>
<tr>
<td>SSLTrustStoreDir</td>
<td>Specifies the directory where the trusted certificates are. A maximum of 32 certificates will be loaded. The maximum depth for the certificate chain verification that shall be allowed is 3. Default: null</td>
</tr>
</tbody>
</table>

Note: For SSLProperties, the SSLProtocol property is obsolete and this property is deprecated.
### Note on certificate validation:

C and .NET use the following validation rules, after building the chain from the server certificate to a self-signed root certificate using certificates presented by and certificates in the trust store:

- Verify the root certificate is trusted.
- Verify depth of the chain is <= 3.

Java and JMS messaging APIs use the same rules as C and .NET with the following exceptions:
- Depth validation is not enforced in Java or JMS.
- When the server presents an incomplete certificate chain, Java/JMS messaging APIs only require the signer of the incomplete certificate chain to be in the store, whereas this could be insufficient for C/.NET APIs.

Therefore C and .NET hence if a certificate is accepted by C or .NET, it will be accepted by Java and JMS.

<table>
<thead>
<tr>
<th>Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SSLValidateCertificateDate</td>
<td>Indicates if the session connection should fail when a certificate with an invalid date is received. Default: true</td>
</tr>
<tr>
<td>SubscribeBlocking</td>
<td>Set to true to enable blocking subscribe/unsubscribe operation. Default: true</td>
</tr>
<tr>
<td>SubscribeConfirmTimeoutInMsecs</td>
<td>The timeout (in milliseconds) for an add or remove subscription confirmation. Valid range is &gt;= 1000.</td>
</tr>
<tr>
<td>SubscriberLocalPriority</td>
<td>Subscriber priorities are used to choose a client to receive messages that are sent with the DeliverToOne property set to true. Subscriber priorities are two priorities; this priority (SubscriberLocalPriority) is used. Valid range is 1..4.</td>
</tr>
<tr>
<td>SubscriberNetworkPriority</td>
<td>Subscriber priorities are used to choose a client to receive messages that are sent with the DeliverToOne property set to true. Subscriber priorities are two priorities; this priority (SubscriberNetworkPriority) is used. Valid range is 1..4.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>SubscriberNetworkPriority</td>
<td>(SubscriberNetworkPriority) is the name of the Virtual Router that the client is connected to. Valid range is 1..4. Default: 1</td>
</tr>
<tr>
<td>TcpNoDelay</td>
<td>Set to true to enable TCP No Delay on the underlying TCP connection. Default: true</td>
</tr>
<tr>
<td>TopicDispatch</td>
<td>Set to true to have the IMessageDispatcher dispatch messages based on topic. For more details see the IMessageDispatcher.</td>
</tr>
<tr>
<td>UserIdentification</td>
<td>A read-only informational string that provides information about the application, as the name of operating system user that is running the application, the hostname, and the PID of the application.</td>
</tr>
<tr>
<td>UserName</td>
<td>The username required for authentication.</td>
</tr>
<tr>
<td>VirtualRouterName</td>
<td>A read-only session property that indicates the Virtual Router Name of the connected appliance. Used in building Queues. Appliance endpoints and destinations created with a virtual router name are valid for use with that appliance. Applications requiring the virtual router name need not poll this property every time it is needed, and may cache the value.</td>
</tr>
<tr>
<td>VirtualRouterNameChanged</td>
<td>When not connected, an empty string is returned. When connecting the session, and again after a reconnect operation.</td>
</tr>
<tr>
<td>VPNName</td>
<td>The name of the Message VPN to attempt to join when connecting to an appliance running SolOS-TR. Default: empty string</td>
</tr>
<tr>
<td>VPNNameInUse</td>
<td>A read-only session property that indicates which Message VPN the session is connected to. When not connected, or when not in client mode, an empty string is returned.</td>
</tr>
</tbody>
</table>

See Also
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Send comments on this topic to support_request@solacesystems.com
SessionProperties Constructor

version: 7.2.1.27
Class constructor

Developer Note: All properties MUST have a default even if deprecated to avoid casting null.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
public SessionProperties()
```

See Also

Reference

SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
The **SessionProperties** type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Clear</strong></td>
<td>Removes all properties. (Inherited from <strong>BaseProperties</strong>.)</td>
</tr>
<tr>
<td><strong>Clone</strong></td>
<td>Creates a new object that is a deep copy of the current instance. (Inherited from <strong>BaseProperties</strong>.)</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from <strong>BaseProperties</strong>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <strong>Object</strong> to attempt to free resources and perform other cleanup operations before the <strong>Object</strong> is reclaimed by garbage collection. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>FromDictionary</strong></td>
<td>Creates and returns a new <strong>SessionProperties</strong> given a</td>
</tr>
</tbody>
</table>
dictionary of key/value strings
key: is a string representation of a given
`SessionProperties` property
value: is a string representation of the value of that property.

Rules:
1. Keys that are not in the `SessionProperties`' property set
   `SessionPropertiesPROPERTY` are ignored and a warning log is generated.
2. If a property is omitted, the default value is used.
3. Validation and type checking is performed on the provided values; a conversion exception is thrown if any of the provided values cannot be converted.
4. Read-only properties are ignored.

---

**FromDictionaryWithPrefix**

Creates and returns a new `SessionProperties` from a dictionary of key/value strings where:
key: is a string representation of a given `SessionProperties` property
prefix prefixed with a string "prefix".
value: is a string representation of the value of that property.

Rules:
1. Keys that are not in the `SessionProperties`' property set `SessionPropertiesPROPERTY`, are ignored and a warning log is generated.
2. If a property is omitted, the default value will be used.
3. Validation and type checking will be performed on the provided values, a conversion exception will be thrown if any of the provided values cannot be converted.
4. Read-only properties are ignored.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>GetPropertyValue</td>
<td>Gets the property value associated with the given key. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>SetCCSMPProperty</td>
<td>Sets a property to be passed directly to CCSMP. Properties set in this manner will always override properties set using the shortcut properties, regardless of order. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>SetPropertyValue</td>
<td>Associates a property key with a property value.</td>
</tr>
</tbody>
</table>
(Inherited from BaseProperties.)

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ToDictionary</strong></td>
<td>Returns a new IDictionary instance where: key: is a string representation of a given SessionProperties property SessionPropertiesPROPERTY. value: is a string representation of the value of that property, or null if the property's value is null. Note that only readable and writable properties are returned in the dictionary. Read-only properties are ignored.</td>
</tr>
<tr>
<td><strong>ToDictionaryWithPrefix</strong></td>
<td>Returns a new IDictionary instance where: key: is a string representation of a given SessionProperties property SessionPropertiesPROPERTY prefixed with a string &quot;prefix&quot;. value: is a string representation of the value of that property, or null if the property's value is null. Note that only readable and writable properties are returned in the dictionary. Read-only properties are ignored.</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a String that represents the current Object. (Overrides ObjectToString.)</td>
</tr>
</tbody>
</table>
See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesFromDictionary Method

version: 7.2.1.27

Creates and returns a new SessionProperties given a dictionary of key/value strings
where:

key: is a string representation of a given SessionProperties property SessionPropertiesPROPERTY.

value: is a string representation of the value of that property.

Rules:

1. Keys that are not in the SessionProperties' property set SessionPropertiesPROPERTY are ignored and a warning log is generated.

2. If a property is omitted, the default value is used.

3. Validation and type checking is performed on the provided values; a conversion exception is thrown if any of the provided values cannot be converted.

4. Read-only properties are ignored.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public static SessionProperties FromDictionary(
    IDictionary<string, string> dictionary
)
```
Parameters

\textit{dictionary}

\textbf{Type:} \texttt{System.Collections.Generic.IDictionary\{String, String\}}

Return Value

\textbf{Type:} \texttt{SessionProperties}

Returns a new \texttt{SessionProperties} given a dictionary of key/value strings

\section*{Exceptions}

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{FormatException}</td>
<td></td>
</tr>
<tr>
<td>\texttt{OverflowException}</td>
<td></td>
</tr>
</tbody>
</table>

\section*{See Also}

\textbf{Reference}

\texttt{SessionProperties Class}

\texttt{SolaceSystems.Solclient.Messaging Namespace}

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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesFromDictionaryWithPrefix Method

version: 7.2.1.27
Creates and returns a new SessionProperties from a dictionary of key/value strings where:

key: is a string representation of a given SessionProperties property SessionPropertiesPROPERTY prefixed with a string "prefix".

value: is a string representation of the value of that property.

Rules:
1. Keys that are not in the SessionProperties' property set SessionPropertiesPROPERTY, are ignored and a warning log is generated.
2. If a property is omitted, the default value will be used.
3. Validation and type checking will be performed on the provided values, a conversion exception will be thrown if any of the provided values cannot be converted.
4. Read-only properties are ignored.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public static SessionProperties FromDictionaryWithPrefix
    IDictionary<string, string> dictionary,
    string prefix
```
Parameters

dictionary
  Type: System.Collections.Generic.IDictionary<string, string>
prefix
  Type: System.String
  The prefix to prepend to the property name (using '.' as a separator). If null is passed in, "SessionProperties" is assumed

Return Value
  Type: SessionProperties
  Returns a new SessionProperties from a dictionary of key/value strings

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FormatException</td>
<td></td>
</tr>
<tr>
<td>OverflowException</td>
<td></td>
</tr>
</tbody>
</table>

See Also

Reference
  SessionProperties Class
  SolaceSystems.SolclientMessaging Namespace
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SessionPropertiesToDictionary Method

version: 7.2.1.27

Returns a new IDictionary instance where:
key: is a string representation of a given SessionProperties property SessionPropertiesPROPERTY.

value: is a string representation of the value of that property, or null if the property's value is null.

Note that only readable and writable properties are returned in the dictionary. Read-only properties are ignored.

Namespace: SolaceSystems.Solclient.Messaging

**Syntax**

```
public IDictionary<string, string> ToDictionary();
```

Return Value
- Type: IDictionary<string, String>
- Returns a new IDictionary instance

**See Also**

Reference
- SessionProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**SessionPropertiesToDictionaryWithPrefix Method**

version: 7.2.1.27

Returns a new `IDictionary` instance where:

- **key**: is a string representation of a given `SessionProperties` property `SessionPropertiesPROPERTY` prefixed with a string "prefix".
- **value**: is a string representation of the value of that property, or `null` if the property's value is null.

Note that only readable and writable properties are returned in the dictionary. Read-only properties are ignored.

**Namespace**: SolaceSystems.Solclient.Messaging  

### Syntax

**C#**

```csharp
public IDictionary<string, string> ToDictionaryWithPrefix(string prefix)
```

**Parameters**

- **prefix**
  - Type: `System.String`
  - The prefix that was passed in to `SessionProperties.FromDictionaryWithPrefix(IDictionary,string)`.

**Return Value**

- **Type**: `IDictionaryString, String`
Returns a new IDictionary instance

See Also

Reference

SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
SessionPropertiesToString Method

version: 7.2.1.27
Returns a String that represents the current Object.

**Namespace:** SolaceSystems.Solclient.Messaging

บทวิธี Syntax

```c#
public override string ToString()
```

Return Value

Type: **String**
A string representation of the object.

See Also

Reference
SessionProperties Class
SolaceSystems.SolclientMessaging Namespace

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The `SessionProperties` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AckEventMode</td>
<td>Specifies if an Acknowledgement (PER_MSG) or a range of messages will be acknowledged. Setting this property to <code>they</code> will still be emitted on a per-message basis. Default: PER_MSG</td>
</tr>
<tr>
<td>ADPublishAckTimerInMsecs</td>
<td>The duration of the publisher acknowledgement timer (in milliseconds). Published message is not acknowledged if the API automatically retransmits. API automatically retransmits for any retransmissions for any message that becomes flow controlled. SessionProperties.SendSessionProperties.BlockingWriteTimeoutInMsecs. The valid range is 20..60000. Default: 2000</td>
</tr>
<tr>
<td>ADPublishWindowSize</td>
<td>The publisher window size for Guaranteed messages. Publish Window Size property limits the maximum number of messages that can be published before the API must receive an acknowledgement from the appliance. Default: 50.</td>
</tr>
<tr>
<td>AuthenticationScheme</td>
<td>Specifies the authentication scheme to be used by the corresponding ISession. For more information about the <code>AuthenticationSchemes</code>, Default: BASIC</td>
</tr>
<tr>
<td>BindIP</td>
<td>(Optional) The hostname or IP address of the machine on which the application is running.</td>
</tr>
</tbody>
</table>
- **BlockingWriteTimeoutInMsecs**: The timeout period (in milliseconds) for blocking write operation. The valid range is > 0. Default: 100000

- **BlockWhileConnecting**: To block the calling thread on operations such as sending a message, unsubscribing when the session is being connected or reconnected. Must already be blocking (see `SendBlocking`). Is returned if the session is being connected. Default: true

- **CalculateMessageExpiration**: When this property is set to true and the message's value), the API updates the Time-To-Live and the UTC timestamp value after it has been sent or received. Default: false

- **ClientDescription**: A string that describes the application instance. This string is available from SolAdmin or CLI.

- **ClientMode**: Obsolete. Set to true to enable client mode. Client mode uses a single TCP connection to the appliance for both publisher and subscriber channels. To use this mode, the appliance requires a Topic Routing Blade.

- **ClientName**: The session client name that is used during client login (appliances running SolOS-TR only) to create a unique session. Generated automatically. 160 bytes in length. For all appliances (SolOS-TR) the uniquely identify the sender in a message's true. Default: empty string

- **CompressionLevel**: Enables messages to be compressed with ZLIB before transmission and decompressed on receive. Compression level 0 (fastest) and 9 is most supported when the session is connected to an appliance running. On a multi-homed machine, it is strongly recommended to provide this parameter to ensure that the API uses the correct network interface at session connect time. Default: 0 (no compression)
<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ConnectBlocking</td>
<td>Use true to enable blocking connection operation.</td>
</tr>
<tr>
<td>ConnectRetries</td>
<td>How many times to try connection setup. Zero means try once and give up. -1 means try forever. SOLCLIENT_SESSION_PROP_CONNECT_RETRIES could possibly work through all listed times: one time through connect retries. After each unsuccessful attempt to connect to the first host, and the number times to the next listed host is determined by the value set for ReconnectRetries. See Host for more details. Zero means no automatic connection retries. The valid range is &gt;= -1.</td>
</tr>
<tr>
<td>ConnectRetriesPerHost</td>
<td>When using a host list for connect or reconnect to a single host before moving to the next host in the list. A value of 0 (the default) means make a single connection attempt (that is, only tries to connect or reconnect to the first host). A value of -1 means attempt an infinite number of reconnect attempts.</td>
</tr>
<tr>
<td>ConnectTimeoutInMsecs</td>
<td>The timeout period (in milliseconds) for a connect operation. The valid range is &gt; 0. Default: 30000</td>
</tr>
<tr>
<td>Count</td>
<td>Returns the count of properties. (Inherited from BaseProperties)</td>
</tr>
<tr>
<td>GdReconnectFailAction</td>
<td>Specify the behavior when attempting guaranteed delivery after reconnecting with a host list where each Solace router in the host list is unaware of the state on the previous router. It can also be set as an environment variable. May be set as AUTO_RETRY.</td>
</tr>
<tr>
<td>Feature</td>
<td>Description</td>
</tr>
<tr>
<td>---------</td>
<td>-------------</td>
</tr>
<tr>
<td>GenerateReceiveTimestamps</td>
<td>When enabled, a receive timestamp is recorded for each message and passed as a property of IMessage.</td>
</tr>
<tr>
<td>GenerateSendTimestamps</td>
<td>When enabled, a send timestamp is automatically generated as a message property for each message sent.</td>
</tr>
<tr>
<td>GenerateSequenceNumber</td>
<td>When enabled, a sequence number is automatically included in the Solace-defined fields for each message sent.</td>
</tr>
</tbody>
</table>

**Host**

The IP address (or host name) to connect to. Commas (up to sixteen) are allowed. One succeeds.

**Host entry**

Host contains one or more host entries (up to sixteen). The host entry may also include an optional ProxyHost configuration by a percent (%) sign:

```
[Protocol:]Host[:Port][ProxyService]
```

**Protocol** is the protocol used for the transport channel. The valid values are:

- tcp - use a TCP channel for communications between the application and its peers. If no protocol is set, tcp is used as a default.
- tcps - use a SSL channel over TCP for communications between the application and its peers. The encryption with compression is not supported.
- http - use HTTP channels or a WebSocket channel over TCP for communications between the application supported.
- https - use HTTP channels or a WebSocket channel over SSL for communications between the application compression is not supported.

**Host** is the IP address for the connection. **Port** is the port to connect to. A value is only required when using a port other than the automatically assigned TCP is 55555 when compression is not in use, or 55003 when compression is in use. The default port for SSL is 55443.

**ProxyService** is a description of the non-transparent proxy. Configure the proxy server that is used to connect to.
proxy server is configured is specified as:

[ProxyProtocol]://[username:password@]proxyHost[:proxyPort]

ProxyProtocol is the protocol used to communicate with the proxy server. The valid values are:

- socks5 - Connect to the server with the SOCKS Protocol Version 5, RFC 1928 (IETF Standards Track Document)
- httpc - Connect to the server with the HTTP Connect Protocol, RFC 2817 (IETF Standards Track Document)

If authentication is required for the proxy server, it be optionally specified before the proxy host.

proxyHost is the IP address (or host name) of the proxy server.

proxyPort is the port to connect to for a connection. If the port number is not specified, the default for SOCKS5 is port 1080, and the default for HTTP-Connect is port 3128.

The following examples show how to specify transport channel types. Unless it is otherwise specified, the default port 55555 is used.

1. 192.168.160.28 - connect to IP address 192.168.160.28 over TCP.
2. tcp:192.168.160.28 - connect to IP address 192.168.160.28 over TCP.
3. tcps:192.168.160.28 - connect to IP address 192.168.160.28 and port 55555 over SSL over TCP.
4. tcp:192.168.160.28:44444 - connect to IP address 192.168.160.28 and port 44444 over TCP.

The following examples show how to connect to a message router through a proxy server.

3. tcps:solace.company.com%socks5://User:PassWord@proxy.company.com:13128 - connect to message router at solace.company.com using a SOCKS5 proxy server at proxy.company.com, port 13128. Authenticate with the proxy server using username and password.
Configuring Multiple Hosts for Redundancy and Failover

Some applications might want to have a list of appliances available for failover. Typically these appliances will be in separate geographic locations, so a list allows applications to fail over to the most available. The host list is configured in the Host property of SessionProperties as a comma separated list of hosts. Each host can optionally include a port number. For example, if there are two appliances at 192.168.160.128 and 192.168.160.129, but the second is using the non-default port 50005 for the bus, the SessionProperties.Host would be configured as:

```
```

In this case, when Connect to 192.168.160.128, if that connection fails for any reason, the API attempts to connect to 192.168.160.129:50005. This process is repeated for each entry in the Host list. ConnectRetries and ReconnectRetriesWaitInMsecs are API parameters for controlling the behavior. If ConnectRetries is non-zero, SolClient automatically attempts to connect to other hosts in the list. If an established session fails, the API automatically reconnects. Note that the session connect timer, ConnectRetries and ReconnectRetriesWaitInMsecs of hosts in the hosts list are used.

Multiple Hosts and Guaranteed Messaging

If a client application publishes Guaranteed messages and then a disconnect occurs, the API will automatically reconnect to other hosts. However, because another host will not know the state of the publisher flow on the original host, the API must reset publisher flow state. Publisher messages are renumbered and resent by the API. If an application is deployed to a replication site this may lead to duplicate messages in the system. Applications may wish to configure the session so that auto-reconnect only occurs if no Guaranteed messages have been published. This is the legacy behavior of the API. If this is desired then DISCONNECT. This session property can also be set as an environment variable.

May be set as an environment variable.
<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IgnoreDuplicateSubscriptionError</td>
<td>Set to true ignore error for duplicate subscription/topic on subscribe or unsubscribe. Default: true</td>
</tr>
<tr>
<td>IncludeSenderId</td>
<td>When enabled, a sender ID is automatically included in the Solace-defined fields for each message sent. Default: false</td>
</tr>
<tr>
<td>KeepAliveIntervalInMsecs</td>
<td>Use 0 to disable keep-alive. The minimum valid value is 50.</td>
</tr>
<tr>
<td>KeepAliveIntervalsLimit</td>
<td>The number of keep-alive intervals with no received traffic that are allowed before the session is declared down.</td>
</tr>
<tr>
<td>KRBServiceName</td>
<td>This property specifies the ServiceName of Service Principle Name (SPN) for Kerberos. It is used for all entries specified by the property Name (SPN) has the format &quot;ServiceName/ApplianceName@REALM&quot; where ServiceName is specified by this property, ApplianceName is the host portion of an entry specified by Host. maximum length for an SPN is 256 characters.</td>
</tr>
<tr>
<td>MaxFlowsPerSession</td>
<td>Obsolete. The maximum number of flows supported on this session. Default: 100.</td>
</tr>
<tr>
<td>ModifyPropertyTimeoutInMsecs</td>
<td>Maximum amount of time (in milliseconds) to wait for session property modification. Default: 100000 (10 seconds)</td>
</tr>
<tr>
<td>NoLocal</td>
<td>If this property is true, messages published on the session cannot be received on the same session even if the client has a subscription that matches the published topic. If this restriction is requested and the appliance does not have No Local support, session connects fail with subcode</td>
</tr>
<tr>
<td>P2PInboxInUse</td>
<td>A read-only informational string that is used when a sent request message does not have a reply-to destination specified. See SendRequest(IMessage, IMessage) parameter is only valid when session is connected. Defaults to empty string, when it is not connected.</td>
</tr>
<tr>
<td>Password</td>
<td>The password required for authentication.</td>
</tr>
</tbody>
</table>
### Port

**Obsolete.**
This property is deprecated.

It represents the port number used for all entries in Host.

Default: 0 (getting this property returns the appropriate default port:
- 55003 if compression is enabled,
- 55555 otherwise.

### ProvisionTimeoutInMsecs

The timeout (in milliseconds) for an endpoint provision or deprovision confirmation.

The valid range is >= 1.

Default: 3000

### ReapplySubscriptions

Set to true to allow the API to remember subscriptions and reapply them upon a session reconnect.

*Note:* Reapply subscriptions will only apply direct topic subscriptions upon a Session reconnect. It will not reapply topic subscriptions on durable and non-durable endpoints.

Default: false

### ReconnectRetries

How many times to retry connecting to the host appliance or list of connected hosts.

When using a host list, establishing a connection as part of a reconnect retry, it begins with the first host listed.

If the value of two is used, the API could possibly work through all of the listed hosts connecting to them three times: one time through for the first reconnect retry, then two times through the list.

After each unsuccessful attempt to reconnect to a host, and the number of reconnect retries is less than the number times to reconnect, the next listed host is attempted.

See Host for more details.

Zero means no automatic reconnect attempts (that is, try once and give up).

Means try to reconnect forever. The valid range is >= -1.

### ReconnectRetriesWaitInMsecs

How much time (in ms) to wait between each attempt to connect or reconnect to a host. If a connect or reconnect attempt to the host is not successful, the API will wait for the configured reconnect retries wait time before attempting to reconnect to the next listed host.

See Host for more details.
<table>
<thead>
<tr>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>amount of time set for 1 connect or reconnect a reconnection attempts</td>
<td>The valid range is &gt;=0.</td>
</tr>
<tr>
<td>SdkBufferSize</td>
<td>Controls the buffering of transmit messages. The valid range is &gt;=0. Regardless of the buffer message to transmit, some more messages are accepted until the amount of data buffered is reduced below this value. Default: 90000</td>
</tr>
<tr>
<td>SendBlocking</td>
<td>Set to true to enable blocking send operation. Default: true</td>
</tr>
<tr>
<td>SocketReceiveBufferSizeInBytes</td>
<td>The socket receive buffer size value. 0 indicates do not set and leave at operating system default. The valid range is 0 or &gt;= 1024. Default: 150000</td>
</tr>
<tr>
<td>SocketSendBufferSizeInBytes</td>
<td>The socket send buffer size value. 0 indicates do not set and leave at operating system default. The valid range is 0 or &gt;= 1024. Default: 90000</td>
</tr>
<tr>
<td>SSLClientCertificateFile</td>
<td>The filename of the client certificate file. Required when connecting over SSL.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
</tbody>
</table>
Note on certificate validation:

C and .NET use the following rules, after building the chain from the server certificate to a self-signed root certificate using certificates presented by and certificates in the trust store:

- Verify the root certificate is trusted.
- Verify depth of the chain is \( \leq 3 \).

Java and JMS messaging APIs use the same rules as C and .NET with the following exceptions:

- Depth validation is not enforced in Java or JMS.
- When the server presents an incomplete certificate chain, Java/JMS messaging APIs only require the signer of the incomplete certificate chain to be in the store, where this could be insufficient for C/.NET APIs.

Therefore C and .NET messaging APIs certificate validation rules are more strict; hence if a certificate is accepted by C or .NET, it will not be accepted by Java and JMS.

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SSLValidateCertificateDate</td>
<td>Indicates if the session connection should fail when a certificate with an invalid date is received. Default: true</td>
</tr>
<tr>
<td>SubscribeBlocking</td>
<td>Set to true to enable blocking subscribe/unsubscribe operation. Default: true</td>
</tr>
<tr>
<td>SubscribeConfirmTimeoutInMsecs</td>
<td>The timeout (in milliseconds) for an add or remove subscription confirmation. The valid range is ( \geq 1000 ).</td>
</tr>
<tr>
<td>SubscriberLocalPriority</td>
<td>Subscriber priorities are used to choose a client to receive messages that are sent with the DeliverToOne property set to true. The subscriber with the highest priority is chosen. Subscribers have two priorities; this priority is determined by the SubscriberLocalPriority. The valid range is 1..4.</td>
</tr>
<tr>
<td>SubscriberNetworkPriority</td>
<td>Subscriber priorities are used to choose a client to receive messages that are sent with the DeliverToOne property set to true. The subscriber with the highest priority is chosen. Subscribers have two priorities; this priority is determined by the SubscriberNetworkPriority. The valid range is 1..4.</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>SubscriberNetworkPriority</td>
<td>One that the client is connected to. Valid range is 1..4. Default: none.</td>
</tr>
<tr>
<td>TcpNoDelay</td>
<td>Set to true to enable TCP No Delay on the underlying TCP connection. Default: true.</td>
</tr>
<tr>
<td>TopicDispatch</td>
<td>Set to true to have the IMessageDispatcher dispatch messages based on topic. For more details see the IMessageDispatcher.</td>
</tr>
<tr>
<td>UserIdentification</td>
<td>A read-only informational string that provides information about the application, such as the name of operating system user that is running the application, the hostname, and the PID of the application.</td>
</tr>
<tr>
<td>UserName</td>
<td>The username required for authentication.</td>
</tr>
<tr>
<td>VirtualRouterName</td>
<td>A read-only session property that indicates the Virtual Router Name of the connected appliance. Used in building appliance endpoints and destinations created with a virtual router name are valid for use with that appliance, or to address destinations on remote appliances in a multiple-appliance network when publishing messages. Applications requiring the virtual router name need not poll this property every time it is needed, and may cache the value. When not connected, a VirtualRouterNameChanged event is fired.</td>
</tr>
<tr>
<td>VPNName</td>
<td>The name of the Message VPN to attempt to join when connecting to an appliance running SolOS-TR. Default: empty string.</td>
</tr>
<tr>
<td>VPNNameInUse</td>
<td>A read-only session property that indicates which Message VPN the session is connected to. When not connected, or not in client mode, an empty string is returned.</td>
</tr>
</tbody>
</table>
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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesAckEventMode Property

version: 7.2.1.27

Specifies if an Acknowledgement session event acknowledges a single message (PER_MSG) or a range of messages (WINDOWED). Setting this property to WINDOWED will not affect RejectedMessageError events, they will still be emitted on a per message basis.

Default: PER_MSG

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
public SessionPropertiesAckMode AckEventMode {
```

Property Value

Type: SessionPropertiesAckMode

See Also

Reference

SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesADPublishAckTimerProperty

version: 7.2.1.27

The duration of the publisher acknowledgement timer (in milliseconds). When a published message is not acknowledged within the time specified for this timer, the API automatically retransmits the message. There is no limit on the number of retransmissions for any message. However, while the API is resending, applications can become flow controlled. The flow control behavior is controlled by SessionProperties.SendBlocking and SessionProperties.BlockingWriteTimeoutInMsecs. The valid range is 20..60000. Default: 2000

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public int ADPublishAckTimerInMsecs {
    get;
    set;
}
```

Property Value

Type: Int32

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesADPublishWindowSize Property

version: 7.2.1.27

The publisher window size for Guaranteed messages. The Guaranteed Message Publish Window Size property limits the maximum number of messages that can be published before the API must receive an acknowledgement from the appliance. Default: 50.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public int ADPublishWindowSize { get; set; }
```

Property Value

Type: Int32

See Also

Reference

SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesAuthenticationScheme Property

version: 7.2.1.27
Specifies the authentication scheme to be used by the corresponding ISession. For more information about the types of authentication schemes that can be set, see AuthenticationSchemes.
Default: BASIC

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public AuthenticationSchemes AuthenticationScheme
```

Property Value
Type: AuthenticationSchemes

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesBindIP Property

version: 7.2.1.27

(Optional) The hostname or IP address of the machine on which the application is running. On a multi-homed machine, it is strongly recommended to provide this parameter to ensure that the API uses the correct network interface at session connect time. Default: empty string

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

```csharp
public string BindIP { get; set; }
```

### Property Value

Type: *String*

### See Also

**Reference**

- SessionProperties Class
- SolaceSystems.Solclient.Messaging Namespace

---

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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesBlockingWriteTimeoutInMsecs Property

version: 7.2.1.27
The timeout period (in milliseconds) for blocking write operation. The valid range is > 0.
Default: 100000

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
public int BlockingWriteTimeoutInMsecs { get; set;
```
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Send comments on this topic to support_request@solacesystems.com
SessionProperties.BlockWhileConnecting Property

version: 7.2.1.27

To block the calling thread on operations such as sending a message, subscribing or unsubscribing when the session is being connected or reconnected. The operation must already be blocking (see `SendBlocking`). Otherwise, `SOLCLIENT_NOT_READY` is returned if the session is being connected. Default: true

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

```csharp
public bool BlockWhileConnecting { get; set; }
```

Property Value
Type: Boolean

**See Also**

- **Reference**  
  - SessionProperties Class  
  - SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesCalculateMessageExpiration Property

version: 7.2.1.27

When this property is set to true and the message's TimeToLive is set (has a non-zero value), the API updates the message's Expiration property with the sum of message's Time-To-Live and the UTC timestamp value after it has been sent or received. Default: false

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
public bool CalculateMessageExpiration { get; set;
```

Property Value

Type: Boolean

See Also

Reference

SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionProperties.ClientDescription Property

version: 7.2.1.27
A string that describes the application instance. This string is available from SolAdmin or CLI.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
public string ClientDescription { get; set; }
```

Property Value  
Type: String

### See Also

**Reference**  
SessionProperties Class  
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesClientMode Property

version: 7.2.1.27
Note: This API is now obsolete.

Set to true to enable client mode. Client mode uses a single TCP connection to the appliance for both publisher and subscriber channels. To use this mode, the appliance requires a Topic Routing Blade.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
[ObsoleteAttribute("Setting this property has no effect; Client mode is automatically detected")]
public bool ClientMode { get; set; }
```

Property Value
Type: Boolean

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
**SessionProperties.ClientName Property**

version: 7.2.1.27

The session client name that is used during client login (appliances running SolOS-TR only) to create a unique session. An empty string causes a unique client name to be generated automatically. If specified, it must be a valid Topic name and a maximum of 160 bytes in length. For all appliances (SolOS-TR) the `ClientName` is also used to uniquely identify the sender in a message’s `senderId` field if `IncludeSenderId` is set to true. Default: empty string

**Namespace:** SolaceSystems.Solclient.Messaging  
**Version:** 7.2.1.27 (7.2.1.27)

**Syntax**

C#  
```csharp
public string ClientName { get; set; }
```

**Property Value**  
Type: `String`

**See Also**

**Reference**  
SessionProperties Class  
SolaceSystems.Solclient.Messaging Namespace

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SessionPropertiesCompressionLevel Property

version: 7.2.1.27

Enables messages to be compressed with ZLIB before transmission and decompressed on receive. The valid range is 0 (off), or 1..9, where 1 is less compression (fastest) and 9 is most compression (slowest). Compression is only supported when the session is connected to an appliance running SolOS-TR. Default: 0 (no compression)

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#       VB       C++

```csharp
public int CompressionLevel { get; set; }
```

Property Value

Type: Int32

See Also

Reference

SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**SessionPropertiesConnectBlocking Property**

version: 7.2.1.27

Use true to enable blocking connection operation. Default: true

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>public bool ConnectBlocking { get; set; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: Boolean

**See Also**

**Reference**

SessionProperties Class  
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionProperties.ConnectRetries Property

version: 7.2.1.27

How many times to try to connect to the host appliance (or list of appliances) during connection setup. Zero means no automatic connection retries (that is, try once and give up). -1 means try to connect forever. The default valid range is >= -1. API reattempts a connection retry, it begins with the first host listed. For example, if a SOLCLIENT_SESSION_PROP_CONNECT_RETRIES value of two is used, the API could possibly work through all of the listed hosts without connecting to them three times: one time through for the initial connect attempt, and then two times through for connect retries.

After each unsuccessful attempt to connect to a host, the API waits for the amount of time set for ReconnectRetriesWaitInMsecs before attempting another connection to a host, and the number times to attempt to connect to one host before moving on to the next listed host is determined by the value set for ConnectRetriesPerHost.

See Host for more details on the reconnect logic.

Zero means no automatic connection retries (that is, try once and give up). -1 means retry forever. The valid range is >= -1. Default: 0

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#     VB     C++
public int ConnectRetries { get; set; }

Property Value
Type: Int32
See Also

Reference

SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
### SessionProperties.ConnectRetriesPerHost Property

**version:** 7.2.1.27

When using a host list for the Host, this property defines how many times to try to connect or reconnect to a single host before moving to the next host in the list. A value of 0 (the default) means make a single connection attempt (that is, 0 retries). A value of -1 means attempt an infinite number of reconnect retries (that is, the API only tries to connect or reconnect to first host listed.) Default: 0

**NOTE:** This property works in conjunction with the connect and reconnect retries settings; It does not replace them.

**Namespace:** SolaceSystems.Solclient.Messaging  
**Version:** 7.2.1.27 (7.2.1.27)

#### Syntax

```csharp
public int ConnectRetriesPerHost { get; set; }
```

**Property Value**

Type: Int32

#### See Also

**Reference**

- SessionProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**SessionProperties.ConnectTimeoutInMsecs Property**

version: 7.2.1.27

The timeout period (in milliseconds) for a connect operation. The valid range is > 0.

Default: 30000

**Namespace:** SolaceSystems.Solclient.Messaging


**Syntax**

```csharp
public int ConnectTimeoutInMsecs { get; set; }
```

**Property Value**

Type: `Int32`

**See Also**

Reference

- SessionProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesGdReconnectFailAction Property

version: 7.2.1.27

Specify the behavior when the CCSMP API is unable to reconnect guaranteed delivery after reconnecting the session. This may occur if the session is configured with a host list where each Solace router in the host list is unaware of the state on the previous router. It can also occur if the time to reconnect to the same router exceeds the publisher flow timeout on the router. May be set as an environment variable. (see SessionProperties)

Default: AUTO_RETRY

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
c#
public Nullable<SessionProperties.GuaranteedDeliveryReconnectFailAction>
```

Property Value

Type: Nullable<SessionProperties.GuaranteedDeliveryReconnectFailAction>

See Also

Reference

SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionProperties.GenerateReceiveTimestamps Property

version: 7.2.1.27

When enabled, a receive timestamp is recorded for each message and passed back as a property of IMessage. Default: false

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public bool GenerateReceiveTimestamps { get; set; }
```

Property Value
Type: Boolean

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
SessionProperties.GenerateSendTimestamps Property

version: 7.2.1.27

When enabled, a send timestamp is automatically generated as a message property for each message sent. Default: false

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
public bool GenerateSendTimestamps { get; set; }
```

**Property Value**  
Type: **Boolean**

### See Also

**Reference**  
SessionProperties Class  
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionProperties.GenerateSequenceNumber

version: 7.2.1.27

When enabled, a sequence number is automatically included in the Solace-defined fields for each message sent. Default: false

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public bool GenerateSequenceNumber { get; set; }
```

Property Value
Type: Boolean

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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SessionProperties

Host Property

version: 7.2.1.27
The IP address (or host name) to connect to. Multiple host entries separated by commas (up to sixteen) are allowed. With multiple entries, each is tried in turn until one succeeds.

Host entry
Host contains one or more host entries (up to sixteen). The host entry may also include an optional ProxyHost configuration, separated from the message router configuration by a percent (%) sign. A host entry has the following form:

[Protocol:]Host[:Port][%ProxyService]

Protocol is the protocol used for the transport channel. The valid values are:

- tcp - use a TCP channel for communications between the application and its peers. If no protocol is set, tcp is used as a default.
- tcps - use a SSL channel over TCP for communications between the application and its peers. The encryption with compression is not supported.
- http - use HTTP channels or a WebSocket channel over TCP for communications between the application and its peers. Web Messaging with compression is not supported.
- https - use HTTP channels or a WebSocket channel over SSL for communications between the application and its peers. Web Messaging with compression is not supported.

Host is the IP address (or host name) to connect to for a connection.

Port is the port to connect to for a connection. A value is only required when using a port other than the automatically assigned default port number. The default port for TCP is 55555 when compression is not in use, or 55003 when compression is in use. The default port for SSL is 55443.
**ProxyService** is a description of the non-transparent proxy. If it is necessary to configure the proxy server that is used to connect to the message router, then the proxy server is configured in the ProxyService string. The ProxyService string format is specified as:

```
[ProxyProtocol]://[username:password@]proxyHost[:proxyPort]
```

**ProxyProtocol** is the protocol used to communication with the proxy server. The valid values are:

- socks5 - Connect to the server with the SOCKS Protocol Version 5, RFC 1928 (IETF Standards Track Document)
- httpc - Connect to the server with the HTTP Connect Protocol, RFC 2817 (IETF Standards Track Document)

If authentication is required for the proxy server, the **username** and **password** may be optionally specified before the proxy host.

**proxyHost** is the IP address (or host name) of the proxy server.

**proxyPort** is the port to connect to for a connection. If the port number is not specified, the default for SOCKS5 is port 1080, and the default for Http-Connect is port 3128.

The following examples show how to specify transport channel types. Unless it is otherwise specified, the default port 55555 is used.

1. 192.168.160.28 - connect to IP address 192.168.160.28 over TCP.
2. tcp:192.168.160.28 - connect to IP address 192.168.160.28 over TCP.
3. tcps:192.168.160.28 - connect to IP address 192.168.160.28 and port 55443 over SSL over TCP.
4. tcp:192.168.160.28:44444 - connect to IP address 192.168.160.28 and port 44444 over TCP.

The following examples show how to connect to a message router through a proxy server.

2. 192.168.160.28%httpc://192.168.1.1 - connect to message router at 192.168.160.28 through a HTTP-Connect proxy server at
192.168.1.1.

Configuring Multiple Hosts for Redundancy and Failover
Some applications might want to have a list of appliances available for connection. Typically these appliances will be in separate geographic locations and use of a host list allows applications to fail over to the alternate connections if the first appliance is unavailable. The host list is configured in the Host property of `SessionProperties` as a comma separated list of hosts. Each host can optionally include a port number as well. For example, if there are two appliances at 192.168.160.128 and 192.168.160.129, but the second is using the non-default port 50005 for the message bus, the `SessionProperties.Host` would be configured as:

```
```

In this case, when `Connect` is called, the API attempts to connect, first to 192.168.160.128, if that connection fails for any reason it attempts to connect to 192.168.160.129:50005. This process is repeated until all entries in the host list are attempted. After each entry has been attempted, if all fail, the session properties `ConnectRetries` and `ReconnectRetriesWaitInMsecs` determine the behavior of the API. If `ConnectRetries` is non-zero, SolClient waits for `ReconnectRetriesWaitInMsecs` milliseconds then starts connection attempts again from the beginning of the list.

If an established session fails, to any host in the list, when `ReconnectRetries` is non-zero, then API automatically attempts to reconnect, starting at the beginning of the list. Note that the session connect timer, `ConnectTimeoutInMsecs`, runs separately for each connection attempt. So an application waiting for a connection established `UpNotice` or connection failure `ConnectFailedError` could have to wait up to ( (number of hosts in the hosts list) times
**ConnectTimeoutInMsecs** for the event.

**Multiple Hosts and Guaranteed Messaging**
If a client application publishes Guaranteed messages (NonPersistent or Persistent) and then a disconnect occurs, the API will automatically reconnect to other listed hosts. However, because another host will not know the state of the publisher flow to the original host, the API must reset publisher flow state. Unacknowledged messages are renumbered and resent by the API. If the alternate router is configured as a replication site this may lead to duplicate messages in the system. It is up to the application to resolve this duplication in whatever way is appropriate to the application.

Applications may wish to configure the session so that auto-reconnect only occurs if no guaranteed messages have been published. This is the legacy behaviour of the API. If this is desired the set the session property **GdReconnectFailAction** to the value **DISCONNECT**. This session property can also be set as environment variable which then allows legacy applications to run without modification or recompile.

May be set as an environment variable. (see **SessionProperties**)

Default: empty string

**Namespace:** SolaceSystems.Solclient.Messaging

**Syntax**

```csharp
public string Host { get; set; }
```

**Property Value**

Type: **String**

**See Also**

Reference
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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesIgnoreDuplicateSubscriptionError Property

version: 7.2.1.27
Set to true ignore errors for duplicate subscription/topic on subscribe or unsubscribe. Default: true

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public bool IgnoreDuplicateSubscriptionError { get; }
```

Property Value
Type: Boolean

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
Solclient

SessionPropertiesIncludeSenderId Property

version: 7.2.1.27
When enabled, a sender ID is automatically included in the Solace-defined fields for each message sent. Default: false

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
public bool IncludeSenderId { get; set; }
```

Property Value
Type: Boolean

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Solclient

SessionPropertiesKeepAliveIntervalInMsecs Property

version: 7.2.1.27
Use 0 to disable keep-alive. If not zero, the minimum valid value is 50. Default: 3000.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public int KeepAliveIntervalInMsecs { get; set; }
```

Property Value
Type: Int32

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**SessionProperties KeepAliveIntervalsLimit Property**

**version**: 7.2.1.27

The number of keep-alive intervals with no received traffic that are allowed before a session is declared down. The minimum valid value is 3.

**Namespace**: SolaceSystems.Solclient.Messaging


**Syntax**

```csharp
public int KeepAliveIntervalsLimit { get; set; }
```

**Property Value**

Type: Int32

**See Also**

Reference

- SessionProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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SessionProperties

KRBServiceName Property

version: 7.2.1.27

This property specifies the ServiceName of Service Principle Name (SPN) for Kerberos. It is used for all entries specified by the property Host. The Service Principal Name (SPN) has the format "ServiceName/ApplianceName@REALM" where ServiceName is specified by this property, ApplianceName is the host portion of an entry specified by Host, and REALM is obtained from the Kerberos configuration. The maximum length for an SPN is 256 characters.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#           VB        C++
public string KRBServiceName { get; set; }

Property Value
Type: String

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Solclient

SessionPropertiesMaxFlowsPerSession

Property

version: 7.2.1.27

Note: This API is now obsolete.

The maximum number of flows supported on this session. Default: 100.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
[ObsoleteAttribute("MaxFlowsPerSession no longer has any effect on the maximum number of flows allowed per session.")]
public int MaxFlowsPerSession { get; set; }
```

Property Value

Type: Int32

See Also

Reference

SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesModifyPropertyTimeoutInMsecs

Property

version: 7.2.1.27
Maximum amount of time (in milliseconds) to wait for session property modification. Default: 100000 (10 seconds)

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public int ModifyPropertyTimeoutInMsecs { get; set; }
```

Property Value
Type: Int32

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
Solclient

SessionProperties.NoLocal Property

Version: 7.2.1.27

If this property is true, messages published on the session cannot be received on the same session even if the client has a subscription that matches the published topic. If this restriction is requested and the appliance does not have No Local support, the session connects fail with subcode NoLocalNotSupported. Default: false

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
public bool NoLocal { get; set; }
```

Property Value

Type: Boolean

See Also

Reference

SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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SessionProperties

P2PInboxInUse Property

version: 7.2.1.27

A read-only informational string that indicates the default reply-to destination string that is used when a sent request message does not have a reply-to destination specified. See `SendRequest(IMessage, IMessage, Int32)` for more details. This parameter is only valid when session is connected. Defaults to empty string, when it is not connected.

**Namespace:** SolaceSystems.Solclient.Messaging  
Version: 7.2.1.27 (7.2.1.27)

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public string P2PInboxInUse { get; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: String

### See Also

**Reference**

SessionProperties Class  
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesPassword Property

version: 7.2.1.27
The password required for authentication. May be set as an environment variable. (see SessionProperties)

Default: empty string

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# | VB | C++
---|---|---

```csharp
public string Password { get; set; }
```

Property Value
Type: String

See Also

Reference
- SessionProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
Solclient

SessionPropertiesPort Property

version: 7.2.1.27

**Note:** This API is now obsolete.

This property is deprecated. While still supported, the port number can also now be specified as part of the host in Host (e.g. "hostname:55555"). In general, port numbers are not needed to be specified except in special situations. If this property is set, this port number is used for all entries in *Host* that do not explicitly specify port.

It represents the port number to connect to. Valid range is 0..65535; 0 means use default for the selected CompressionLevel. Default: 0 (getting this property returns the appropriate default port: 55003 if compression is enabled, 55555 otherwise).

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
</table>
| ```
[ObsoleteAttribute("Port is deprecated", false)]
public int Port { get; set; }
``` | | |

**Property Value**

Type: **Int32**

### See Also

**Reference**

- SessionProperties Class  
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
Solclient

SessionPropertiesProvionTimeoutInMsecs Property

version: 7.2.1.27
The timeout (in milliseconds) for an endpoint provision or deprovision confirmation. The valid range is >= 1000.
Default: 3000

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public int ProvisionTimeoutInMsecs { get; set; }
```

Property Value
Type: Int32

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesReapplySubscriptions Property

version: 7.2.1.27
Set to true to allow the API to remember subscriptions and reapply them upon a session reconnect.

**Note:** Reapply subscriptions will only apply direct topic subscriptions upon a Session reconnect. It will not reapply topic subscriptions on durable and non-durable endpoints.

Default: false

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

```csharp
public bool ReapplySubscriptions { get; set; }
```

Property Value
Type: **Boolean**

### See Also

**Reference**
- SessionProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionProperties.ReconnectRetries Property

version: 7.2.1.27

How many times to retry to connect to the host appliance (or list of appliances) after a connected session goes down.
When using a host list, each time the API works through the host list without establishing a connection is considered a reconnect retry. If the API reattempts a reconnect retry, it begins with the first host listed. For example, if a ReconnectRetries value of two is used, the API could possibly work through all of the listed hosts without connecting to them three times: one time through for the initial connect attempt, and then two times through for reconnect retries.

After each unsuccessful attempt to reconnect to a host, the API waits for the amount of time set for ReconnectRetriesWaitInMsecs before attempting another connection to a host, and the number times to attempt to connect to one host before moving on to the next listed host is determined by the value set for ConnectRetriesPerHost.

See Host for more details on the reconnect logic.

Zero means no automatic reconnection attempts (that is, try once and give up). -1 means try to reconnect forever. The valid range is >= -1. Default: 0

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public int ReconnectRetries { get; set; }
```

Property Value
Type: Int32
See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionProperties.ReconnectRetriesWaitInMsecs Property

version: 7.2.1.27

How much time (in ms) to wait between each attempt to connect or reconnect to a host. If a connect or reconnect attempt to host is not successful, the API waits for the amount of time set for ReconnectRetriesWaitInMsecs, and then makes another connect or reconnect attempt. ConnectRetriesPerHost sets how many connection or reconnection attempts can be made before moving to the next host in the list. The valid range is >=0. Default: 3000

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public int ReconnectRetriesWaitInMsecs { get; set }
```

Property Value
Type: Int32

See Also

Reference
SessionProperties Class
SolaceSystems.SolclientMessaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionProperties.SdkBufferSize Property

version: 7.2.1.27

Controls the buffering of transmit messages. When sending small messages, the session buffer size should be set to multiple times the typical message size to improve performance. Regardless of the buffer size, the API always accepts at least one message to transmit. So even if a single message's size exceeds this value, it is accepted and transmitted, as along as the current buffered data is zero. However, no more messages are accepted until the amount of data buffered is reduced below this value.
Default: 90000 ///

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public int SdkBufferSize { get; set; }
```

Property Value
Type: Int32

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesSendBlocking Property

version: 7.2.1.27
Set to true to enable blocking send operation.
Default: true

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#  VB  C++

```csharp
public bool SendBlocking { get; set; }
```

Property Value
Type: Boolean

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
Solclient

SessionProperties.SocketReceiveBufferSize Property

version: 7.2.1.27

The socket receive buffer size value. 0 indicates do not set and leave at operating system default. The valid range is 0 or >= 1024.

Default: 150000

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public int SocketReceiveBufferSizeInBytes { get; }
```

Property Value

Type: Int32

See Also

Reference

SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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SessionProperties.SocketSendBufferSize Property

version: 7.2.1.27
The socket send buffer size value. 0 indicates do not set and leave at operating system default. The valid range is 0 or >= 1024.
Default: 90000

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public int SocketSendBufferSizeInBytes { get; set; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Property Value
Type: Int32

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Solclient

SessionProperties

SSLCipherSuites Property

version: 7.2.1.27


Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public string SSLCipherSuites { get; set; }
```

Property Value

Type: String

See Also
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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesSSLClientCertificateFile Property

version: 7.2.1.27
The filename of the client certificate file. Required when AuthenticationScheme is set to CLIENT_CERTIFICATE. When specified, a value of "" (or empty string) will cause a ParamOutOfRange failure when connecting the session.
Default: null

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public string SSLClientCertificateFile { get; set; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Property Value
Type: String

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionProperties::SSLClientPrivateKeyFile Property

version: 7.2.1.27
The filename of the client's private key. Required when AuthenticationScheme is set to CLIENT_CERTIFICATE. When specified, a value of "" (or empty string) will cause a ParamOutOfRange failure when connecting the session.
Default: null

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public string SSLClientPrivateKeyFile { get; set; }
```

Property Value
Type: String

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesSSLClientPrivateKeyFilePassword Property

version: 7.2.1.27
The password to decrypt and read the SSLClientPrivateKeyFile. This property is optional. When specified, a value of "" (or empty string) will cause a ParamOutOfRange failure when connecting the session.
Default: null

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public string SSLClientPrivateKeyFilePassword {
  // ...
}
```

Property Value
Type: String

See Also
Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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SessionPropertiesSSLConnectionDowngradeTo Property

version: 7.2.1.27

Specifies a transport protocol that SSL connection will be downgraded to after client authentication. Allowed transport protocol is "PLAIN_TEXT"
Default: null

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public string SSLConnectionDowngradeTo { get; set; }</code></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Property Value

**Type:** String

### See Also

**Reference**

- SessionProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionProperties_SSLExcludedProtocols Property

version: 7.2.1.27
Specifies a comma separated list of excluded SSL protocol(s). Valid protocols are 'SSLv3', 'TLSv1', 'TLSv1.1', 'TLSv1.2'.
Default: ""

**Namespace:** SolaceSystems.Solclient.Messaging

### Syntax

```csharp
public string SSLExcludedProtocols { get; set; }
```

#### Property Value

Type: **String**

### See Also

**Reference**
- SessionProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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SessionProperties SSLProtocol Property

version: 7.2.1.27

Note: This API is now obsolete.

This property is deprecated.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
[ObsoleteAttribute("SSLProtocol is deprecated, please use SSLExcludedProtocols instead", false)]
public string SSLProtocol { get; set; }
```

Property Value

Type: String

See Also

Reference

SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesSSLTrustedCommonNameList Property

version: 7.2.1.27

Specifies a comma separated list of acceptable common names in certificate validation. The number of common names specified by an applications is limited to 16. If the application does not provide any common names, there is no common name verification.

Default: empty string

**Namespace:** SolaceSystems.Solclient.Messaging

### Syntax

```csharp
public string SSLTrustedCommonNameList { get; set }
```

Property Value

Type: **String**

### See Also

**Reference**
- SessionProperties Class
- SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
SessionProperties
SSLTrustStoreDir

Property

version: 7.2.1.27

Specifies the directory where the trusted certificates are. A maximum of 32 certificates will be loaded. The maximum depth for the certificate chain verification that shall be allowed is 3.

Default: null

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public string SSLTrustStoreDir { get; set; }
```

Property Value

Type: String

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
SessionProperties.SSLValidateCertificate Property

version: 7.2.1.27
Indicates if the certificate validation with certificates in the truststore is enabled. Default: true

**Note on certificate validation:** When validating certificates, the messaging APIs for C and .NET use the following validation rules, after building the chain from the server certificate to a self-signed root certificate using certificates presented by the server and certificates in the trust store:

- Verify the root certificate is trusted.
- Verify depth of the chain is <= 3.

Java and JMS messaging APIs use the same rules as C and .NET with the following exceptions:
- Depth validation is not enforced in Java or JMS.
- When the server presents an incomplete certificate chain, Java/JMS messaging APIs only require the signer of the incomplete certificate chain to be in the trust store, where this could be insufficient for C/.NET APIs.

Therefore C and .NET messaging APIs certificate validation rules are more restrictive, hence if a certificate is accepted by C or .NET, it will definitely be accepted by Java and JMS.

Default: true

**Namespace:** SolaceSystems.Solclient.Messaging

**Syntax**

| C# | VB | C++ |
public bool SSLValidateCertificate { get; set; }

Property Value
Type: Boolean

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SessionPropertiesSSLValidateCertificateDate Property

version: 7.2.1.27
Indicates if the session connection should fail when a certificate with an invalid date is received.
Default: true

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public bool SSLValidateCertificateDate { get; set;
```

Property Value
Type: Boolean

See Also

Reference
SessionProperties Class
SolaceSystems.SolclientMessaging Namespace

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SessionPropertiesSubscribeBlocking Property

version: 7.2.1.27
Set to true to enable blocking subscribe/unsubscribe operation.
Default: true

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public bool SubscribeBlocking { get; set; }
```

Property Value
Type: Boolean

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Solclient

SessionPropertiesSubscribeConfirmTimeoutInMsecs Property

version: 7.2.1.27

The timeout (in milliseconds) for an add or remove subscription confirmation. The valid range is >= 1000. Default: 10000

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public int SubscribeConfirmTimeoutInMsecs { get; }
```

Property Value

Type: Int32

See Also

Reference
- SessionProperties Class
- SolaceSystems.Solclient.Messaging Namespace
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**SessionProperties**

### SubscriberLocalPriority Property

**version:** 7.2.1.27

Subscriber priorities are used to choose a client to receive messages that are sent with the `DeliverToOne` property set to true. These messages are sent to the subscriber with the highest priority. Subscribers have two priorities; this priority (`SubscriberLocalPriority`) is for messages published locally. The valid range is 1..4. Default: 1

**Namespace:** SolaceSystems.Solclient.Messaging  

#### Syntax

```csharp
public int SubscriberLocalPriority { get; set; }
```

**Property Value**

Type: Int32

#### See Also

**Reference**
- SessionProperties Class
- SolaceSystems.Solclient.Messaging Namespace

---

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SessionProperties
SubscriberNetworkPriority Property

version: 7.2.1.27
Subscriber priorities are used to choose a client to receive messages that are sent with the `DeliverToOne` property set to true. These messages are sent to the subscriber with the highest priority. Subscribers have two priorities; this priority (SubscriberNetworkPriority) is for messages published on appliances other than the one that the client is connected to. Valid range is 1..4. Default: 1

**Namespace**: SolaceSystems.Solclient.Messaging

**Syntax**

```csharp
public int SubscriberNetworkPriority { get; set; }
```

Property Value
Type: Int32

**See Also**

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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SessionProperties.TcpNoDelay Property

version: 7.2.1.27
Set to true to enable TCP No Delay on the underlying TCP connection. Default: true

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public bool TcpNoDelay { get; set; }
```

Property Value
Type: Boolean

See Also
Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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SessionPropertiesTopicDispatch Property

version: 7.2.1.27
Set to true to have the API dispatch messages based on topic. For more details see the IMessageDispatcher documentation. Default: false

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public bool TopicDispatch { get; set; }
```

Property Value
Type: Boolean

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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SessionPropertiesUserIdentification Property

version: 7.2.1.27

A read-only informational string that provides information about the application, such as the name of operating system user that is running the application, the hostname, and the PID of the application. Returns empty string, if the session has not been connected.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#  VB  C++

```csharp
public string UserIdentification { get; }
```

Property Value
Type: String

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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SessionPropertiesUserName Property

version: 7.2.1.27

The username required for authentication. Default: empty string

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public string UserName { get; set; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Property Value
Type: String

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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**SessionPropertiesVirtualRouterName Property**

version: 7.2.1.27

A read-only session property that indicates the Virtual Router Name of the connected appliance. Used in building appliance endpoint and destination objects such as Queues. Appliance endpoints and destinations created with a virtual router name are valid for use with that appliance, or to address destinations on remote appliances (in a multiple-appliance network) when publishing messages. Applications requiring the virtual router name need not poll this property every time it is needed, and may cache the name. Applications should query the name once after connecting the session, and again after a reconnect operation reports the VirtualRouterNameChanged session event.

When not connected, an empty string is returned.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

```csharp
public string VirtualRouterName { get; }
```

**Property Value**  
Type: String

**See Also**

Reference  
SessionProperties Class
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SessionProperties

VPNName Property

version: 7.2.1.27

The name of the Message VPN to attempt to join when connecting to an appliance running SolOS-TR. Default: empty string

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
public string VPNName { get; set; }
```

Property Value

Type: String

See Also

Reference

SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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SessionProperties VPNNameInUse Property

version: 7.2.1.27
A read-only session property that indicates which Message VPN the session is connected to. When not connected, or when not in client mode, an empty string is returned.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public string VPNNameInUse { get; }
```

Property Value
Type: String

See Also

Reference
SessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Solclient

SessionPropertiesAckMode Enumeration

version: 7.2.1.27
Specifies if Acknowledgement acknowledges a single message or a range of messages. AckEventMode

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public enum AckMode
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PER_MSG</td>
<td>0</td>
<td>An Acknowledgement session event acknowledges a single message.</td>
</tr>
<tr>
<td>WINDOWED</td>
<td>1</td>
<td>In this mode, an Acknowledgement session event is a ranged acknowledgement. It acknowledges the message received as well as all preceding messages.</td>
</tr>
</tbody>
</table>
**SessionPropertiesGuaranteedDeliverReconnectFailAction Enumeration**

**version: 7.2.1.27**

Specify the behavior when the CCSMP API is unable to reconnect guaranteed delivery after reconnecting the session. This may occur if the session is configured with a host list where each Solace router in the host list is unaware of the state of the previous router. It can also occur if the time to reconnect to the same router exceeds the publisher flow timeout on the router. *GdReconnectFailAction*

**Namespace:** SolaceSystems.SolclientMessaging  

### Syntax

```csharp
public enum GuaranteedDeliveryReconnectFailAction
```

### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AUTO_RETRY</td>
<td>0</td>
<td>Clear the publisher state and reconnect the publisher flow. Then republish all unacknowledged messages. Dynamic delivery occurs. The API then continues the reconnect process as usual.</td>
</tr>
<tr>
<td>DISCONNECT</td>
<td>1</td>
<td>Disconnect the session, even if SOLCLIENT_SESSION_PROP_GuaranteedDeliveryReconnectFailAction is AUTO_RETRY.</td>
</tr>
</tbody>
</table>

Copy code to clipboard.
is configured to a non-zero value.

If the application attempts to reconnect the session, it is also responsible for unacknowledged messages. If the application chooses not to resend those messages, there may be message loss.

Special consideration is required for applications setting the `GdReconnectFailAction` to `DISC` when reconnect occurs on a different host. Publishing guaranteed messages after this event with the `DownError` will result in queued messages being flushed, then queued and sent after a subsequent `Connect` called by the application. Multi-threaded applications should be aware that some, but not necessarily all, messages may be flushed due to failed reconnect. If the application chooses to republish unacknowledged messages after the `DownError` event, it is possible that republished messages may be queued after newly published messages.

If the possibility of old messages is a concern, it is recommended that instead of calling `Connect` on the session that has gone down, the session should instead be destroyed and a new session created to establish a new connection.

### See Also

**Reference**

`SolaceSystems.Solclient.Messaging Namespace`
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Solclient

SessionProperties

An enum list of Session properties.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

```csharp
public enum PROPERTY
```

### Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>UserName</td>
<td>0</td>
<td>UserName</td>
</tr>
<tr>
<td>Password</td>
<td>1</td>
<td>Password</td>
</tr>
<tr>
<td>ClientName</td>
<td>2</td>
<td>ClientName</td>
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<tr>
<td>Host</td>
<td>3</td>
<td>Host</td>
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<td>Value</td>
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</tr>
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**See Also**

Reference

SolaceSystems.Solclient.Messaging Namespace

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SolLogInfo Class

version: 7.2.1.27
This represents a log info object.

Inheritance Hierarchy

System
   Object
   SolaceSystems.Solclient.Messaging
   SolLogInfo

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#    VB    C++

```csharp
public sealed class SolLogInfo
```

The SolLogInfo type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![ equals ]</td>
<td><strong>Equals</strong></td>
</tr>
<tr>
<td>![ exclamation ]</td>
<td><strong>Finalize</strong></td>
</tr>
</tbody>
</table>
GetHashCode  
Serves as a hash function for a particular type. 
(Inherited from Object.)

GetType  
 Gets the Type of the current instance. 
(Inherited from Object.)

MemberwiseClone  
 Creates a shallow copy of the current Object. 
(Inherited from Object.)

ToString  
This returns a String that represents the current object. 
(Overrides Object.ToString.)

---

**Properties**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DateTime</strong></td>
<td>The DateTime of this log info.</td>
</tr>
<tr>
<td><strong>LogException</strong></td>
<td>Optional log info exception.</td>
</tr>
<tr>
<td><strong>LoggerName</strong></td>
<td>This represents the logger name that logged this message.</td>
</tr>
<tr>
<td><strong>LogLevel</strong></td>
<td>This represents the log level for this log info.</td>
</tr>
<tr>
<td><strong>LogMessage</strong></td>
<td>This represents a log message.</td>
</tr>
</tbody>
</table>
See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
## SolLogInfo Methods

version: 7.2.1.27

The **SolLogInfo** type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <strong>Object</strong> is equal to the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <strong>Object</strong> to attempt to free resources and perform other cleanup operations before the <strong>Object</strong> is reclaimed by garbage collection. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <strong>Type</strong> of the current instance. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>This returns a String that represents the current object.</td>
</tr>
</tbody>
</table>
(Overrides ObjectToString.)

Top

See Also

Reference
SolLogInfo Class
SolaceSystems.Solclient.Messaging Namespace

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SolLogInfoToString Method

version: 7.2.1.27
This returns a String that represents the current object.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
public override string ToString()
```

**Return Value**

**Type:** String  
A string representation of the object.

### See Also

**Reference**

SolLogInfo Class  
SolaceSystems.Solclient.Messaging Namespace

---

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Send comments on this topic to support_request@solacesystems.com
SolLogInfo Properties

version: 7.2.1.27

The **SolLogInfo** type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DateTime</td>
<td>The DateTime of this log info.</td>
</tr>
<tr>
<td>LogException</td>
<td>Optional log info exception.</td>
</tr>
<tr>
<td>LoggerName</td>
<td>This represents the logger name that logged this message.</td>
</tr>
<tr>
<td>LogLevel</td>
<td>This represents the log level for this log info.</td>
</tr>
<tr>
<td>LogMessage</td>
<td>This represents a log message.</td>
</tr>
</tbody>
</table>

See Also

Reference

**SolLogInfo Class**
**SolaceSystems.Solclient.Messaging Namespace**

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Send comments on this topic to support_request@solacesystems.com
SolLogInfoDateTime Property

version: 7.2.1.27
The DateTime of this log info.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

C# VB C++

```csharp
public DateTime DateTime { get; set; }
```

### See Also

**Reference**
- SolLogInfo Class
- SolaceSystems.Solclient.Messaging Namespace

---

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Send comments on this topic to support_request@solacesystems.com
Solclient

SolLogInfoLogException Property

version: 7.2.1.27
Optional log info exception.

**Namespace:** SolaceSystems.Solclient.Messaging

▶ Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public Exception LogException { get; set; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Property Value
Type: Exception

▶ See Also

*Reference*
- SolLogInfo Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SolLogInfoLoggerName Property

version: 7.2.1.27
This represents the logger name that logged this message.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public string LoggerName { get; set; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**  
Type: String

### See Also

Reference  
SolLogInfo Class  
SolaceSystems.Solclient.Messaging Namespace

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SolLogInfoLogLevel Property

version: 7.2.1.27
This represents the log level for this log info.

**Namespace:** SolaceSystems.Solclient.Messaging  

## Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public</td>
<td>SolLogLevel</td>
<td>LogLevel {</td>
</tr>
<tr>
<td></td>
<td></td>
<td>get; set; }</td>
</tr>
</tbody>
</table>

### Property Value

**Type:** SolLogLevel

### See Also

**Reference**
- SolLogInfo Class
- SolaceSystems.Solclient.Messaging Namespace

---

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Send comments on this topic to support_request@solacesystems.com
SolLogInfoLogMessage Property

version: 7.2.1.27
This represents a log message.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public string LogMessage { get; set; }
```

Property Value
Type: String

See Also

Reference
SolLogInfo Class
SolaceSystems.Solclient.Messaging Namespace

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# SolLogLevel Enumeration

version: 7.2.1.27

Log Level

**Namespace:** SolaceSystems.Solclient.Messaging  

## Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public enum SolLogLevel
```

## Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Emergency</td>
<td>0</td>
<td>Level not used by the API.</td>
</tr>
<tr>
<td>Alert</td>
<td>1</td>
<td>Level not used by the API.</td>
</tr>
<tr>
<td>Critical</td>
<td>2</td>
<td>A serious error that can make the API unusable.</td>
</tr>
<tr>
<td>Error</td>
<td>3</td>
<td>An unexpected condition within the API that can affect its operation.</td>
</tr>
<tr>
<td>Warning</td>
<td>4</td>
<td>An unexpected condition within the API that is not expected to affect its operation.</td>
</tr>
</tbody>
</table>
**Notice**

5

Significant informational messages about the normal operation of the API. Never output in the normal process of sending or receiving a message from the appliance.

**Info**

6

Informational messages about the normal operation of the API. These can include information related to sending or receiving messages from the appliance.

**Debug**

7

Debugging information generally useful to API developers (very verbose).

**See Also**

Reference

SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
Stats_Rx Enumeration

version: 7.2.1.27
An Enumeration of the various receive statistics. Used as a key in the receive stats dictionary. See GetRxStats in IStatsAccessible.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public enum Stats_Rx
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DirectBytes</td>
<td>0</td>
<td>The number of Direct messages received.</td>
</tr>
<tr>
<td>Bytes</td>
<td>1</td>
<td>Obsolete; Deprecated, use DirectBytes instead.</td>
</tr>
<tr>
<td>DirectMsgs</td>
<td>2</td>
<td>The number of Direct messages received.</td>
</tr>
<tr>
<td>Msgs</td>
<td>3</td>
<td>Obsolete; Deprecated.</td>
</tr>
<tr>
<td>Metric</td>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------</td>
<td>-------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>NonEmptyReads</td>
<td>4</td>
<td>The number of messages discarded due to header incompatibilities.</td>
</tr>
<tr>
<td>DiscardMsgIndication</td>
<td>5</td>
<td>The number of received messages with discard indication set.</td>
</tr>
<tr>
<td>DiscardSMFUnknownElement</td>
<td>6</td>
<td>The number of messages discarded due to the presence of an unknown element in the SMF header.</td>
</tr>
<tr>
<td>DiscardMsgTooBig</td>
<td>7</td>
<td>The number of messages discarded due to too large messages.</td>
</tr>
<tr>
<td>AcksSent</td>
<td>8</td>
<td>The number of acknowledgments sent for Guaranteed messages.</td>
</tr>
<tr>
<td>DiscardsDuplicate</td>
<td>9</td>
<td>The number of Guaranteed messages discarded due to a duplicate.</td>
</tr>
<tr>
<td>Metric</td>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-------</td>
<td>-------------</td>
</tr>
<tr>
<td>DiscardsNoMatchingFlow</td>
<td>10</td>
<td>The number of Guaranteed messages discarded due to no match on the flowId.</td>
</tr>
<tr>
<td>DiscardsOutOfOrder</td>
<td>11</td>
<td>The number of Guaranteed messages discarded for being received out of order.</td>
</tr>
<tr>
<td>PersistentBytes</td>
<td>12</td>
<td>The number of persistent bytes received on the flow. On the session, it is the total number of persistent bytes received across all flows.</td>
</tr>
<tr>
<td>PersistentMsgs</td>
<td>13</td>
<td>The number of Persistent messages received on the flow. On the session, it is the total number of Persistent messages received.</td>
</tr>
<tr>
<td><strong>NonPersistenBytes</strong></td>
<td>14</td>
<td>The number of Persistent bytes received on the flow. On the session it is the total number of Persistent bytes received across all flows.</td>
</tr>
<tr>
<td>-----------------------</td>
<td>----</td>
<td>----------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>NonPersistentMsgs</strong></td>
<td>15</td>
<td>The number of Persistent messages received on the flow. On the session it is the total number of Persistent messages received across all flows.</td>
</tr>
<tr>
<td><strong>ControlMsgs</strong></td>
<td>16</td>
<td>The number of control (non-data) messages received.</td>
</tr>
<tr>
<td><strong>ControlBytes</strong></td>
<td>17</td>
<td>The number of bytes received in Control (non-data) messages.</td>
</tr>
<tr>
<td><strong>TotalDataBytes</strong></td>
<td>18</td>
<td>The total number of data bytes received.</td>
</tr>
<tr>
<td>Metric</td>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------</td>
<td>-------</td>
<td>-------------------------------------------------------</td>
</tr>
<tr>
<td>TotalDataMsgs</td>
<td>19</td>
<td>The total number of data messages received.</td>
</tr>
<tr>
<td>CompressedBytes</td>
<td>20</td>
<td>The number of bytes received before decompression.</td>
</tr>
<tr>
<td>ReplyMsg</td>
<td>21</td>
<td>The reply messages received.</td>
</tr>
<tr>
<td>ReplyMsgDiscard</td>
<td>22</td>
<td>The reply messages discarded due to no outstanding request.</td>
</tr>
<tr>
<td>CacheRequestOkResponse</td>
<td>23</td>
<td>The cache requests completed OK.</td>
</tr>
<tr>
<td>CacheRequestFulfillData</td>
<td>24</td>
<td>Cache requests fulfilled by live data.</td>
</tr>
<tr>
<td>CacheRequestErrorResponse</td>
<td>25</td>
<td>Cache requests failed due to solCache error response.</td>
</tr>
<tr>
<td>CacheRequestDiscardResponse</td>
<td>26</td>
<td>Cached request responses discarded due to errors in response.</td>
</tr>
<tr>
<td>Metric</td>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>-------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CacheMsg</td>
<td>27</td>
<td>Cached messages delivered to the application.</td>
</tr>
<tr>
<td>FoundCutThroughSync</td>
<td>28</td>
<td>On a cut-through Flow, the number of times the Flow entered cut-through mode.</td>
</tr>
<tr>
<td>LostCutThroughSync</td>
<td>29</td>
<td>On a cut-through Flow, the number of times the Flow left cut-through delivery mode.</td>
</tr>
<tr>
<td>LostCutThroughSyncGM</td>
<td>30</td>
<td>On a cut-through Flow, the number of times the Flow left cut-through delivery mode due to receiving a Guaranteed message that was not previously received.</td>
</tr>
<tr>
<td>Metric</td>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>-------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OverflowCutThroughSyncBuffer</td>
<td>31</td>
<td>On a cut-through Flow, the number of times the synchronization buffer overflowed, delaying synchronization.</td>
</tr>
<tr>
<td>AlreadyCutThrough</td>
<td>32</td>
<td>On a cut-through Flow, the number of Guaranteed messages discarded because they had already been received on the cut-through.</td>
</tr>
<tr>
<td>DiscardFromCutThroughSync</td>
<td>33</td>
<td>On a cut-through Flow, the number of messages discarded from the synchronization list other than those discarded due to overflow.</td>
</tr>
<tr>
<td>DiscardMessageFlowUnboundPending</td>
<td>34</td>
<td>On a transactional flow, the number of messages discarded because the flow is in a UNBOUND pending state.</td>
</tr>
</tbody>
</table>
DiscardMessageTransactionRollback 35
On a transacted flow, the number of messages discarded after a transaction rollback becomes a message comes in with prevMsgId=0.

DiscardTransactionResponse 36
On a transacted session, the number of transaction responses discarded due to reconnection.

See Also
Reference
SolaceSystems.Solclient.Messaging Namespace

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Stats_Tx Enumeration

version: 7.2.1.27
An enumeration of the various transmit statistics. This is used as a key in the transmit stats dictionary. See GetTxStats() in IStatsAccessible

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public enum Stats_Tx
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TotalDataBytes</td>
<td>0</td>
<td>The number of data bytes transmitted in total.</td>
</tr>
<tr>
<td>Bytes</td>
<td>1</td>
<td>Obsolete. Deprecated; use TotalDataBytes instead.</td>
</tr>
<tr>
<td>TotalDataMsgs</td>
<td>2</td>
<td>The number of data messages transmitted in total.</td>
</tr>
<tr>
<td>Msgs</td>
<td>3</td>
<td>Obsolete.</td>
</tr>
<tr>
<td>Metric</td>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>-------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>TotalDataMsgs</td>
<td></td>
<td>DePRECATED; use <strong>TotalDataMsgs</strong> instead.</td>
</tr>
<tr>
<td>WouldBlock</td>
<td>4</td>
<td>The number of messages not accepted due to would block (non-blocking only).</td>
</tr>
<tr>
<td>SocketFull</td>
<td>5</td>
<td>The number of times the socket was full when send done (data buffered).</td>
</tr>
<tr>
<td>DirectBytes</td>
<td>6</td>
<td>The number of bytes transmitted in Direct messages.</td>
</tr>
<tr>
<td>DirectMsgs</td>
<td>7</td>
<td>The number of Direct messages transmitted.</td>
</tr>
<tr>
<td>PersistentBytes</td>
<td>8</td>
<td>The number of bytes transmitted in Persistent messages.</td>
</tr>
<tr>
<td>NonPersistentBytes</td>
<td>9</td>
<td>The number of bytes transmitted in Non-Persistent messages.</td>
</tr>
<tr>
<td>PersistentMsgs</td>
<td>10</td>
<td>The number of Persistent messages.</td>
</tr>
<tr>
<td>Metric</td>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------</td>
<td>-------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>NonPersistentMsgs</td>
<td>11</td>
<td>The number of Non-Persistent messages transmitted.</td>
</tr>
<tr>
<td>PersistentMsgsRedelivered</td>
<td>12</td>
<td>The number of Persistent messages redelivered.</td>
</tr>
<tr>
<td>NonPersistentMsgsRedelivered</td>
<td>13</td>
<td>The number of Non-Persistent messages redelivered.</td>
</tr>
<tr>
<td>PersistentBytesRedelivered</td>
<td>14</td>
<td>The number of bytes redelivered in Persistent messages.</td>
</tr>
<tr>
<td>NonPersistentBytesRedelivered</td>
<td>15</td>
<td>The number of bytes redelivered in Non-Persistent messages.</td>
</tr>
<tr>
<td>AcksReceived</td>
<td>16</td>
<td>The number of acknowledgements received.</td>
</tr>
<tr>
<td>WindowClose</td>
<td>17</td>
<td>The number of times the transmit window closed.</td>
</tr>
<tr>
<td>AckTimeout</td>
<td>18</td>
<td>The number of times the acknowledgement timeout occurred.</td>
</tr>
<tr>
<td>Metric</td>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------------</td>
<td>-------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ControlMsgs</td>
<td>19</td>
<td>The number of control (non-data) messages transmitted.</td>
</tr>
<tr>
<td>ControlBytes</td>
<td>20</td>
<td>The number of bytes transmitted in control (non-data) messages.</td>
</tr>
<tr>
<td>CompressedBytes</td>
<td>21</td>
<td>The number of bytes transmitted after compression.</td>
</tr>
<tr>
<td>TotalConnectionAttempts</td>
<td>22</td>
<td>The total number of TCP connections attempted by the session.</td>
</tr>
<tr>
<td>RequestMsgSent</td>
<td>23</td>
<td>Request messages sent.</td>
</tr>
<tr>
<td>RequestTimeout</td>
<td>24</td>
<td>The request messages sent that did not receive a reply due to a timeout.</td>
</tr>
<tr>
<td>CacheRequestSent</td>
<td>25</td>
<td>Cache Requests sent.</td>
</tr>
<tr>
<td>GuaranteedMsgsSentConfirmed</td>
<td>26</td>
<td>Guaranteed messages (persistent/non-persistent).</td>
</tr>
</tbody>
</table>
published that have been acknowledged.

<table>
<thead>
<tr>
<th>DiscardNoMatch</th>
<th>27</th>
<th>When the IPC add-on is in use, it represents the count of messages discarded due to no subscription match with connected peers.</th>
</tr>
</thead>
<tbody>
<tr>
<td>DiscardChannelError</td>
<td>28</td>
<td>Messages discarded due to channel failure.</td>
</tr>
<tr>
<td>BlockedOnSend</td>
<td>29</td>
<td>Number of times session blocked on socket full (blocking only).</td>
</tr>
</tbody>
</table>

**See Also**

Reference

SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
STDException Class

version: 7.2.1.27
Standard SDT operation exception.

Inheritance Hierarchy

- System
  - Object
  - System
  - Exception
  - SolaceSystems.Solclient.Messaging.STDException

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>[SerializableAttribute] public class STDException : Exception</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The STDException type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STDException(String)</td>
<td>Initializes a new instance of STDException with a specified error message.</td>
</tr>
<tr>
<td>STDException(SerializationInfo, ...)</td>
<td>This is for ...</td>
</tr>
</tbody>
</table>
**StreamingContext**

Serialization purposes.

**STDException(String, Exception)**

Initializes a new instance of STDException with a specified error message and cause exception.

---

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>GetBaseException</strong></td>
<td>When overridden in a derived class, returns the Exception that is the root cause of one or more subsequent exceptions. (Inherited from Exception.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
**GetObjectData**

When overridden in a derived class, sets the `SerializationInfo` with information about the exception.
(Inherited from `Exception`.)

**GetType**

Gets the runtime type of the current instance.
(Inherited from `Exception`.)

**MemberwiseClone**

Creates a shallow copy of the current `Object`.
(Inherited from `Object`.)

**ToString**

Creates and returns a string representation of the current exception.
(Inherited from `Exception`.)

---

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data</td>
<td>Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>HelpLink</td>
<td>Gets or sets a link to the help file associated with this exception. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>HResult</td>
<td>Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>-----------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>InnerException</td>
<td>Gets the Exception instance that caused the current exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td>Message</td>
<td>Gets a message that describes the current exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td>Source</td>
<td>Gets or sets the name of the application or the object that causes the error. (Inherited from Exception.)</td>
</tr>
<tr>
<td>StackTrace</td>
<td>Gets a string representation of the frames on the call stack at the time the current exception was thrown. (Inherited from Exception.)</td>
</tr>
<tr>
<td>TargetSite</td>
<td>Gets the method that throws the current exception. (Inherited from Exception.)</td>
</tr>
</tbody>
</table>

**See Also**

Reference

SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
STDException Constructor

version: 7.2.1.27

Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>STDException(String)</td>
<td>Initializes a new instance of STDException with a specified error message.</td>
</tr>
<tr>
<td>STDException(SerializationInfo,</td>
<td>This is for Serialization purposes.</td>
</tr>
<tr>
<td>StreamingContext)</td>
<td></td>
</tr>
<tr>
<td>STDException(String, Exception)</td>
<td>Initializes a new instance of STDException with a specified error message</td>
</tr>
<tr>
<td>and cause exception.</td>
<td></td>
</tr>
</tbody>
</table>

See Also

Reference

STDException Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
STDEntityon Constructor (String)

version: 7.2.1.27

Initializes a new instance of STDEntityon with a specified error message.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
public STDEntityon(  
    string message
)
```

### Parameters

- **message**
  - Type: System.String
  - Error message.

### See Also

- **Reference**
  - STDEntityon Class
  - STDEntityon Overload
  - SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
STDException Constructor (SerializationInfo, StreamingContext)

version: 7.2.1.27
This is for Serialization purposes.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
protected STDException(
    SerializationInfo info,
    StreamingContext context
)
```

Parameters

- **info**
  Type: System.Runtime.Serialization.SerializationInfo

- **context**
  Type: System.Runtime.Serialization.StreamingContext

See Also

Reference
STDException Class
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Send comments on this topic to support_request@solacesystems.com
STDException Constructor (String, Exception)

version: 7.2.1.27

Initializes a new instance of STDException with a specified error message and cause exception.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
public STDException(
    string message,
    Exception cause
)
```

Parameters

message
   Type: SystemString
   Error message.

cause
   Type: SystemException
   Cause exception.

See Also

Reference
STDException Class
STDException Overload
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The `STDException` type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Equals</code></td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>Finalize</code></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>GetBaseException</code></td>
<td>When overridden in a derived class, returns the <code>Exception</code> that is the root cause of one or more subsequent exceptions. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td><code>GetHashCode</code></td>
<td>Serves as a hash function for a particular type. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>GetObjectData</code></td>
<td>When overridden in a derived class, sets the <code>SerializationInfo</code> with information about the</td>
</tr>
</tbody>
</table>
exception.  
(Inherited from Exception.)

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
</table>
| GetType         | Gets the runtime type of the current instance.  
(Inherited from Exception.) |
| MemberwiseClone | Creates a shallow copy of the current Object.  
(Inherited from Object.)     |
| ToString        | Creates and returns a string representation of the current exception.  
(Inherited from Exception.) |

See Also

- Reference
  - STDException Class
  - SolaceSystems.Solclient.Messaging Namespace

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The **STDException** type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data</td>
<td>Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td>HelpLink</td>
<td>Gets or sets a link to the help file associated with this exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td>HResult</td>
<td>Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td>InnerException</td>
<td>Gets the Exception instance that caused the current exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td>Message</td>
<td>Gets a message that describes the current exception. (Inherited from Exception.)</td>
</tr>
<tr>
<td>Source</td>
<td>Gets or sets the name of the application or the object that causes the error. (Inherited from Exception.)</td>
</tr>
<tr>
<td>StackTrace</td>
<td>Gets a string representation of the frames on the call stack at the time the current exception was thrown. (Inherited from Exception.)</td>
</tr>
<tr>
<td>-------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>TargetSite</td>
<td>Gets the method that throws the current exception. (Inherited from Exception.)</td>
</tr>
</tbody>
</table>

See Also

Reference
- STDException Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SubscribeFlag Class

version: 7.2.1.27
Defines the possible flags that can be used in the following methods:
Subscribe(IEndpoint, ISubscription, Int32, Object) and
Subscribe(IEndpoint, ISubscription, Int32, Object)Subscribe(IDispatchTarget, Int32, Object) and
Unsubscribe(IDispatchTarget, Int32, Object)

Inheritance Hierarchy

System
  Object
  SolaceSystems.Solclient.Messaging
    SubscribeFlag

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#   VB   C++

```csharp
public class SubscribeFlag
```

The SubscribeFlag type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SubscribeFlag</td>
<td>Initializes a new instance of the SubscribeFlag class</td>
</tr>
</tbody>
</table>

Top
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equals</td>
<td>Determines whether the specified <strong>Object</strong> is equal to the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <strong>Object</strong> to attempt to free resources and perform other cleanup operations before the <strong>Object</strong> is reclaimed by garbage collection. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the <strong>Type</strong> of the current instance. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a <strong>String</strong> that represents the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
</tbody>
</table>

### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>

**Top**
### LocalDispatchOnly

When using this flag with `Subscribe(IDispatchTarget, Int32, Object)` or `Unsubscribe(IDispatchTarget, Int32, Object)` this flag indicates the subscription should only be added to the dispatch table and should not be added to the appliance.

### RequestConfirm

Requests a confirmation for the subscribe/unsubscribe operation. This bit is implied by `WaitForConfirm`. If `WaitForConfirm` is not set when this flag is set, then a confirmation event is issued through the session event callback delegate, but the API call will not block.

### WaitForConfirm

The API call will block until a confirmation is received.

---

**See Also**

Reference

`SolaceSystems.Solclient.Messaging Namespace`

---

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SubscribeFlag Constructor

version: 7.2.1.27
Initializes a new instance of the SubscribeFlag class

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
public SubscribeFlag()
```

### See Also

Reference
- SubscribeFlag Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SubscribeFlag Fields

version: 7.2.1.27

The `SubscribeFlag` type exposes the following members.

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>LocalDispatchOnly</code></td>
<td>When using this flag with <code>Subscribe(IDispatchTarget, Int32, Object)</code> or <code>Unsubscribe(IDispatchTarget, Int32, Object)</code> this flag indicates the subscription should only be added to the dispatch table and should not be added to the appliance.</td>
</tr>
<tr>
<td><code>RequestConfirm</code></td>
<td>Requests a confirmation for the subscribe/unsubscribe operation. This bit is implied by <code>WaitForConfirm</code>. If <code>WaitForConfirm</code> is not set when this flag is set, then a confirmation event is issued through the session event callback delegate, but the API call will not block.</td>
</tr>
<tr>
<td><code>WaitForConfirm</code></td>
<td>The API call will block until a confirmation is received.</td>
</tr>
</tbody>
</table>
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Send comments on this topic to support_request@solacesystems.com
SubscribeFlagLocalDispatchOnly Field

version: 7.2.1.27

When using this flag with `Subscribe(IDispatchTarget, Int32, Object)` or `Unsubscribe(IDispatchTarget, Int32, Object)` this flag indicates the subscription should only be added to the dispatch table and should not be added to the appliance.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static int LocalDispatchOnly</code></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Field Value

Type: Int32

### See Also

**Reference**  
- SubscribeFlag Class  
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SubscribeFlagRequestConfirm Field

version: 7.2.1.27

Requests a confirmation for the subscribe/unsubscribe operation. This bit is implied by `WaitForConfirm`. If `WaitForConfirm` is not set when this flag is set, then a confirmation event is issued through the session event callback delegate, but the API call will not block.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

```csharp
public static int RequestConfirm
```

Field Value

Type: `Int32`

### See Also

**Reference**

- SubscribeFlag Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
SubscribeFlagWaitForConfirm Field

version: 7.2.1.27
The API call will block until a confirmation is received.

**Namespace:** SolaceSystems.Solclient.Messaging

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static int WaitForConfirm</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Field Value
Type: **Int32**

### See Also

**Reference**
*SubscribeFlag Class*
*SolaceSystems.Solclient.Messaging Namespace*

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## SubscribeFlag Methods

version: 7.2.1.27

The **SubscribeFlag** type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equals</td>
<td>Determines whether the specified <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a> is equal to the current <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>. (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a> is reclaimed by garbage collection. (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the <a href="https://docs.microsoft.com/en-us/dotnet/api/system.type">Type</a> of the current instance. (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>. (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a <a href="https://docs.microsoft.com/en-us/dotnet/api/system.string">String</a> that represents the current <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.</td>
</tr>
</tbody>
</table>
(Inherited from **Object**.)

**Top**

**See Also**

**Reference**

- SubscribeFlag Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
TimerMode Enumeration

version: 7.2.1.27
Possible modes of TimerTask.

**Namespace:** SolaceSystems.Solclient.Messaging

▶ Syntax

```c#
public enum TimerMode
```

▶ Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OneShot</td>
<td>0</td>
<td>The timer expires once and then it is automatically stopped and disposed.</td>
</tr>
<tr>
<td>Repeat</td>
<td>1</td>
<td>The timer is automatically rescheduled for same duration upon expiry until stopped or disposed.</td>
</tr>
</tbody>
</table>

▶ See Also

Reference
SolaceSystems.Solclient.Messaging Namespace
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TimerTask Class

version: 7.2.1.27

Represents a timer task to be executed in the context of the corresponding IContext thread. To create and start a TimerTask please see `Start(IContext, TimerCallback, TimerMode, Int64, Object)`.

Inheritance Hierarchy

```
System
  Object
```

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```c#
public abstract class TimerTask : IDisposable
```

The `TimerTask` type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>© TimerTask</td>
<td>Initializes a new instance of the <code>TimerTask</code> class</td>
</tr>
</tbody>
</table>

Methods
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Releases all resources used by the TimerTask.</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup</td>
</tr>
<tr>
<td></td>
<td>operations before the Object is reclaimed by garbage collection.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>Start</td>
<td>Factory method of TimerTasks. A TimerTask allows applications to execute</td>
</tr>
<tr>
<td></td>
<td>a user-defined delegate in the context of a given IContext thread. The</td>
</tr>
<tr>
<td></td>
<td>timer duration is subject to the timer resolution specified by the context</td>
</tr>
<tr>
<td></td>
<td>property 'TimerResolutionInMsecs', up to the nearest timer resolution</td>
</tr>
<tr>
<td></td>
<td>interval. For example, if the</td>
</tr>
<tr>
<td></td>
<td>resolution is '10', then the timer duration is subject to the nearest</td>
</tr>
<tr>
<td></td>
<td>interval of 10 timer resolution.</td>
</tr>
</tbody>
</table>

For example, if the resolution is '10', then the timer duration is subject to the nearest interval of 10 timer resolution. For example, if the resolution is '10', then the timer duration is subject to the nearest interval of 10 timer resolution. For example, if the resolution is '10', then the timer duration is subject to the nearest interval of 10 timer resolution.
context timer resolution is 50 ms, and a timer is started with a duration of 60 ms, then the timer duration is rounded up to 100 ms (2 ticks), and then one further tick is added for a total timer duration of 150 ms. This extra tick accounts for the fact that the current tick might be just about to advance when the timer is started. Thus, the actual timeout in this example is approximately in the range of 100 ms to 150 ms.

The timer callback delegate is invoked in the context of the context thread. The timer durations are approximate; the actual duration can be affected by the processing time spent in other callbacks by the context thread, such as for session or flowEvent events and received messages.

Note: disposing the corresponding context (IContext) or any of its contained context timers (TimerTask), sessions (ISession) or flows (IFlow) must not be performed from within the registered userCallbackDelegate.

This timer service should only be used for applications that require a coarse timer service (for example, a guard timer, or other timer uses that do not require a highly accurate timer service).

When a one-shot timer expires, the timer is automatically cancelled. When a repeat timer expires, the timer is
automatically rescheduled for the same duration, and continues to run until stopped using Dispose. Note that the invoked timer callback delegate routine is allowed to start and stop timers.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DurationInMsecs</strong></td>
<td>The duration in milliseconds of the timer.</td>
</tr>
<tr>
<td><strong>Mode</strong></td>
<td>The TimerMode specified when the timer is created Start(IContext, TimerCallback, TimerMode, Int64, Object)</td>
</tr>
<tr>
<td><strong>UserState</strong></td>
<td>A reference to a user userState object. Passed in with the timer callback invocation.</td>
</tr>
</tbody>
</table>

### See Also

Reference

SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
TimerTask Constructor

version: 7.2.1.27
Initializes a new instance of the TimerTask class

**Namespace:** SolaceSystems.Solclient.Messaging

### Syntax

```csharp
protected TimerTask()
```

### See Also

- **Reference**
  - TimerTask Class
  - SolaceSystems.Solclient.Messaging Namespace

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TimerTask Methods

version: 7.2.1.27

The TimerTask type exposes the following members.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td></td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from Object.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
Factory method of TimerTasks. A TimerTask allows applications to execute a user-defined delegate in the context of a given IContext thread. The timer duration is subject to the timer resolution specified by the context property 'TimerResolutionInMsecs', up to the nearest timer resolution interval. For example, if the context timer resolution is 50 ms, and a timer is started with a duration of 60 ms, then the timer duration is rounded up to 100 ms (2 ticks), and then one further tick is added for a total timer duration of 150 ms. This extra tick accounts for the fact that the current tick might be just about to advance when the timer is started. Thus, the actual timeout in this example is approximately in the range of 100 ms to 150 ms.

The timer callback delegate is invoked in the context of the context thread. The timer durations are approximate; the actual duration can be affected by the processing time spent in other callbacks by the context thread, such as for session or flowEvent events and received messages.

**Note:** disposing the corresponding context (IContext) or any of its contained context timers (TimerTask), sessions (ISession) or flows (IFlow) must **not** be performed from within the registered
userCallbackDelegate. This timer service should only be used for applications that require a coarse timer service (for example, a guard timer, or other timer uses that do not require a highly accurate timer service).

When a one-shot timer expires, the timer is automatically cancelled. When a repeat timer expires, the timer is automatically rescheduled for the same duration, and continues to run until stopped using Dispose. Note that the invoked timer callback delegate routine is allowed to start and stop timers.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TextView</td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>

**See Also**

Reference

TimerTask Class

SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
TimerTaskDispose Method

version: 7.2.1.27
Releases all resources used by the TimerTask

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public abstract void Dispose()
```

Implements
IDisposableDispose

See Also

Reference
TimerTask Class
SolaceSystems.Solclient.Messaging Namespace

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TimerTaskStart Method

version: 7.2.1.27

Factory method of TimerTasks. A TimerTask allows applications to execute a user-defined delegate in the context of a given IContext thread. The timer duration is subject to the timer resolution specified by the context property 'TimerResolutionInMsecs', up to the nearest timer resolution interval. For example, if the context timer resolution is 50 ms, and a timer is started with a duration of 60 ms, then the timer duration is rounded up to 100 ms (2 ticks), and then one further tick is added for a total timer duration of 150 ms. This extra tick accounts for the fact that the current tick might be just about to advance when the timer is started. Thus, the actual timeout in this example is approximately in the range of 100 ms to 150 ms.

The timer callback delegate is invoked in the context of the context thread. The timer durations are approximate; the actual duration can be affected by the processing time spent in other callbacks by the context thread, such as for session or flowEvent events and received messages.

**Note**: disposing the corresponding context (IContext) or any of its contained context timers (TimerTask), sessions (ISession) or flows (IFlow) must not be performed from within the registered userCallbackDelegate.

This timer service should only be used for applications that require a coarse timer service (for example, a guard timer, or other timer uses that do not require a highly accurate timer service).

When a one-shot timer expires, the timer is automatically cancelled. When a repeat timer expires, the timer is automatically rescheduled for the same duration, and continues to run until stopped using Dispose. Note that the invoked timer callback delegate routine is allowed to start and stop timers.

**Namespace**: SolaceSystems.Solclient.Messaging

## Syntax

```csharp
public static TimerTask Start(
    IContext context,
    TimerCallback userCallbackDelegate,
    TimerMode timerMode,
    long durationInMsecs,
    Object userState
)
```

### Parameters

**context**
- Type: `SolaceSystems.Solclient.Messaging.IContext`
- The `IContext` to schedule the timer on

**userCallbackDelegate**
- Type: `System.Threading.TimerCallback`
- The user callback delegate to call when the timer expires. The call occurs over the `IContext` thread

**timerMode**
- Type: `SolaceSystems.Solclient.Messaging.TimerMode`
- Use `OneShot` to create a one shot timer, `Repeat` otherwise

**durationInMsecs**
- Type: `System.Int64`
- The timer interval in milliseconds. This is subject to the specified timer resolution see `Start(IContext, TimerCallback, TimerMode, Int64, Object)` for more details

**userState**
- Type: `System.Object`
- An object reference that's passed to the `userCallbackDelegate` when the timer expires, can be null

### Return Value
- Type: `TimerTask`
- Returns a TimerTask
See Also

Reference
TimerTask Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
TimerTask Properties

version: 7.2.1.27

The TimerTask type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DurationInMsecs</td>
<td>The duration in milliseconds of the timer.</td>
</tr>
<tr>
<td>Mode</td>
<td>The TimerMode specified when the timer is created Start(IContext, TimerCallback, TimerMode, Int64, Object)</td>
</tr>
<tr>
<td>UserState</td>
<td>A reference to a user userState object. Passed in with the timer callback invocation.</td>
</tr>
</tbody>
</table>

See Also

Reference

TimerTask Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
TimerTaskDurationInMsecs Property

version: 7.2.1.27
The duration in milliseconds of the timer.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#    VB    C++

```csharp
public abstract long DurationInMsecs { get; }
```

Property Value
Type: Int64

See Also

Reference
TimerTask Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
TimerTaskMode Property

version: 7.2.1.27

The TimerMode specified when the timer is created `Start(IContext, TimerCallback, TimerMode, Int64, Object)`

Namespace: SolaceSystems.Solclient.Messaging

Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
<th>Copy</th>
</tr>
</thead>
<tbody>
<tr>
<td>public abstract TimerMode Mode { get; }</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Property Value
Type: TimerMode

See Also

Reference
TimerTask Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
TimerTaskUserState Property

version: 7.2.1.27
A reference to a user userState object. Passed in with the timer callback invocation.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public abstract Object UserState { get; }
```

### Property Value

Type: Object

### See Also

Reference  
TimerTask Class  
SolaceSystems.Solclient.Messaging Namespace

---

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Send comments on this topic to support_request@solacesystems.com
TopicProperties Class

version: 7.2.1.27
Used to create Topics with further specialized options.

Inheritance Hierarchy

- SystemObject
- SolaceSystems.Solclient.MessagingTopicProperties

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
[SerializableAttribute]
public class TopicProperties
```

The TopicProperties type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TopicProperties</td>
<td>Initializes a new instance of the TopicProperties class</td>
</tr>
</tbody>
</table>

Methods

<p>| Name | Description |
|------|-------------|-------------|</p>
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clone</td>
<td>Creates a new object that is a deep copy of the current instance.</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup</td>
</tr>
<tr>
<td></td>
<td>operations before the Object is reclaimed by garbage collection.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Overrides ObjectToString.)</td>
</tr>
</tbody>
</table>

**Properties**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
IsReceiveAllDeliverToOne

This flag, when true in a subscription ADD request, overrides the DeliverToOne property in a message. If the topic in the message matches, it is delivered to clients with IsReceiveAllDeliverToOne set, in addition to any one client that is subscribed to the topic without this override.

Topic

String representation of the topic.

See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
TopicProperties Constructor

version: 7.2.1.27
Initializes a new instance of the TopicProperties class

**Namespace:** SolaceSystems.Solclient.Messaging

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public TopicProperties()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### See Also

Reference
- TopicProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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The `TopicProperties` type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clone</td>
<td>Creates a new object that is a deep copy of the current instance.</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <code>Object</code>.</td>
</tr>
</tbody>
</table>
ToString

Returns a String that represents the current Object.
(Overrides Object.ToString.)

See Also

Reference
TopicProperties Class
SolaceSystems.Solclient.Messaging Namespace
TopicPropertiesClone Method

version: 7.2.1.27
Creates a new object that is a deep copy of the current instance.

**Namespace:** SolaceSystems.Solclient.Messaging

⚠️ Syntax

```csharp
public Object Clone()
```

Return Value
Type: Object
A new object that is a deep copy of this instance.

⚠️ See Also

Reference
- TopicProperties Class
- SolaceSystems.Solclient.Messaging Namespace

---

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### TopicPropertiesToString Method

**version:** 7.2.1.27

Returns a String that represents the current Object.

**Namespace:** SolaceSystems.Solclient.Messaging  

#### Syntax

**C#**

```csharp
public override string ToString()
```

**VB**

```vbnet
Public Overrides Function ToString() As String
```

**C++**

```cpp
public virtual std::string ToString()
```

**Return Value**

**Type:** String  
A string representation of this object.

#### See Also

**Reference**
TopicProperties Class  
SolaceSystems.Solclient.Messaging Namespace

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TopicProperties Properties

version: 7.2.1.27

The TopicProperties type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IsReceiveAllDeliverToOne</td>
<td>This flag, when true in a subscription ADD request, overrides the DeliverToOne property in a message. If the topic in the message matches, it is delivered to clients with IsReceiveAllDeliverToOne set, in addition to any one client that is subscribed to the topic without this override.</td>
</tr>
<tr>
<td>Topic</td>
<td>String representation of the topic.</td>
</tr>
</tbody>
</table>

See Also

Reference

TopicProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
TopicProperties.IsReceiveAllDeliverToOne Property

version: 7.2.1.27
This flag, when true in a subscription ADD request, overrides the DeliverToOne property in a message. If the topic in the message matches, it is delivered to clients with IsReceiveAllDeliverToOne set, in addition to any one client that is subscribed to the topic without this override.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public bool IsReceiveAllDeliverToOne { get; set; }
```

Property Value
Type: Boolean

See Also

Reference
TopicProperties Class
SolaceSystems.Solclient.Messaging Namespace

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TopicProperties

Property

version: 7.2.1.27
String representation of the topic.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#     VB     C++

```csharp
public string Topic { get; set; }
```

Property Value

Type: String

See Also

Reference

TopicProperties Class
SolaceSystems.Solclient.Messaging Namespace

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TransactedSessionProperties Class

version: 7.2.1.27
Defines the properties for a ITransactedSession

Inheritance Hierarchy


Namespace: SolaceSystems.Solclient.Messaging

Syntax

```
[SerializableAttribute]
public class TransactedSessionProperties : BasePr
```

The `TransactedSessionProperties` type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TransactedSessionProperties</td>
<td>Initializes a new instance of the <code>TransactedSessionProperties</code> class</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Clear</td>
<td>Removes all properties. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>Clone</td>
<td>Creates a new object that is a deep copy of the current instance. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>GetPropertyValue</td>
<td>Gets the property value associated with the given key. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>SetCCSMPProperty</td>
<td>Sets a property to be passed directly to CCSMP. Properties set in this manner will always override properties set using the shortcut properties, regardless of order. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>SetPropertyValue</td>
<td>Associates a property key with a property value. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>

### Top Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count</td>
<td>Returns the count of properties. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CreateMessageDispatcher</td>
<td>When it is enabled, a new message dispatcher is created for the transacted session. Default: false.</td>
</tr>
<tr>
<td>HasPublisher</td>
<td>When it is enabled, a default publisher flow is opened automatically after the transacted session is successfully created. Default: true.</td>
</tr>
<tr>
<td>OperationTimeoutInMsecs</td>
<td>The timeout (in milliseconds) to wait for response from the appliance when invoking transacted session operations such as commit or rollback. The minimum configurable value is 1000. Default: 10000.</td>
</tr>
</tbody>
</table>

**See Also**

Reference

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TransactedSessionProperties Constructor

version: 7.2.1.27
Initializes a new instance of the TransactedSessionProperties class

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#         VB         C++
public TransactedSessionProperties() Copy

See Also

Reference
TransactedSessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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The `TransactedSessionProperties` type exposes the following members.

## Methods

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<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>Removes all properties. (Inherited from <code>BaseProperties</code>.)</td>
</tr>
<tr>
<td>Clone</td>
<td>Creates a new object that is a deep copy of the current instance. (Inherited from <code>BaseProperties</code>.)</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from <code>BaseProperties</code>.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
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<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from BaseProperties.)</td>
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<td>ToString</td>
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See Also

Reference
TransactedSessionProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
The `TransactedSessionProperties` type exposes the following members.

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count</td>
<td>Returns the count of properties. (Inherited from <code>BaseProperties</code>.) Adamado.</td>
</tr>
<tr>
<td>CreateMessageDispatcher</td>
<td>When it is enabled, a new message dispatcher is created for the transacted session. Default: false.</td>
</tr>
<tr>
<td>HasPublisher</td>
<td>When it is enabled, a default publisher flow is opened automatically after the transacted session is successfully created. Default: true.</td>
</tr>
<tr>
<td>OperationTimeoutInMsecs</td>
<td>The timeout (in milliseconds) to wait for response from the appliance when invoking transacted session.</td>
</tr>
</tbody>
</table>

version: 7.2.1.27
operations such as commit or rollback. The minimum configurable value is 1000. Default: 10000.
TransactedSessionProperties

Create Message Dispatcher Property

version: 7.2.1.27

When it is enabled, a new message dispatcher is created for the transacted session. Default: false.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

**C#**

```csharp
public Nullable<bool> CreateMessageDispatcher { get; }
```

**See Also**

**Reference**

- TransactedSessionProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
**TransactedSessionPropertiesHasPublisher Property**

version: 7.2.1.27

When it is enabled, a default publisher flow is opened automatically after the transacted session is successfully created. Default: true.

**Namespace:** SolaceSystems.Solclient.Messaging  

**Syntax**

```csharp
public Nullable<bool> HasPublisher { get; set; }
```

**Property Value**

Type: NullableBoolean

**See Also**

Reference

- TransactedSessionProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
TransactedSessionProperties.OperationTimeoutInMsecs Property

version: 7.2.1.27

The timeout (in milliseconds) to wait for response from the appliance when invoking transacted session operations such as commit or rollback. The minimum configurable value is 1000. Default: 10000.

**Namespace:** SolaceSystems.Solclient.Messaging


### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public Nullable&lt;int&gt; OperationTimeoutInMsecs { get; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: NullableInt32

### See Also

**Reference**

TransactedSessionProperties Class
SolaceSystems.Solclient.Messaging Namespace
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Send comments on this topic to support_request@solacesystems.com
**TransactedSessionProperties**

**Enumeration**

version: 7.2.1.27

An enum list of TransactedSessionProperties

**Namespace:** SolaceSystems.Solclient.Messaging


**Syntax**

```csharp
public enum PROPERTY
```

**Members**

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Publisher</td>
<td>0</td>
<td>HasPublisher</td>
</tr>
<tr>
<td>CreateMessageDispatcher</td>
<td>1</td>
<td>CreateMessageDisp.</td>
</tr>
<tr>
<td>OperationTimeoutInMsecs</td>
<td>2</td>
<td>OperationTimeoutInMsec</td>
</tr>
</tbody>
</table>

**See Also**

Reference
SolaceSystems.Solclient.Messaging Namespace

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UserCos Enumeration

version: 7.2.1.27
Defines the possible Class of Service level of a given message. The Class of Service has different semantics for direct and guaranteed messages. For direct messaging, it determines the WRR weight for the message. For guaranteed messaging, it indicates the discard eligibility of the message if the endpoint is congested (see LowPriorityMsgCongestion)

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public enum UserCos
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cos1</td>
<td>0</td>
<td>The Default class of service for published messages, it represents the lowest value.</td>
</tr>
<tr>
<td>Cos2</td>
<td>1</td>
<td>The middle class of service value. For guaranteed messaging, it is reserved for future use and is treated the same as Cos1.</td>
</tr>
<tr>
<td>Cos3</td>
<td>2</td>
<td>The highest class of service</td>
</tr>
</tbody>
</table>
See Also

Reference
SolaceSystems.Solclient.Messaging Namespace

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XpeProperties Class

version: 7.2.1.27
Defines Xpe properties; passed into Xpe factory method.

**Inheritance Hierarchy**

- System
  - Object

**Namespace:** SolaceSystems.Solclient.Messaging

**Syntax**

```csharp
[SerializableAttribute]
public class XpeProperties
```

The `XpeProperties` type exposes the following members.

**Constructors**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>XpeProperties</td>
<td>Initializes a new instance of the <code>XpeProperties</code> class</td>
</tr>
</tbody>
</table>

**Methods**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Clone</strong></td>
<td>Creates a new object that is a deep copy of the current instance.</td>
</tr>
<tr>
<td>-----------</td>
<td>------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a String that represents the current <code>Object</code>. (Overrides <code>Object.ToString</code>.)</td>
</tr>
</tbody>
</table>

**Top**

**Fields**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ConsumerId</td>
<td>The consumer id associated with the Xpe; this is used mainly to de-multiplex at the subscriber. The default is NULL_CONSUMERID.</td>
</tr>
<tr>
<td>Expression</td>
<td>The xpath expression to subscribe to.</td>
</tr>
<tr>
<td>IsFilter</td>
<td>If this value is set true, the Xpe becomes a filter.</td>
</tr>
<tr>
<td>Namespaces</td>
<td>Represents the manifest of namespaces used in this key. Key is the namespace alias and the value is its id (usually a uri).</td>
</tr>
</tbody>
</table>

### See Also

**Reference**

*SolaceSystems.Solclient.Messaging Namespace*
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XpeProperties Constructor

version: 7.2.1.27
Initializes a new instance of the XpeProperties class

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```csharp
public XpeProperties()
```

See Also

Reference
XpeProperties Class
SolaceSystems.Solclient.Messaging Namespace

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XpeProperties Fields

version: 7.2.1.27

The XpeProperties type exposes the following members.

Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NULL_CONSUMERID</td>
<td>Null consumer id</td>
</tr>
</tbody>
</table>

See Also

Reference

XpeProperties Class
SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
XpeProperties NULL_CONSUMERID Field

version: 7.2.1.27
Null consumer id

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

C#  
```csharp
public static readonly long NULL_CONSUMERID
```

### Field Value

Type: Int64

### See Also

Reference  
XpeProperties Class  
SolaceSystems.Solclient.Messaging Namespace
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### XpeProperties Methods

version: 7.2.1.27

The `XpeProperties` type exposes the following members.

#### Methods

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---

**See Also**

Reference

- XpeProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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XpePropertiesClone Method

version: 7.2.1.27
Creates a new object that is a deep copy of the current instance.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public Object Clone()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Return Value
Type: **Object**  
A new object that is a deep copy of this instance.

### See Also

**Reference**  
XpeProperties Class  
SolaceSystems.Solclient.Messaging Namespace

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XpePropertiesToString Method

version: 7.2.1.27
Returns a String that represents the current Object.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C#  VB  C++

```csharp
public override string ToString()
```

Return Value
Type: String
A string representation of this object.

See Also

Reference
XpeProperties Class
SolaceSystems.Solclient.Messaging Namespace

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XpeProperties Properties

version: 7.2.1.27
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See Also

Reference
XpeProperties Class
SolaceSystems.Solclient.Messaging Namespace
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XpePropertiesConsumerId Property

version: 7.2.1.27

The consumer id associated with the Xpe; this is used mainly to demultiplex at the subscriber. The default is NULL_CONSUMERID.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

```csharp
public long ConsumerId { get; set; }
```

### Property Value

Type: **Int64**

### See Also

**Reference**

- XpeProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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XpePropertiesExpression Property

version: 7.2.1.27
The xpath expression to subscribe to.

**Namespace:** SolaceSystems.Solclient.Messaging  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
public string Expression { get; set; }
```

**Property Value**
Type: String

### See Also

**Reference**
- XpeProperties Class
- SolaceSystems.Solclient.Messaging Namespace

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Send comments on this topic to support_request@solacesystems.com
Solclient

XpeProperties.IsFilter Property

version: 7.2.1.27
If this value is set true, the Xpe becomes a filter.

Namespace: SolaceSystems.Solclient.Messaging

Syntax

```c#
public bool IsFilter { get; set; }
```

Property Value
Type: Boolean

See Also

Reference
XpeProperties Class
SolaceSystems.Solclient.Messaging Namespace

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XpePropertiesNamespaces Property

version: 7.2.1.27
Represents the manifest of namespaces used in this key. Key is the namespace alias and the value is its id (usually a uri).

Namespace: SolaceSystems.Solclient.Messaging

Syntax

C# VB C++

```csharp
public IDictionary<string, string> Namespaces {
```

Property Value
Type: IDictionary<String, String>

See Also
Reference
XpeProperties Class
SolaceSystems.Solclient.Messaging Namespace

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version: 7.2.1.27


Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CacheRequestEventArgs</td>
<td>Asynchronous cache request event arguments</td>
</tr>
<tr>
<td>CacheSessionProperties</td>
<td>Defines cache session properties.</td>
</tr>
</tbody>
</table>

Interfaces

<table>
<thead>
<tr>
<th>Interface</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ICacheSession</td>
<td>Session for performing cache requests. To be created through CreateCacheSession(CacheSessionProperties)</td>
</tr>
</tbody>
</table>

Enumerations

<table>
<thead>
<tr>
<th>Enumeration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CacheLiveDataAction</td>
<td>One of the live data actions must be chosen. The live data</td>
</tr>
</tbody>
</table>
action dictates the disposition of live data received while the cache request is outstanding to the solCache. Additionally, if FULFILL is chosen, the cache request itself is deemed complete.

<table>
<thead>
<tr>
<th>CacheRequestEvent</th>
<th>Cache event enum</th>
</tr>
</thead>
<tbody>
<tr>
<td>CacheSessionPropertiesPROPERTY</td>
<td>Cache Sessions properties</td>
</tr>
</tbody>
</table>

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CacheLiveDataAction Enumeration

version: 7.2.1.27

One of the live data actions must be chosen. The live data action dictates the disposition of live data received while the cache request is outstanding to the solCache. Additionally, if FULFILL is chosen, the cache request itself is deemed complete.


Syntax

```
public enum CacheLiveDataAction
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FULFILL</td>
<td>2</td>
<td>Consider the cache request finished when live data arrives that matches the topic. Wildcard cache requests must always be FlowThru.</td>
</tr>
<tr>
<td>QUEUE</td>
<td>4</td>
<td>Queue live data that arrives that matches the topic until the cache request</td>
</tr>
</tbody>
</table>
completes. Wildcard cache requests must always be FlowThru.

**FLOW_THRU** 8 Pass through to the application live data that arrives that matches the topic while a cache request is outstanding. Wildcard cache requests must always be FlowThru.

See Also

Reference


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CacheRequestEvent Enumeration

version: 7.2.1.27
Cache event enum


Syntax

```csharp
public enum CacheRequestEvent
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RequestCompletedNotice</td>
<td>0</td>
<td>The Cache Request has finished. The event returnCode and subCode provide status information</td>
</tr>
</tbody>
</table>

See Also

Reference

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CacheRequestEventArgs Class

version: 7.2.1.27
Asynchronous cache request event arguments

Inheritance Hierarchy

- System
- Object
- SystemEventArgs


Syntax

```csharp
public sealed class CacheRequestEventArgs : EventArgs
```

The CacheRequestEventArgs type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the</td>
</tr>
</tbody>
</table>
Object is reclaimed by garbage collection.  
(Inherited from Object.)

GetHashCode Serves as a hash function for a particular type.  
(Inherited from Object.)

GetType  
Gets the Type of the current instance.  
(Inherited from Object.)

MemberwiseClone Creates a shallow copy of the current Object.  
(Inherited from Object.)

ToString Returns a String that represents the current Object.  
(Overrides ObjectToString.)

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RequestEvent</td>
<td>The cache request event.</td>
</tr>
<tr>
<td>RequestId</td>
<td>The request Id passed into the cache request API.</td>
</tr>
<tr>
<td>ReturnCode</td>
<td>See synchronous cache request SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction) or SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction, Int64, Int64) return codes.</td>
</tr>
</tbody>
</table>
SubCode  See synchronous cache request
SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction) or
SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction, Int64, Int64) return subcodes.

TopicStr  The topic string being requested from the cache.

See Also

Reference

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The `CacheRequestEventArgs` type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Equals</code></td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>Finalize</code></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>GetHashCode</code></td>
<td>Serves as a hash function for a particular type. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>GetType</code></td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>MemberwiseClone</code></td>
<td>Creates a shallow copy of the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>ToString</code></td>
<td>Returns a String that represents the current <code>Object</code>.</td>
</tr>
</tbody>
</table>
See Also

Reference
CacheRequestEventArgs Class

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CacheRequestEventArgsToString Method

version: 7.2.1.27
Returns a String that represents the current Object.


Syntax

```csharp
public override string ToString()
```

Return Value
Type: String
A string representation of this object.

See Also

Reference
CacheRequestEventArgs Class
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The `CacheRequestEventArgs` type exposes the following members.

## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RequestEvent</td>
<td>The cache request event.</td>
</tr>
<tr>
<td>RequestId</td>
<td>The request Id passed into the cache request API.</td>
</tr>
</tbody>
</table>
| ReturnCode | See synchronous cache request  
  `SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction)`  
  or  
  `SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction, Int64, Int64)` return codes. |
| SubCode    | See synchronous cache request  
  `SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction)`  
  or  
  `SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction, Int64, Int64)` return subcodes. |
| TopicStr   | The topic string being requested from the cache.                           |
See Also

Reference
CacheRequestEventArgs Class
CacheRequestEventArgs

Property

version: 7.2.1.27
The cache request event.


Syntax

C#   VB   C++

```csharp
public CacheRequestEvent RequestEvent { get; }
```

Property Value
Type: CacheRequestEvent

See Also

Reference
CacheRequestEventArgs Class
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CacheRequestEventArgsRequestId Property

version: 7.2.1.27

The requestId passed into the cache request API.


Syntax

C#     VB     CPP

```csharp
public long RequestId { get; }
```

Property Value

Type: Int64

See Also

Reference

CacheRequestEventArgs Class

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CacheRequestEventArgs

Property

version: 7.2.1.27

See synchronous cache request `SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction)` or `SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction, Int64, Int64)` return codes.

**Namespace:** SolaceSystems.Solclient.Messaging.Cache


**Syntax**

C#       VB       C++

```csharp
public ReturnCode ReturnCode { get; }
```

**Property Value**

Type: `ReturnCode`

**See Also**

Reference

CacheRequestEventArgs Class

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CacheRequestEventArgsSubCode Property

version: 7.2.1.27

See synchronous cache request `SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction)` or `SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction, Int64, Int64)` return subcodes.

**Namespace:** SolaceSystems.Solclient.Messaging.Cache


**Syntax**

```csharp
public SDKErrorSubcode SubCode { get; }
```

**Property Value**

Type: `SDKErrorSubcode`

**See Also**

- Reference
  - CacheRequestEventArgs Class
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CacheRequestEventArgs::TopicStr Property

text:

version: 7.2.1.27
The topic string being requested from the cache.

**Namespace:** SolaceSystems.Solclient.Messaging.Cache


### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public string TopicStr { get; }</code></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Property Value**

Type: **String**

### See Also

**Reference**

CacheRequestEventArgs Class

---

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CacheSessionProperties Class

version: 7.2.1.27
Defines cache session properties.

Inheritance Hierarchy

System
  Object
  SolaceSystems.Solclient.MessagingBaseProperties
  CacheSessionProperties

Assembly: SolaceSystems.Solclient.Messaging.dll
(in SolaceSystems.Solclient.Messaging.dll) Version: 7.2.1.27 (7.2.1.27)

Syntax

C#  VB  C++

[SerializableAttribute]
public class CacheSessionProperties : BaseProperties

The CacheSessionProperties type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>➤ CacheSessionProperties</td>
<td>Class constructor</td>
</tr>
</tbody>
</table>

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>

C#  VB  C++
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>Removes all properties. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>Clone</td>
<td>Creates a new object that is a deep copy of the current instance. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from BaseProperties.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other clean-up operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
| FromDictionary | Creates and returns a new CacheSessionProperties from a dictionary of key/value strings where:  
- key: is a string representation of a given CacheSessionProperties property  
- value: is a string representation of the value of that property  
Rules:  
1. Keys that are not in the CacheSessionProperties’s property set are ignored and a warning log is generated.  
2. If a property is omitted, the default value will be used.  
3. Validation and type checking will be performed on the provided values; a conversion exception will be thrown if any of the provided values cannot be converted. |
4. Read-only properties are ignored.

**FromDictionaryWithPrefix**

Creates and returns a new `CacheSessionProperties` from a dictionary of key/value strings where:

- **key**: is a string representation of a given `CacheSessionProperties` property
- **`CacheSessionPropertiesPROPERTY`** prefixed with a string "prefix"
- **value**: is a string representation of the value of that property

**Rules:**

1. Keys that are not in the `CacheSessionProperties`'s property set are ignored and a warning log is generated.
2. If a property is omitted, the default value is used.
3. Validation and type checking is performed on the provided values, a conversion exception is thrown if any of the provided values cannot be converted.
4. Read-only properties are ignored.

**GetHashCode**

Serves as a hash function for a particular type. (Inherited from `BaseProperties`.)

**GetPropertyValue**

Gets the property value associated with the given key. (Inherited from `BaseProperties`.)

**GetType**

Gets the **Type** of the current instance. (Inherited from `Object`.)

**MemberwiseClone**

Creates a shallow copy of the current instance. (Inherited from `Object`.)
SetCCSMPProperty

Sets a property to be passed directly to CCSMP. Properties set in this manner will always override properties set using the shortcut properties, regardless of order.

(Inherited from BaseProperties.)

SetPropertyValue

Associates a property key with a property value.

(Inherited from BaseProperties.)

ToDictionary

Returns a new IDictionary instance where:
key: is a string representation of a given SessionProperties property
value: is a string representation of the value of that property, or null if the property's value is null
Note that only readable and writable properties are returned in the dictionary. Read-only properties are ignored.

ToDictionaryWithPrefix

Returns a new IDictionary instance where:
key: is a string representation of a given SessionProperties property prefixed with a string "prefix"
value: is a string representation of the value of that property, or null if the property's value is null
Note that only readable and writable properties are returned in the dictionary. Read-only properties are ignored.
ToString

Returns a String that represents the
current Object.
(Overrides ObjectToString.)

Top

Properties
Name

Description

CacheName

The identifier for the cache to send
cache requests to. Default: ""

CacheRequestTimeoutInMsecs The timeout period (in milliseconds)
to wait for a response from the
cache. The default value is 10000
(10 seconds) The minimum
configurable value is 3000 (3
seconds). This is a protocol timer
used internally by the API on each
message exchange with solCache.
single call to
ICacheSession.SendCacheRequest()
may lead to many request-reply
exchanges with solCache and so is
not bounded by this timer as long as
each internal request is satisified in
time.
Count

Returns the count of properties.
(Inherited from BaseProperties

MaxMessageAgeInSecs

The age (in seconds) of the oldest
message to retrieve from the cache.
Default: 0 scecs

MaxMessagesPerTopic

The maximum number of messages
to retrieve from the cache for any one


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CacheSessionProperties Constructor

version: 7.2.1.27
Class constructor

**Namespace:** SolaceSystems.Solclient.Messaging.Cache

### Syntax

```csharp
public CacheSessionProperties()
```

### See Also

Reference
- CacheSessionProperties Class

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## CacheSessionProperties Methods

version: 7.2.1.27

The **CacheSessionProperties** type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Clear</strong></td>
<td>Removes all properties. (Inherited from <strong>BaseProperties</strong>.)</td>
</tr>
<tr>
<td><strong>Clone</strong></td>
<td>Creates a new object that is a deep copy of the current instance. (Inherited from <strong>BaseProperties</strong>.)</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <strong>Object</strong> is equal to the current <strong>Object</strong>. (Inherited from <strong>BaseProperties</strong>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <strong>Object</strong> to attempt to free resources and perform other cleanup operations before the <strong>Object</strong> is reclaimed by garbage collection. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>FromDictionary</strong></td>
<td>Creates and returns a new <strong>CacheSessionProperties</strong> from a dictionary of key/value strings where: key: is a string representation of a given <strong>CacheSessionProperties</strong> property <strong>CacheSessionPropertiesPROP</strong> value: is a string representation value of that property</td>
</tr>
</tbody>
</table>
Rules:
1. Keys that are not in the CacheSessionProperties's property set are ignored and a warning log is generated.
2. If a property is omitted, the default value will be used.
3. Validation and type checking will be performed on the provided values; a conversion exception will be thrown if any of the provided values cannot be converted.
4. Read-only properties are ignored.

FromDictionaryWithPrefix
Creates and returns a new CacheSessionProperties from a dictionary of key/value strings where:
key: is a string representation of a given CacheSessionProperties property prefixed with a string "prefix"
value: is a string representation of the value of that property

Rules:
1. Keys that are not in the CacheSessionProperties's property set are ignored and a warning log is generated.
2. If a property is omitted, the default value is used.
3. Validation and type checking will be performed on the provided values; a conversion exception is thrown if any of the provided values cannot be converted.
4. Read-only properties are ignored.

GetHashCode
Serves as a hash function for a
particular type.  
(Inherited from `BaseProperties`.)

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
</table>
| `GetPropertyValue`     | Gets the property value associated with the given key.  
(Inherited from `BaseProperties`.)  

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
</table>
| `GetType`               | Gets the `Type` of the current instance.  
(Inherited from `Object`.)  

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
</table>
| `MemberwiseClone`       | Creates a shallow copy of the current instance.  
(Inherited from `Object`.)  

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
</table>
| `SetCCSMPProperty`      | Sets a property to be passed directly to CCSMP. Properties set in this manner will always override properties set using the shortcut properties, regardless of order.  
(Inherited from `BaseProperties`.)  

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
</table>
| `SetPropertyValue`     | Associates a property key with a property value.  
(Inherited from `BaseProperties`.)  

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
</table>
| `ToDictionary`          | Returns a new `IDictionary` instance where:  
key: is a string representation of a given `SessionProperties` property.  
value: is a string representation of the value of that property, or null if the property's value is null  
Note that only readable and writable properties are returned in the dictionary. Read-only properties are ignored.  

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ToDictionaryWithPrefix</code></td>
<td>Returns a new <code>IDictionary</code> instance</td>
</tr>
</tbody>
</table>
where:
key: is a string representation of a given SessionProperties property
SessionPropertiesPROPERTY prefixed with a string "prefix"
value: is a string representation of that property, or null if the property's value is null

Note that only readable and writable properties are returned in the dictionary. Read-only properties are ignored.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a String that represents the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Overrides <strong>Object.ToString</strong>.)</td>
</tr>
</tbody>
</table>

See Also

Reference
- CacheSessionProperties Class

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Send comments on this topic to support_request@solacesystems.com
CacheSessionPropertiesFromDictionary Method

version: 7.2.1.27

Creates and returns a new CacheSessionProperties from a dictionary of key/value strings where:

key: is a string representation of a given CacheSessionProperties property CacheSessionPropertiesPROPERTY

value: is a string representation of the value of that property

Rules:

1. Keys that are not in the CacheSessionProperties's property set CacheSessionPropertiesPROPERTY, are ignored and a warning log is generated.

2. If a property is omitted, the default value will be used.

3. Validation and type checking will be performed on the provided values, a conversion exception will be thrown if any of the provided values cannot be converted.

4. Read-only properties are ignored.


**Syntax**

```csharp
public static CacheSessionProperties FromDictionary
IDictionary<string, string> dictionary
```
Parameters

dictionary
Type: System.Collections.Generic.IDictionary<String, String>

Return Value
Type: CacheSessionProperties
Returns a new CacheSessionProperties from a dictionary of key/value strings

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FormatException</td>
<td></td>
</tr>
<tr>
<td>OverflowException</td>
<td></td>
</tr>
</tbody>
</table>

See Also

Reference
CacheSessionProperties Class

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Send comments on this topic to support_request@solacesystems.com
CacheSessionPropertiesFromDictionaryWithPrefix Method

version: 7.2.1.27

Creates and returns a new CacheSessionProperties from a dictionary of key/value strings where:

key: is a string representation of a given CacheSessionProperties property CacheSessionPropertiesPROPERTY prefixed with a string "prefix"

value: is a string representation of the value of that property

Rules:
1. Keys that are not in the CacheSessionProperties's property set CacheSessionPropertiesPROPERTY, are ignored and a warning log is generated.
2. If a property is omitted, the default value is used.
3. Validation and type checking are performed on the provided values, a conversion exception is thrown if any of the provided values cannot be converted.
4. Read-only properties are ignored.


Syntax

```csharp
public static CacheSessionProperties FromDictionaryWithPrefix(
    IDictionary<string, string> dictionary,
    string prefix
)
```
Parameters

\textit{dictionary}
Type: `System.Collections.Generic.IDictionary<String, String>

\textit{prefix}
Type: `System.String`
The prefix to prepend to the property name (using "." as a separator). If null is passed in, "CacheSessionProperties" is assumed

Return Value
Type: `CacheSessionProperties`
Returns a new `CacheSessionProperties` from a dictionary of key/value strings

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>FormatException</code></td>
<td></td>
</tr>
<tr>
<td><code>OverflowException</code></td>
<td></td>
</tr>
</tbody>
</table>

See Also

Reference
- `CacheSessionProperties` Class

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Send comments on this topic to support_request@solacesystems.com
CacheSessionPropertiesToDictionary Method

version: 7.2.1.27
Returns a new IDictionary instance where:
key: is a string representation of a given SessionProperties property SessionPropertiesPROPERTY
value: is a string representation of the value of that property, or null if the property's value is null

Note that only readable and writable properties are returned in the dictionary. Read-only properties are ignored.


Syntax

C#

```csharp
public IDictionary<string, string> ToDictionary();
```

Return Value
Type: IDictionary, String
Returns a new IDictionary instance

See Also

Reference
CacheSessionProperties Class
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CacheSessionPropertiesToDictionary Method

version: 7.2.1.27

Returns a new IDictionary instance where:
key: is a string representation of a given SessionProperties property SessionPropertiesPROPERTY prefixed with a string "prefix"
value: is a string representation of the value of that property, or null if the property's value is null

Note that only readable and writable properties are returned in the dictionary. Read-only properties are ignored.


Syntax

C#    VB    C++

```csharp
public IDictionary<string, string> ToDictionaryWithPrefix(string prefix)
```

Parameters

prefix
Type: SystemString
The prefix that was passed in to FromDictionaryWithPrefix(IDictionaryString, String, String)

Return Value
Type: IDictionaryString, String
Returns a new IDictionary instance

See Also

Reference
CacheSessionProperties Class
**CacheSessionPropertiesToString Method**

version: 7.2.1.27

Returns a String that represents the current Object.

**Namespace:** SolaceSystems.Solclient.Messaging.Cache


### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public override string ToString()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Return Value

Type: **String**

A string representation of the object.

### See Also

**Reference**
- CacheSessionProperties Class

---

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## CacheSessionProperties

**Properties**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CacheName</td>
<td>The identifier for the cache requests to. Default: &quot;&quot;</td>
</tr>
<tr>
<td>CacheRequestTimeoutInMsecs</td>
<td>The timeout period (in milliseconds) to wait for a response from the cache. The default value is 10000 (10 seconds). The minimum configurable value is 3000 (3 seconds). This is a protocol timer used internally by the API for message exchange with single call to <code>ICacheSession.SendCacheRequest()</code>. May lead to many request-reply exchanges with solCache and so is not bounded by this timer as long as each internal request is satisfied in time.</td>
</tr>
<tr>
<td>Count</td>
<td>Returns the count of properties. (Inherited from <code>BaseProperties</code>)</td>
</tr>
<tr>
<td>MaxMessageAgeInSecs</td>
<td>The age (in seconds) of the oldest message.</td>
</tr>
<tr>
<td>Message to retrieve from the cache. Default: 0 ssecs</td>
<td></td>
</tr>
<tr>
<td>---------------------------------------------------</td>
<td></td>
</tr>
<tr>
<td>MaxMessagesPerTopic</td>
<td>The maximum number of messages to retrieve from the cache topic. Default: 1</td>
</tr>
</tbody>
</table>

## See Also

### Reference

- CacheSessionProperties Class

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CacheSessionProperties.CacheName Property

version: 7.2.1.27
The identifier for the cache to send cache requests to. Default: ""

**Namespace:** SolaceSystems.Solclient.Messaging.Cache

### Syntax

```csharp
public string CacheName { get; set; }
```

### Property Value

Type: String

### See Also

Reference
- CacheSessionProperties Class
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CacheSessionProperties.CacheRequestTimeoutInMsecs Property

version: 7.2.1.27
The timeout period (in milliseconds) to wait for a response from the cache. The default value is 10000 (10 seconds) The minimum configurable value is 3000 (3 seconds). This is a protocol timer used internally by the API on each message exchange with solCache. A single call to ICacheSession.SendCacheRequest() may lead to many request-reply exchanges with solCache and so is not bounded by this timer as long as each internal request is satisfied in time.


Syntax

```
public int CacheRequestTimeoutInMsecs { get; set; }
```

Property Value
Type: Int32

See Also

Reference
CacheSessionProperties Class
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CacheSessionPropertiesMaxMessageAgeInSecs Property

version: 7.2.1.27
The age (in seconds) of the oldest message to retrieve from the cache.
Default: 0 secs


Syntax

```csharp
public int MaxMessageAgeInSecs { get; set; }
```

Property Value
Type: Int32

See Also

Reference
CacheSessionProperties Class

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CacheSessionProperties MaxMessagesPerTopic Property

version: 7.2.1.27

The maximum number of messages to retrieve from the cache for any one topic. Default: 1

**Namespace:** SolaceSystems.Solclient.Messaging.Cache


**Syntax**

```csharp
public int MaxMessagesPerTopic { get; set; }
```

**Property Value**

Type: Int32

**See Also**

Reference

CacheSessionProperties Class


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CacheSessionProperties

Enumeration

version: 7.2.1.27
Cache Sessions properties


Syntax

```csharp
public enum PROPERTY
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CacheName</td>
<td>0</td>
<td>CacheName</td>
</tr>
<tr>
<td>MaxMessagesPerTopic</td>
<td>1</td>
<td>MaxMessagesPerTopic</td>
</tr>
<tr>
<td>MaxMessageAgeInSecs</td>
<td>2</td>
<td>MaxMessageAgeInSecs</td>
</tr>
<tr>
<td>CacheRequestTimeoutInMsecs</td>
<td>3</td>
<td>CacheRequestTimeoutInMsecs</td>
</tr>
</tbody>
</table>

See Also

Reference
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ICacheSession Interface

version: 7.2.1.27
Session for performing cache requests. This is created through CreateCacheSession(CacheSessionProperties)

**Namespace:** SolaceSystems.Solclient.Messaging.Cache

## Syntax

```csharp
public interface ICacheSession : IDisposable
```

The `ICacheSession` type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>
| ✧ CancelCacheRequests       | Cancel all in progress cache requests for a given cache session. The operation is thread-safe and can be called from any thread. When the `CancelCacheRequests` method is invoked:
  
  - All blocked synchronous cache requests will return with the `SOLCLIENT_INCOMPLETE` code and `CacheRequestCancelled` subcode.
  
  - A cache event `RequestCompletedNotice` subcode of `CacheRequestCancelled` is also set.
```
The associated cache session is still valid to use.
- Live messages that have been queued (if any) will be delivered.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable)</td>
</tr>
<tr>
<td>GetSession</td>
<td>Gets the ISession that created this ICacheSession.</td>
</tr>
<tr>
<td>SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction)</td>
<td>A synchronous cache request that waits for the cache response to be according to the CacheLiveDataAction handling options. <strong>Note:</strong> Cache requests may be flow controlled if the underlying transport is flow controlled. The transport is considered flow controlled if it is unable to write to transport device example, the TCP socket is full), or if there are more than 1000 session requests (ICacheSession.SendCacheRequest(...) + ISession.SendRequest(...)) outstanding. This will cause ICacheSession.SendCacheRequest(...) to block if the session property, SendBlocking is enabled. If SendBlocking is disabled and it is not possible to write the cache request to the underlying transport, SOLCLIENT_WOULD_BLOCK returned. Cached messages received in response to the cache request are delivered to the application through the usual receive message callback delegate as the messages arrive.</td>
</tr>
</tbody>
</table>
returns when all cache responses have been returned, and the request is completed by live data.

SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction, EventHandler<CacheRequestEventArgs>)

Asynchronous cache request immediately upon successful buffering of the cache request for transmission. The result of the request is reported through the cacheRequestListener.

Note: Cache requests may be flow controlled if the underlying transport is flow controlled. The transport is considered flow controlled if it is unable to write (example, the TCP socket is full), or if there are more than 1000 session requests outstanding. This will cause ICacheSession.SendCacheRequest(...) to block if the session property, SendBlocking is enabled. If SendBlocking is disabled and it is not possible to write the cache request to the underlying transport, SOLCLIENT_WOULD_BLOCK returned.

Cached messages received in response to the cache request are delivered to the application through the usual receive message callback delegate as the messages arrive.

SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction, Int64, Int64)

This method is used for SolCache-RS only.

A synchronous cache request for the cache response according to the CacheLiveDataAction handling options.

Note: Cache requests may be flow controlled if the underlying transport is flow controlled. The transport is considered flow controlled if it is unable to write (example, the TCP socket is full), or if there are more than 1000 session requests outstanding. This will cause ICacheSession.SendCacheRequest(...) to block if the session property, SendBlocking is enabled. If SendBlocking is disabled and it is not possible to write the cache request to the underlying transport, SOLCLIENT_WOULD_BLOCK returned.

Cached messages received in response to the cache request are delivered to the application through the usual receive message callback delegate as the messages arrive.
SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction, EventHandlerCacheRequestEventArgs, Int64, Int64)

This method is used for SOLCLIENT RS only.

Asynchronous cache request, returns immediately upon successful buffering of the cache request for transmission. The result of the request is reported through the cache request listener.

Note: Cache requests may be flow controlled if the underlying transport is flow controlled. The transport is considered flow controlled if the session property, SendBlocking is enabled. If SendBlocking is disabled and it is not possible to write the cache request to the underlying transport, SOLCLIENT_WOULD_BLOCK is returned.

Cached messages received in response to the cache request are delivered to the application through the usual receive message callback delegate as the messages arrive. The request is completed by live data timeout.
possible to write to the underlying transport, SOLCLIENT_WOULD_BLOCK returned. Cached messages received in response to the cache request are delivered to the application through the usual receive message the messages arr
The `ICacheSession` type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>
| `CancelCacheRequests`     | Cancel all in progress cache requests for a given cache session. It is thread safe and can be called from any thread. When invoked:
  - All blocked synchronous cache requests will return `SOLCLIENT_INCOMPLETE` SOLCLIENT_INCOMPLETE code and `CacheRequestCancelled` subcode.
  - A cache event `RequestCompletedNotice` subcode of `CacheRequestCancelled` generated for each in progress asynchronous cache request.
  - The associated cache session is still valid to use.
  - Live messages that have been queued (if any) will be delivered. |
| `Dispose`                 | Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. * (Inherited from `IDisposable`)* |
GetSession

Gets the ISession ICacheSession.

SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction)

A synchronous call for the cache response according to the CacheLiveDataAction handling options.

**Note:** Cache requests may be flow controlled if the underlying transport is flow controlled. The transport is considered flow controlled if it is unable to write (example, the TCP socket is full), or if there are more than 1000 session requests (ICacheSession.SendCacheRequest(...) + ISession.SendRequest(...)) outstanding. This will cause ICacheSession.SendCacheRequest(...) to block if the session property, SendBlocking is enabled. If SendBlocking is disabled and it is not possible to write the cache request to the underlying transport, SOLCLIENT_WOULD_BLOCK is returned.

Cached messages received in response to the cache request are delivered to the application through the receive message callback delegate as the messages arrive. The result of the request is reported through the cacheRequestListener.

SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction, EventHandler<CacheRequestEventArgs>)

Asynchronous call immediately upon buffering of the cache request for transmission. The result of the request is reported through the cacheRequestListener.

**Note:** Cache requests may be flow controlled if the underlying transport is flow controlled.
is unable to write example, the TCP there are more than requests (ICacheSession.SendRequest(...) + ISession.SendRequest(...)) outstanding. This ICacheSession.SendRequest(...) calls to block if the ses SendBlocking is enabled. SendBlocking is disabled and it is not possible to write to the underlying transport, SOLCLIENT_WOULD_BLOCK returned.

Cached messages to the cache request are delivered to the application through the receive message callback delegate as the messages arrive.

SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction, Int64, Int64)

This method is used for SolCache-RS only.

A synchronous cache request that waits for the cache response according to the CacheLiveDataAction handling options.

Note: Cache requests may be flow controlled if the underlying transport is flow controlled. The transport is considered flow controlled if is unable to write example, the TCP there are more than requests (ICacheSession.SendRequest(...) + ISession.SendRequest(...)) outstanding. This ICacheSession.SendRequest(...) calls to block if the ses SendBlocking is enabled. SendBlocking is disabled and it is not possible to write to the underlying transport, SOLCLIENT_WOULD_BLOCK returned.

Cached message
SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction, EventHandler<CacheRequestEventArgs>, Int64, Int64)

This method is used for SOLCache-RS only.

Asynchronous cache request, returns immediately upon successful buffering of the cache request for transmission. The result of the request is reported through the cacheRequestListener.

The transport is considered flow controlled if it is unable to write to the transport device, for example, the TCP socket is full, or if there are more than 1000 outstanding requests (ICacheSession.SendCacheRequest(...) + ISession.SendRequest(...)). This will cause ICacheSession.SendCacheRequest(...) to block if the session property, SendBlocking is enabled. If SendBlocking is disabled and it is not possible to write to the underlying transport, SOLCLIENT_WOULD_BLOCK is returned.

Cached messages received in response to the cache request are delivered to the application through the usual receive message callback delegate as the messages arrive.

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See Also
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Send comments on this topic to support_request@solacesystems.com
ICacheSessionCancelCacheRequests Method

version: 7.2.1.27

Cancel all in progress cache requests for a given cache session. This function is thread safe and can be called from any thread. When this function is invoked:
- All blocked synchronous cache requests will return immediately with SOLCLIENT_INCOMPLETE return code and CacheRequestCancelled subcode.
- A cache event RequestCompletedNotice with a subcode of CacheRequestCancelled is generated for each in progress asynchronous cache request.
- The associated cache session is still valid to use.
- Live messages that have been queued (if any) will be delivered.

**Namespace:** SolaceSystems.Solclient.Messaging.Cache  

**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td><img src="Copy" alt="" /></td>
</tr>
</tbody>
</table>

```csharp
ReturnCode CancelCacheRequests()
```

Return Value
Type: ReturnCode  
SOLCLIENT_OK, if successful, otherwise an exception is thrown

**Exceptions**

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Exception</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails, see ErrorInfo for specific failure reason.</td>
</tr>
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<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

See Also

Reference

ICacheSession Interface

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Send comments on this topic to support_request@solacesystems.com
ICacheSession GetSession Method

version: 7.2.1.27

Gets the ISession that created this ICacheSession.

**Namespace:** SolaceSystems.Solclient.Messaging.Cache  

## Syntax

```
C#       VB       C++        
ISession GetSession()
```

### Return Value

**Type:** ISession  
The ISession that created this ICacheSession.

## See Also

**Reference**  
ICacheSession Interface  

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Send comments on this topic to support_request@solacesystems.com
ICacheSessionSendCacheRequest Method

version: 7.2.1.27

Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction)</td>
<td>A synchronous cache request for the cache response to be received according to the CacheLiveDataAction handling options. Note: Cache requests may be flow controlled if the underlying transport is flow controlled. The transport is considered flow controlled if it is unable to write messages, for example, the TCP socket buffer is full, or if there are more than 1000 session requests (ICacheSession.SendCacheRequest(...) + ISession.SendRequest(...)) outstanding. This will cause the ICacheSession.SendCacheRequest(...) method to block if the session property SendBlocking is enabled. If SendBlocking is disabled and it is not possible to write the cache request to the underlying transport, SOLCLIENT_WOULD_BLOCK is returned. Cached messages received in response to the cache request are delivered to the application through the usual receive message callback delegate as the messages arrive. Returns when all cache responses have been returned, and the request is either completed by live data (null).</td>
</tr>
</tbody>
</table>
SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction, EventHandlerCacheRequestEventArgs)

Asynchronous cache request, returns immediately upon successful buffering of the cache request for transmission. The result of the request is reported through the cacheRequestListener.

**Note:** Cache requests may be flow controlled if the underlying transport is flow controlled. The transport is considered flow controlled if it is unable to write to transport device, for example, the TCP socket is full, or if there are more than 1000 session requests outstanding. This will cause ICacheSession.SendCacheRequest(...) to block if the session property SendBlocking is enabled. If SendBlocking is disabled and it is not possible to write the cache request to the underlying transport, SOLCLIENT_WOULD_BLOCK is returned.

Cached messages received in response to the cache request are delivered to the application through the usual receive message callback delegate as the messages arrive.

SendCacheRequest(Int64, ITopic, Boolean, CacheLiveDataAction, Int64, Int64)

This method is used for SolCache-RS only.

A synchronous cache request for the cache response according to the CacheLiveDataAction handling options.

**Note:** Cache requests may be flow controlled if the underlying transport is flow controlled. The transport is considered flow controlled if it is unable to write to transport device, for example, the TCP socket is full, or if there are more than 1000 session requests outstanding. This will cause ICacheSession.SendCacheRequest(...) to block if the session property SendBlocking is enabled. If SendBlocking is disabled and it is not possible to write the cache request to the underlying transport, SOLCLIENT_WOULD_BLOCK is returned.

Cached messages received in response to the cache request are delivered to the application through the usual receive message callback delegate as the messages arrive.
requests
(ICacheSession.SendCacheRequest(...)
+ ISession.SendRequest(...))
outstanding. This
ICacheSession.SendCacheRequest(...)
to block if the ses
SendBlocking is en
SendBlocking is di
possible to write to
the underlying tra
SOLCLIENT_WOULD_BLOCK
returned.
Cached messages to
the cache require
the application to
receive message
the messages arr
returns when all c
been returned, an
completed by live
timeout.

SendCacheRequest(Int64, ITopic,
Boolean, CacheLiveDataAction,
EventHandlerCacheRequestEventArgs,
Int64, Int64)

This method is used
RS only.
Asynchronous cache
immediately upon
of the cache request.
The result of the re
through the cache
Note: Cache requests
controlled if the un
flow controlled. Th
considered flow c
is unable to write,
example, the TCP
there are more th
requests
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+ ISession.SendRe
outstanding. This
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SendBlocking is en
SendBlocking is di
possible to write to
the underlying tra
SOLCLIENT_WOULD_BLOCK
Cached message returned. Cached messages received in response to the cache request are delivered to the application through the usual receive message callback delegate as the messages arrive.

See Also

Reference
ICacheSession Interface

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Send comments on this topic to support_request@solacesystems.com
ICacheSessionSendCacheRequest

Method (Int64, ITopic, Boolean, CacheLiveDataAction)

version: 7.2.1.27

A synchronous cache request that waits for the cache response to be fulfilled according to the CacheLiveDataAction handling options.

**Note:** Cache requests may be flow controlled if the underlying transport is flow controlled. The transport is considered flow controlled if the library is unable to write to transport device (for example, the TCP socket is full), or if there are more than 1000 session requests (ICacheSession.SendCacheRequest(...) + ISession.SendRequest(...)) outstanding. This will cause ICacheSession.SendCacheRequest(...) to block if the session property, SendBlocking is enabled. If SendBlocking is disabled and it is not possible to write the cache request to the underlying transport, SOLCLIENT_WOULD_BLOCK is returned.

Cached messages received in response to the cache request are delivered to the application through the usual receive message callback delegate as the messages arrive. This function returns when all cache responses have been returned, and the request is either completed by live data (FULFILL), or by timeout.

**Namespace:** SolaceSystems.Solclient.Messaging.Cache

**Syntax**

C#  VB  C++  Copy

```csharp
ReturnCode SendCacheRequest(
    long requestId,
    ITopic topic,
    bool subscribe,
    CacheLiveDataAction liveDataAction)
```
Parameters

requestId
Type: SystemInt64
A positive Int64 that is returned to the application in the cache request response and is available in every cached message that is returned.

topic
Type: SolaceSystems.Solclient.Messaging.ITopic
An ITopic instance representing the topic being requested from the cache.

subscribe
Type: SystemBoolean
If true, send a subscription request to the appliance before sending a cache request to the cache.

liveDataAction
One of CacheLiveDataAction

Return Value
Type: ReturnCode
SOLCLIENT_OK if successful; SOLCLIENT_NOT_READY if the session is being connected, or is disconnected; SOLCLIENT_INCOMPLETE for the following reasons (GetLastSDKErrorInfo):
- ProtocolError, if the cache response is malformed;
- CacheOperationRequestTimeout, if the request timed out;
- CacheNoData, if no data was returned in the cache response;
- CacheSuspectData, if the cached data is suspect;
- CacheErrorResponse, if an error was returned in the cache response.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Exception Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails, see ErrorInfo for specific failure reasons</td>
</tr>
<tr>
<td>ObjectDisposedException</td>
<td>Thrown when the session is already disposed (terminal state).</td>
</tr>
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<td>FatalErrorException</td>
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</tr>
<tr>
<td>ArgumentNullException</td>
<td>If any of the required arguments is null.</td>
</tr>
<tr>
<td>ArgumentOutOfRangeException</td>
<td>If any of the arguments is out of range.</td>
</tr>
</tbody>
</table>

**See Also**

Reference
ICacheSession Interface
SendCacheRequest Overload

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Send comments on this topic to support_request@solacesystems.com
ICacheSession.SendCacheRequest Method (Int64, ITopic, Boolean, CacheLiveDataAction, EventHandlerCacheRequestEventArgs)

version: 7.2.1.27

Asynchronous cache request, returns immediately upon successful buffering of the cache request for transmission. The result of the request is reported through the cacheRequestListener.

**Note:** Cache requests may be flow controlled if the underlying transport is flow controlled. The transport is considered flow controlled if the library is unable to write to transport device (for example, the TCP socket is full), or if there are more than 1000 session requests (ICacheSession.SendCacheRequest(...) + ISession.SendRequest(...)) outstanding. This will cause ICacheSession.SendCacheRequest(...) to block if the session property, SendBlocking is enabled. If SendBlocking is disabled and it is not possible to write the cache request to the underlying transport, SOLCLIENT_WOULD_BLOCK is returned.

Cached messages received in response to the cache request are delivered to the application through the usual receive message callback delegate as the messages arrive.

**Namespace:** SolaceSystems.Solclient.Messaging.Cache


**Syntax**

```csharp
public ReturnCode SendCacheRequest(
    long requestId,
    ITopic topic,
    bool subscribe,
```
Parameters

requestId
Type: System.Int64
A positive Int64 that is returned to the application in the cache request response and is available in every cached message returned.

topic
Type: SolaceSystems.Solclient.Messaging.ITopic
An ITopic instance representing the topic being requested from the cache.

subscribe
Type: System.Boolean
If true, send a subscription request to the appliance before sending a cache request to the cache.

liveDataAction
One of CacheLiveDataAction

cacheRequestListener
Type: System.EventHandler<CacheRequestEventArgs>
Delegate for cache request completion

Return Value
Type: ReturnCode
SOLCLIENT_IN_PROGRESS, if buffering of the request was successful; SOLCLIENT_NOT_READY, if the underlying session is being connected or is disconnected

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when the operation fails,</td>
</tr>
<tr>
<td>Exception Type</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------------</td>
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<tr>
<td>ArgumentOutOfRangeException</td>
<td>If any of the arguments is out of range.</td>
</tr>
</tbody>
</table>

### See Also

**Reference**

- ICacheSession Interface
- SendCacheRequest Overload

---

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CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Send comments on this topic to support_request@solacesystems.com
ICacheSessionSendCacheRequest Method (Int64, ITopic, Boolean, CacheLiveDataAction, Int64, Int64)

version: 7.2.1.27

This method is used for SolCache-RS only.

A synchronous cache request that waits for the cache response to be fulfilled according to the CacheLiveDataAction handling options. **Note:** Cache requests may be flow controlled if the underlying transport is flow controlled. The transport is considered flow controlled if the library is unable to write to transport device (for example, the TCP socket is full), or if there are more than 1000 session requests (ICacheSession.SendCacheRequest(...) + ISession.SendRequest(...)) outstanding. This will cause ICacheSession.SendCacheRequest(...) to block if the session property, SendBlocking is enabled. If SendBlocking is disabled and it is not possible to write the cache request to the underlying transport, SOLCLIENT_WOULD_BLOCK is returned.

Cached messages received in response to the cache request are delivered to the application through the usual receive message callback delegate as the messages arrive. This function returns when all cache responses have been returned, and the request is either completed by live data (FULFILL), or by timeout.

**Namespace:** SolaceSystems.Solclient.Messaging.Cache  

**Syntax**

C#  

```csharp
ReturnCode SendCacheRequest(
    long requestId,
    ITopic topic,
    bool subscribe,
```

VB  

```vbnet
ReturnCode SendCacheRequest(
    Long requestId,
    ITopic topic,
    Boolean subscribe,
```

C++  

```cpp
ReturnCode SendCacheRequest(
    long requestId,
    ITopic topic,
    bool subscribe,
```

Copy
CacheLiveDataAction LiveDataAction,
  long startSequenceId,
  long endSequenceId
)

Parameters

requestId
  Type: SystemInt64
  A positive Int64 that is returned to the application in the cache request response and is available in every cached message that is returned.

topic
  Type: SolaceSystems.Solclient.Messaging.ITopic
  An ITopic instance representing the topic being requested from the cache.

subscribe
  Type: SystemBoolean
  If true, send a subscription request to the appliance before sending a cache request to the cache.

liveDataAction
  One of CacheLiveDataAction

startSequenceId
  Type: SystemInt64
  Starting sequence number for retrieved messages. If set to 0, then start at the oldest available message. If both sequence Id parameters are set to 0, then the most recent message is returned.

endSequenceId
  Type: SystemInt64
  End sequence number for retrieved messages. If set to 0, then all available messages starting at startSequenceId are retrieved. If both sequence Id parameters are set to 0, then the most recent message is returned.

Return Value
Type: **ReturnCode**

- **SOLCLIENT_OK** if successful;
- **SOLCLIENT_NOT_READY** if the session is being connected, or is disconnected;
- **SOLCLIENT_INCOMPLETE** for the following reasons (GetLastSDKErrorInfo):
  - **ProtocolError**, if the cache response is malformed;
  - **CacheOperationRequestTimeout**, if the request timed out;
  - **CacheNoData**, if no data was returned in the cache response;
  - **CacheSuspectData**, if the cached data is suspect;
  - **CacheErrorResponse**, if an error was returned in the cache response.

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<td><strong>ArgumentOutOfRangeException</strong></td>
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### See Also

**Reference**

ICacheSession Interface
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Send comments on this topic to support_request@solacesystems.com
ICacheSessionSendCacheRequest Method (Int64, ITopic, Boolean, CacheLiveDataAction, EventHandlerCacheRequestEventArgs, Int64, Int64)

version: 7.2.1.27
This method is used for SolCache-RS only.

Asynchronous cache request, returns immediately upon successful buffering of the cache request for transmission. The result of the request is reported through the cacheRequestListener.

**Note:** Cache requests may be flow controlled if the underlying transport is flow controlled. The transport is considered flow controlled if the library is unable to write to transport device (for example, the TCP socket is full), or if there are more than 1000 session requests (ICacheSession.SendCacheRequest(...) + ISession.SendRequest(...)) outstanding. This will cause ICacheSession.SendCacheRequest(...) to block if the session property, SendBlocking is enabled. If SendBlocking is disabled and it is not possible to write the cache request to the underlying transport, SOLCLIENT_WOULD_BLOCK is returned.

Cached messages received in response to the cache request are delivered to the application through the usual receive message callback delegate as the messages arrive.

**Namespace:** SolaceSystems.Solclient.Messaging.Cache
Parameters

**requestId**
Type: **System.Int64**
A positive Int64 that is returned to the application in the cache request response and is available in every cached message returned.

**topic**
Type: **SolaceSystems.Solclient.Messaging.ITopic**
An ITopic instance representing the topic being requested from the cache.

**subscribe**
Type: **System.Boolean**
If true, send a subscription request to the appliance before sending a cache request to the cache.

**liveDataAction**
Type: **SolaceSystems.Solclient.Messaging.CacheLiveDataAction**
One of `CacheLiveDataAction`

**cacheRequestListener**
Type: **System.EventHandler<CacheRequestEventArgs>**
Delegate for cache request completion

**startSequenceId**
Type: **System.Int64**
Starting sequence number for retrieved messages. If set to 0, then start at the oldest available message. If both sequence Id parameters are set to 0 then the most recent message is
returned.

**endSequenceId**
Type: `System.Int64`
End sequence number for retrieved messages, if set to 0, then all available messages starting at startSequenceId are retrieved. If both sequence Id parameters are set to 0 then the most recent message is returned.

**Return Value**
Type: `ReturnCode`
- `SOLCLIENT_IN_PROGRESS`, if buffering of the request was successful;
- `SOLCLIENT_NOT_READY`, if the underlying session is being connected or is disconnected.

### Exceptions

<table>
<thead>
<tr>
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Send comments on this topic to support_request@solacesystems.com
### SolaceSystems.Solclient.Messaging.SDT Namespace

**version:** 7.2.1.27

SolaceSystems.Solclient.Messaging.SDT

#### Classes

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>⚡ SDTUtils</td>
<td>Used to manipulate SDT components in a message.</td>
</tr>
</tbody>
</table>

#### Interfaces

<table>
<thead>
<tr>
<th>Interface</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>⚡ IMapContainer</td>
<td>Represents a Structured Data Type (SDT) map container. Very similar to a hash map with one notable exception. IMapContainer does not detect duplicate key names on 'add'. If a field is added to the map with a key name that already exist, both fields will be present in the map. Only one field can be retrieved by that key name and it is not defined which field will be retrieved. The key name field in Solace maps is case sensitive. For example, adding a field with the name key &quot;field_1&quot; and a field with name key &quot;FIELD_1&quot; will create two distinct fields that can both be retrieved.</td>
</tr>
</tbody>
</table>
ISDTContainer

The parent interface of any Structured Data Type (SDT) container. Subinterfaces of ISDTContainer include IMapContainer and IStreamContainer.

Note: Calling Dispose() on a message-dependent container has no effect on it. The lifecycle of the container in this case is tied to that of the containing message.

ISDTField

Encapsulates a Structured Data Type (SDT) field of type SDTFieldType.

ISmfMessage

A tagging interface of an SMF (Solace Messaging Format) encoded message handle.

IStreamContainer

Represents a structured data types (SDT) stream container.

IUknownSDTField

A tagging interface of an unknown SDT field; a field that the current API version does not yet understand.

## Enumerations

<table>
<thead>
<tr>
<th>Enumeration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SDTFieldType</td>
<td>Data types that can be transmitted and received by the machine-independent get/set operations.</td>
</tr>
</tbody>
</table>
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Send comments on this topic to support_request@solacesystems.com
# IMapContainer Interface

**version: 7.2.1.27**

Represents a Structured Data Type (SDT) map container. Very similar to a hash map with one notable exception. IMapContainer does not detect duplicate key names on 'add'. If a field is added to the map with a key name that already exist, both fields will be present in the map. Only one field can be retrieved by that key name and it is not defined which field will be retrieved.

The key name field in Solace maps is case sensitive. For example, adding a field with the name key "field_1" and a field with name key "FIELD_1" will create two distinct fields that can both be retrieved.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

## Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public interface IMapContainer : ISDTContainer, IDisposable</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The `IMapContainer` type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AddBool</td>
<td>Adds a bool field with the given name.</td>
</tr>
<tr>
<td>AddByteArray</td>
<td>Adds a byte array field with the given name.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>AddChar</td>
<td>Adds a char field with the given name.</td>
</tr>
<tr>
<td>AddDestination</td>
<td>Adds a <code>IDestination</code> instance field with the given name.</td>
</tr>
<tr>
<td>AddDouble</td>
<td>Adds a double field with the given name.</td>
</tr>
<tr>
<td>AddFloat</td>
<td>Adds a float field with the given name.</td>
</tr>
<tr>
<td>AddInt16</td>
<td>Adds a Int16 field with the given name.</td>
</tr>
<tr>
<td>AddInt32</td>
<td>Adds a Int32 field with the given name.</td>
</tr>
<tr>
<td>AddInt64</td>
<td>Adds a Int64 field with the given name.</td>
</tr>
<tr>
<td>AddInt8</td>
<td>Adds a Int8 field with the given name.</td>
</tr>
<tr>
<td>AddNull</td>
<td>Adds a null field with the given name.</td>
</tr>
<tr>
<td>AddSDTContainer</td>
<td>Adds a <code>ISDTContainer</code> field with the given name to this map container.</td>
</tr>
<tr>
<td>AddSmfMsg</td>
<td>Adds a <code>ISmfMessage</code> field with the given name.</td>
</tr>
<tr>
<td>AddString</td>
<td>Adds a string field with the given name.</td>
</tr>
<tr>
<td>AddUInt16</td>
<td>Adds a UInt16 field with the given name.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>AddUInt32</td>
<td>Adds a UInt32 field with the given name.</td>
</tr>
<tr>
<td>AddUInt64</td>
<td>Adds a UInt64 field with the given name.</td>
</tr>
<tr>
<td>AddUInt8</td>
<td>Adds a UInt8 field with the given name.</td>
</tr>
<tr>
<td>AddUnknownField</td>
<td>Adds an IUnknownSDTField field with a given name. An unknown field is by definition a valid SDT field, that's not known to the current version of the API.</td>
</tr>
<tr>
<td>Close</td>
<td>Closes the ISDTCContainer, making it unusable for read or write operations. It is an error to invoke this method in the following cases (An OperationErrorException will be thrown):</td>
</tr>
<tr>
<td></td>
<td>• The IMessage holding this container is already sent (after calling Send(IMessage)).</td>
</tr>
<tr>
<td></td>
<td>• The ISDTCContainer holding this container is already closed (after calling Close).</td>
</tr>
<tr>
<td></td>
<td>(Inherited from ISDTCContainer.)</td>
</tr>
<tr>
<td>CreateMap</td>
<td>Creates a submap with the given name. The returned IMapContainer is ready for read and write operations. It is recommended to Close the IMapContainer when done. If it is not explicitly closed, the</td>
</tr>
</tbody>
</table>
container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CreateStream</strong></td>
<td>Creates a substream with the given name. The returned IStreamContainer is ready for read and write operations. It is recommended to Close the IStreamContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.</td>
</tr>
<tr>
<td><strong>DeleteField</strong></td>
<td>Deletes the named field from the map.</td>
</tr>
<tr>
<td><strong>Dispose</strong></td>
<td>Performs application-defined tasks associated with freeing,</td>
</tr>
</tbody>
</table>
releasing, or resetting unmanaged resources. (Inherited from IDisposable.)

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetBool</td>
<td>Gets the field with the given name as a boolean.</td>
</tr>
<tr>
<td>GetByteArray</td>
<td>Gets the field with the given name as a byte array.</td>
</tr>
<tr>
<td>GetChar</td>
<td>Gets the field with the given name as a Char.</td>
</tr>
<tr>
<td>GetDestination</td>
<td>Gets the field with the given name as a IDestination.</td>
</tr>
<tr>
<td>GetDouble</td>
<td>Gets the field with the given name as a double.</td>
</tr>
<tr>
<td>GetField</td>
<td>This method returns a field of the given name.</td>
</tr>
<tr>
<td></td>
<td>If the returned ISDTField is of type SDTFieldType.MAP or SDTFieldType.STREAM, it is recommended to Close the container when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container results in an OperationErrorException with ParamNullReference error subcode.</td>
</tr>
<tr>
<td>GetFloat</td>
<td>Gets the field with the given name as a float.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>GetInt16</code></td>
<td>Gets the field with the given name as a Int16.</td>
</tr>
<tr>
<td><code>GetInt32</code></td>
<td>Gets the field with the given name as a Int32.</td>
</tr>
<tr>
<td><code>GetInt64</code></td>
<td>Gets the field with a given name as a Int64.</td>
</tr>
<tr>
<td><code>GetInt8</code></td>
<td>Gets the field with the given name as a Int8.(converted to Int16)</td>
</tr>
<tr>
<td><code>GetMap</code></td>
<td>Opens the contained submap with the given name. The returned IMapContainer is ready for read/write operations. It is recommended to Close the IMapContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.</td>
</tr>
<tr>
<td><code>GetNext</code></td>
<td>Gets the next KeyValuePair(where key is a String and value is a ISDTField).</td>
</tr>
</tbody>
</table>
If the returned ISDTField is of type SDTFieldType.MAP or SDTFieldType.STREAM, it is recommended to close the container when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetNull</td>
<td>Gets the field with the given name as a null. This is a special accessor; any SDT type with the inclusion of map and stream can be read as null.</td>
</tr>
<tr>
<td>GetSmfMsg</td>
<td>Gets the field with the given name as a ISmfMessage.</td>
</tr>
<tr>
<td>GetStream</td>
<td>Opens the contained substream with the given name. The returned IStreamContainer is ready for read and write operations. It is recommended to Close the IStreamContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly</td>
</tr>
</tbody>
</table>
by the API, any attempt to use this container will result in an `OperationError` exception with `ParamNullReference` error subcode.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GetString</strong></td>
<td>Gets the field with the given name as a string.</td>
</tr>
<tr>
<td><strong>GetUInt16</strong></td>
<td>Gets the field with the given name as a UInt16 (converted to Int32).</td>
</tr>
<tr>
<td><strong>GetUInt32</strong></td>
<td>Gets the field with the given name as a UInt32 (converted to Int64).</td>
</tr>
<tr>
<td><strong>GetUInt64</strong></td>
<td>Gets the field with the given name as a UInt64 (converted to Int64, therefore there could be loss of precision).</td>
</tr>
<tr>
<td><strong>GetUInt8</strong></td>
<td>Gets the field with the given name as a Byte (UInt8).</td>
</tr>
<tr>
<td><strong>HasNext</strong></td>
<td>When iterating through a container (map or stream), this method will return false when the end of the container is reached without advancing the read cursor. It will return true otherwise. (Inherited from <code>ISDTCContainer</code>.)</td>
</tr>
<tr>
<td><strong>Rewind</strong></td>
<td>Rewinds the container. Normally when <strong>HasNext</strong> returns false, client applications must call <strong>Rewind</strong> if they want to reiterate</td>
</tr>
</tbody>
</table>
over the container's fields.
(Inherited from ISDTContainer.)

See Also

Reference

SolaceSystems.Solclient.Messaging.SDT Namespace

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IMapContainer Methods

version: 7.2.1.27
The `IMapContainer` type exposes the following members.

## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AddBool</td>
<td>Adds a bool field with the given name.</td>
</tr>
<tr>
<td>AddByteArray</td>
<td>Adds a byte array field with the given name.</td>
</tr>
<tr>
<td>AddChar</td>
<td>Adds a char field with the given name.</td>
</tr>
<tr>
<td>AddDestination</td>
<td>Adds a <code>IDestination</code> instance field with the given name.</td>
</tr>
<tr>
<td>AddDouble</td>
<td>Adds a double field with the given name.</td>
</tr>
<tr>
<td>AddFloat</td>
<td>Adds a float field with the given name.</td>
</tr>
<tr>
<td>AddInt16</td>
<td>Adds a <code>Int16</code> field with the given name.</td>
</tr>
<tr>
<td>AddInt32</td>
<td>Adds a <code>Int32</code> field with the given name.</td>
</tr>
<tr>
<td>AddInt64</td>
<td>Adds a <code>Int64</code> field with the given name.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>AddInt8</td>
<td>Adds a Int8 field with the given name.</td>
</tr>
<tr>
<td>AddNull</td>
<td>Adds a null field with the given name.</td>
</tr>
<tr>
<td>AddSDTContainer</td>
<td>Adds a ISDTContainer field with the given name to this map container.</td>
</tr>
<tr>
<td>AddSmfMsg</td>
<td>Adds a ISmfMessage field with the given name.</td>
</tr>
<tr>
<td>AddString</td>
<td>Adds a string field with the given name.</td>
</tr>
<tr>
<td>AddUInt16</td>
<td>Adds a UInt16 field with the given name.</td>
</tr>
<tr>
<td>AddUInt32</td>
<td>Adds a UInt32 field with the given name.</td>
</tr>
<tr>
<td>AddUInt64</td>
<td>Adds a UInt64 field with the given name.</td>
</tr>
<tr>
<td>AddUInt8</td>
<td>Adds a UInt8 field with the given name.</td>
</tr>
<tr>
<td>AddUnknownField</td>
<td>Adds a IUnknownSDTField field with a given name.</td>
</tr>
<tr>
<td>Close</td>
<td>Closes the ISDTContainer, making it unusable for read or write operations.</td>
</tr>
</tbody>
</table>

An unknown field is by definition a valid SDT field, that's not known to the current version of the API.
method in the following cases (An OperationErrorException will be thrown):

- The IMessage holding this container is already sent (after calling Send(IMessage)).
- The ISDTContainer holding this container is already closed (after calling Close).

(Inherited from ISDTContainer.)

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateMap</td>
<td>Creates a submap with the given name. The returned IMapContainer is ready for read and write operations. It is recommended to Close the IMapContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.</td>
</tr>
<tr>
<td>CreateStream</td>
<td>Creates a substream with the given name. The returned IStreamContainer is ready for read and write operations. It is recommended to Close the IStreamContainer when done. If it</td>
</tr>
</tbody>
</table>
is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an **OperationErrorException** with **ParamNullReference** error subcode.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DeleteField</strong></td>
<td>Deletes the named field from the map.</td>
</tr>
<tr>
<td><strong>Dispose</strong></td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from <strong>IDisposable</strong>.)</td>
</tr>
<tr>
<td><strong>GetBool</strong></td>
<td>Gets the field with the given name as a boolean.</td>
</tr>
<tr>
<td><strong>GetByteArray</strong></td>
<td>Gets the field with the given name as a byte array.</td>
</tr>
<tr>
<td><strong>GetChar</strong></td>
<td>Gets the field with the given name as a Char.</td>
</tr>
<tr>
<td><strong>GetDestination</strong></td>
<td>Gets the field with the given name as a <strong>IDestination</strong>.</td>
</tr>
<tr>
<td><strong>GetDouble</strong></td>
<td>Gets the field with the given name as a double.</td>
</tr>
<tr>
<td><strong>GetField</strong></td>
<td>This method returns a field of the</td>
</tr>
</tbody>
</table>
given name. If the returned ISDTField is of type SDTFieldType.MAP or SDTFieldType.STREAM, it is recommended to Close the container when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container results in an 
**OperationErrorException** with 
**ParamNullReference** error subcode.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetFloat</td>
<td>Gets the field with the given name as a float.</td>
</tr>
<tr>
<td>GetInt16</td>
<td>Gets the field with the given name as a Int16.</td>
</tr>
<tr>
<td>GetInt32</td>
<td>Gets the field with the given name as a Int32.</td>
</tr>
<tr>
<td>GetInt64</td>
<td>Gets the field with a given name as a Int64.</td>
</tr>
<tr>
<td>GetInt8</td>
<td>Gets the field with the given name as a Int8.(converted to Int16)</td>
</tr>
<tr>
<td>GetMap</td>
<td>Opens the contained submap with the given name. The returned IMapContainer is ready for read/write operations. It is</td>
</tr>
</tbody>
</table>
recommended to Close the IMapContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an `OperationErrorException` with `ParamNullReference` error subcode.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GetNext</strong></td>
<td>Gets the next <code>KeyValuePair</code> (where key is a <code>String</code> and value is an <code>ISDTField</code>). If the returned <code>ISDTField</code> is of type <code>SDTFieldType.MAP</code> or <code>SDTFieldType.STREAM</code>, it is recommended to close the container when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed.</td>
</tr>
<tr>
<td><strong>GetNull</strong></td>
<td>Gets the field with the given name as a null. This is a special accessor; any SDT type with the inclusion of map and stream can be read as null.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>----------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>GetSmfMsg</td>
<td>Gets the field with the given name as a ISmfMessage.</td>
</tr>
<tr>
<td>GetStream</td>
<td>Opens the contained substream with the given name. The returned IStreamContainer is ready for read and write operations. It is recommended to Close the IStreamContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.</td>
</tr>
<tr>
<td>GetString</td>
<td>Gets the field with the given name as a string.</td>
</tr>
<tr>
<td>GetUInt16</td>
<td>Gets the field with the given name as a UInt16 (converted to Int32).</td>
</tr>
<tr>
<td>GetUInt32</td>
<td>Gets the field with the given name as a UInt32 (converted to Int64).</td>
</tr>
<tr>
<td>GetUInt64</td>
<td>Gets the field with the given name as a UInt64 (converted to Int64, therefore there could be...</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>GetUInt8</td>
<td>Gets the field with the given name as a Byte (UInt8).</td>
</tr>
<tr>
<td>HasNext</td>
<td>When iterating through a container (map or stream), this method will return false when the end of the container is reached without advancing the read cursor. It will return true otherwise. (Inherited from ISDTContainer.)</td>
</tr>
<tr>
<td>Rewind</td>
<td>Rewinds the container. Normally when HasNext returns false, client applications must call Rewind if they want to reiterate over the container's fields. (Inherited from ISDTContainer.)</td>
</tr>
</tbody>
</table>

See Also

See Also

**Reference**

IMapContainer Interface

SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IMapContainerAddBool Method

version: 7.2.1.27
Adds a bool field with the given name.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT

### Syntax

```csharp
void AddBool(
    string name,
    bool value
)
```

### Parameters

**name**
- Type: System.String
- Field name; cannot be null.

**value**
- Type: System.Boolean
- Field Value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentException</td>
<td>Thrown when the input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already</td>
</tr>
</tbody>
</table>
### OperationErrorException
Thrown when an error occurs. In this case `ReturnCode` and `SDKErrorInfo` are accessible from `OperationErrorException` and contain more information.

### FatalErrorException
Thrown when an unrecoverable error occurs.

#### See Also

**Reference**
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IMapContainerAddByteArray Method

version: 7.2.1.27
Adds a byte array field with the given name.


Syntax

```csharp
void AddByteArray(
    string name,
    byte[] values
)
```

Parameters

- **name**
  - Type: SystemString
  - Field name; cannot be null.
- **values**
  - Type: SystemByte
  - Byte array values

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when input parameter is null.</td>
</tr>
<tr>
<td>Exception Class</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

### See Also

- **Reference**
  - IMapContainer Interface
  - SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMapContainer.AddChar Method**

version: 7.2.1.27

Adds a char field with the given name.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>void</td>
<td>AddChar</td>
<td>(</td>
<td></td>
</tr>
<tr>
<td></td>
<td>string</td>
<td>name,</td>
<td></td>
</tr>
<tr>
<td></td>
<td>char</td>
<td>value</td>
<td></td>
</tr>
</tbody>
</table>

### Parameters

- **name**
  
  Type: `System.String`  
  Field name; cannot be null.

- **value**
  
  Type: `System.Char`  
  Field Value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentException</td>
<td>Thrown when input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>
OperationErrorException  Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.

FatalErrorException  Thrown when an unrecoverable error occurs.

See Also

Reference
IMapContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMapContainerAddDestination Method**

version: 7.2.1.27

Adds a `IDestination` instance field with the given name.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT


### Syntax

```csharp
void AddDestination(
    string name,
    IDestination destination
)
```

### Parameters

- **name**
  - Type: `System.String`
  - Field name; cannot be null.

- **destination**
  - Type: `SolaceSystems.Solclient.Messaging.IDestination`
  - Destination value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when input parameter is null.</td>
</tr>
</tbody>
</table>
**InvalidOperationException**
Thrown when the container is already closed.

**OperationErrorException**
Thrown when an error occurs. In this case *ReturnCode* and *SDKErrorInfo* are accessible from *OperationErrorException* and contain more information.

**FatalErrorException**
Thrown when an unrecoverable error occurs.

### See Also

**Reference**
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMapContainerAddDouble Method**

*version: 7.2.1.27*

Adds a double field with the given name.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>```</td>
<td></td>
<td></td>
</tr>
<tr>
<td>void AddDouble(</td>
<td></td>
<td></td>
</tr>
<tr>
<td>string name,</td>
<td></td>
<td></td>
</tr>
<tr>
<td>double value</td>
<td></td>
<td></td>
</tr>
<tr>
<td>)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Parameters

- **name**
  - Type: SystemString  
    - Field name; cannot be null.
- **value**
  - Type: SystemDouble  
    - Field Value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>
### OperationErrorException
Thrown when an error occurs. In this case `ReturnCode` and `SDKErrorInfo` will be accessible from `OperationErrorException` and contain more information.

### FatalErrorException
Thrown when an unrecoverable error occurs.

#### See Also

**Reference**
- `IMapContainer Interface`
- `SolaceSystems.Solclient.Messaging.SDT Namespace`

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Send comments on this topic to support_request@solacesystems.com
IMapContainerAddFloat Method

version: 7.2.1.27
Adds a float field with the given name.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
<th>Copy</th>
</tr>
</thead>
</table>
| ```
void AddFloat(
    string name,
    float value
)
``` |

### Parameters

- **name**
  - Type: SystemString
  - Field name; cannot be null.
- **value**
  - Type: SystemSingle
  - Field Value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentException</td>
<td>Thrown when input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>
### OperationErrorException
Thrown when an error occurs. In this case **ReturnCode** and **SDKErrorInfo** are accessible from OperationErrorException and contain more information.

### FatalErrorException
Thrown when an unrecoverable error occurs.

#### See Also

**Reference**
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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**IMapContainerAddInt16 Method**

**version:** 7.2.1.27

Adds a Int16 field with the given name.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

```csharp
void AddInt16(
    string name,
    short value
)
```

### Parameters

- **name**
  - Type: System.String
  - Field name; cannot be null.

- **value**
  - Type: System.Int16
  - Field Value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentOutOfRangeException</td>
<td>Thrown when input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>
### OperationErrorException
Thrown when an error occurs. In this case `ReturnCode` and `SDKErrorInfo` are accessible from `OperationErrorException` and contain more information.

### FatalErrorException
Thrown when an unrecoverable error occurs.

---

**See Also**

Reference
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

---

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**IMapContainerAddInt32 Method**

version: 7.2.1.27
Adds a Int32 field with the given name.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

```csharp
void AddInt32(
    string name,
    int value
)
```

### Parameters

**name**  
Type: System.String  
Field name; cannot be null.

**value**  
Type: System.Int32  
Field Value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentOutOfRangeException</td>
<td>Thrown when input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>
OperationErrorException

Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.

FatalErrorException

Thrown when an unrecoverable error occurs.

See Also

Reference
IMapContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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### IMapContainer>AddInt64 Method

version: 7.2.1.27

Adds a Int64 field with the given name.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

C#  
```csharp
void AddInt64(
    string name,
    long value
)
```

### Parameters

- **name**
  - Type: System.String  
  - Field name; cannot be null.

- **value**
  - Type: System.Int64  
  - Field Value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentException</td>
<td>Thrown when input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

**See Also**

Reference
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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**IMapContainer**

### AddInt8 Method

**version:** 7.2.1.27  
Adds a Int8 field with the given name.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

## Syntax

```csharp
void AddInt8(
    string name,
    short value
)
```

### Parameters

- **name**  
  Type: System.String  
  Field name; cannot be null.

- **value**  
  Type: System.Int16  
  Field Value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td><strong>OperationException</strong></td>
<td>Thrown when an error occurs. In this case <code>ReturnCode</code> and <code>SDKErrorInfo</code> are accessible from <code>OperationErrorException</code> and contain more information.</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>ErrorException</strong></td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

**See Also**

Reference
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Solclient

IMapContainer

AddNull Method

version: 7.2.1.27
Adds a null field with the given name.


Syntax

```csharp
void AddNull(
    string name
)
```

Parameters

`name`
Type: System.String
Field name; cannot be null.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentException</td>
<td>Thrown when input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationError</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from</td>
</tr>
</tbody>
</table>
OperationException and contain more information.

<table>
<thead>
<tr>
<th>Exception</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

See Also

Reference

IMapContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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**IMapContainer.AddSDTContainer Method**

version: 7.2.1.27

Adds a `ISDTContainer` field with the given name to this map container.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

**Syntax**

```csharp
void AddSDTContainer(
    string name,  
    ISDTContainer container
)
```

**Parameters**

- **name**
  - Type: `System.String`  
  - Field name; cannot be null.

- **container**
  - Type: `SolaceSystems.Solclient.Messaging.SDT.ISDTContainer`  
  - ISDTContainer to add

**Exceptions**

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>Exception Type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when name or container parameter is null</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <code>ReturnCode</code> and <code>SDKErrorInfo</code> are accessible from <code>OperationErrorException</code> and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when container is null.</td>
</tr>
</tbody>
</table>

**See Also**

**Reference**
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMapContainer**

**AddSmfMsg Method**

version: 7.2.1.27

Adds a `ISmfMessage` field with the given name.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT


### Syntax

```csharp
void AddSmfMsg(
    string name,
    ISmfMessage message
)
```

### Parameters

- **name**
  - Type: `System.String`
  - Field name; cannot be null.

- **message**
  - Type: `SolaceSystems.Solclient.Messaging.SDTISmfMessage`
  - ISMFMessage value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when the input parameter is null.</td>
</tr>
<tr>
<td>Exception</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

**See Also**

Reference

IMapContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IMapContainer.AddString Method

version: 7.2.1.27
Adds a string field with the given name.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

## Syntax

```csharp
void AddString(
    string name,
    string value
)
```

## Parameters

- **name**
  - Type: System.String
  - Field name; cannot be null.

- **value**
  - Type: System.String
  - Field Value; cannot be null.

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentOutOfRangeException</td>
<td>Thrown when input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>
**OperationErrorException**
Thrown when an error occurs. In this case **ReturnCode** and **SDKErrorInfo** are accessible from **OperationErrorException** and contain more information.

**FatalErrorException**
Thrown when an unrecoverable error occurs.

See Also

Reference
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IMapContainerAddUInt16 Method

version: 7.2.1.27
Adds a UInt16 field with the given name.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>void AddUInt16(string name, int value)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### Parameters

**name**
Type: **System.String**
Field name; cannot be null.

**value**
Type: **System.Int32**
Field Value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentException</td>
<td>Thrown when input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>
**OperationErrorException**
Thrown when an error occurs. In this case **ReturnCode** and **SDKErrorInfo** are accessible from OperationErrorException and contain more information.

**FatalErrorException**
Thrown when an unrecoverable error occurs.

**See Also**

Reference

**IMapContainer Interface**

**SolaceSystems.Solclient.Messaging.SDT Namespace**

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Solclient

**IMapContainer.AddUInt32 Method**

version: 7.2.1.27
Adds a UInt32 field with the given name.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  
Version: 7.2.1.27 (7.2.1.27)

### Syntax

```csharp
void AddUInt32(
    string name,
    long value
)
```

### Parameters

**name**  
Type: System.String  
Field name; cannot be null.

**value**  
Type: System.Int64  
Field Value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentException</td>
<td>Thrown when input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>Exception</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

**See Also**

**Reference**
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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IMapContainerAddUInt64 Method

version: 7.2.1.27
Adds a UInt64 field with the given name.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT

## Syntax

```csharp
void AddUInt64(
    string name,
    long value
)
```

### Parameters

- **name**
  - Type: `System.String`
  - Field name, cannot be null.
- **value**
  - Type: `System.Int64`
  - Field Value

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>
**OperationErrorException**  Thrown when an error occurs. In this case **ReturnCode** and **SDKErrorInfo** are accessible from OperationErrorException and contain more information.

**FatalErrorException**  Thrown when an unrecoverable error occurs.

### See Also

**Reference**

- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IMapContainer>AddUInt8 Method

version: 7.2.1.27
Adds a UInt8 field with the given name.


Syntax

```csharp
void AddUInt8(
    string name,
    byte value
)
```

Parameters

- **name**
  - Type: SystemString
  - Field name; cannot be null.

- **value**
  - Type: SystemByte
  - Field Value

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when the input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already</td>
</tr>
</tbody>
</table>
**closed.**

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OperationErrorException</code></td>
<td>Thrown when an error occurs. In this case <code>ReturnCode</code> and <code>SDKErrorInfo</code> are accessible from <code>OperationErrorException</code> and contain more information.</td>
</tr>
<tr>
<td><code>FatalErrorException</code></td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

**See Also**

Reference

- `IMapContainer Interface`
- `SolaceSystems.Solclient.Messaging.SDT Namespace`

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Send comments on this topic to support_request@solacesystems.com
Add a `IUnknownSDTField` field with a given name. An unknown field is by definition a valid SDT field, that's not known to the current version of the API.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  
Version: 7.2.1.27

### Syntax

```csharp
void AddUnknownField(
    string name,
    IUnknownSDTField field
)
```

### Parameters

**name**
- Type: `System.String`
- Field name; cannot be null.

**field**
- Type: `SolaceSystems.Solclient.Messaging.SDTIUnknownSDTField`
- `IUnknownSDTField` instance

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
</table>

**Copy**
<table>
<thead>
<tr>
<th>Exception Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when the input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>fatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

**See Also**

Reference
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMapContainerCreateMap Method**

version: 7.2.1.27

Creates a submap with the given name. The returned IMapContainer is ready for read and write operations. It is recommended to Close the IMapContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed.

Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT


### Syntax

```csharp
IMapContainer CreateMap(
    string name
)
```

### Parameters

**name**  
Type: SystemString  
Field name; cannot be null.

### Return Value

Type: IMapContainer  
The Map container
## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error condition occurs when trying to create this container. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

## See Also

**Reference**
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IMapContainerCreateStream Method

version: 7.2.1.27

Creates a substream with the given name. The returned IStreamContainer is ready for read and write operations. It is recommended to Close the IStreamContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.


Syntax

```
C#     VB     C++

IStreamContainer CreateStream(
    string name
)

Parameters

name
    Type: SystemString
    Field name; cannot be null.

Return Value
    Type: IStreamContainer
```
The Stream container

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error condition occurs when trying to create this container. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

### See Also

**Reference**
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMapContainerDeleteField Method**

version: 7.2.1.27

Deletes the named field from the map.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

```csharp
void DeleteField(
    string name
)
```

### Parameters

**name**

Type: **System.String**  
The name of the field to delete.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentOutOfRangeException</td>
<td>Thrown when input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from</td>
</tr>
</tbody>
</table>
OperationErrorException and will contain more information.

FieldNotFoundException Thrown when no such field exists with the given name.

FatalErrorException Thrown when an unrecoverable error occurs.

See Also

Reference
IMapContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IMapContainer.GetBool Method

version: 7.2.1.27
Gets the field with the given name as a boolean.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT

## Syntax

```csharp
bool GetBool(
    string name
)
```

### Parameters

- **name**
  - Type: `System.String`
  - Field name; cannot be null.

### Return Value

- Type: `Boolean`
  - Boolean field value

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name exists.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when one of the following</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
occurs: there is no field with the given name, or it is an invalid data conversion. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.

<table>
<thead>
<tr>
<th>Exception</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

**See Also**

**Reference**
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IMapContainer

GetMethod

version: 7.2.1.27

Gets the field with the given name as a byte array.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT


### Syntax

**C#**

```csharp
byte[] GetByteArray(
    string name
)
```

**VB**

```vbnet
Copy
```

**C++**

```cpp
Copy
```

### Parameters

**name**

Type: System.String

Field name; cannot be null.

### Return Value

Type: Byte

ByteArray field value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name exists.</td>
</tr>
<tr>
<td>Error Class</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>OperationErrorException</strong></td>
<td>Thrown when one of the following occurs: there is no field with the given</td>
</tr>
<tr>
<td></td>
<td>name or it is an invalid data conversion. In this case <strong>ReturnCode</strong> and</td>
</tr>
<tr>
<td></td>
<td><strong>SDKErrorInfo</strong> are accessible from OperationErrorException and contain</td>
</tr>
<tr>
<td></td>
<td>more information.</td>
</tr>
<tr>
<td><strong>FatalErrorException</strong></td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td><strong>InvalidOperationException</strong></td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

## See Also

**Reference**
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

---

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Send comments on this topic to support_request@solacesystems.com
IMapContainer.GetChar Method

version: 7.2.1.27
Gets the field with the given name as a Char.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

```
char GetChar(
    string name
)
```

### Parameters

**name**
Type: `System.String`  
Field name; cannot be null.

### Return Value

Type: `Char`  
Char field value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name exists.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when one of the following</td>
</tr>
</tbody>
</table>
occurs: there is no field with the given name or it is an invalid data conversion. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.

FatalErrorException Thrown when an unrecoverable error occurs.

InvalidOperationException Thrown when the container is already closed.

See Also

Reference
IMapContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace
**IMapContainer.GetDestination Method**

version: 7.2.1.27

 Gets the field with the given name as an `IDestination`.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

## Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
IDestination GetDestination(
    string name
)
```

### Parameters

`name`
- Type: `System.String`  
  - Field name; cannot be null.

### Return Value

- Type: `IDestination`  
  - Destination field value

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>When no such field with the given name.</td>
</tr>
</tbody>
</table>
**OperationErrorException**  Thrown when one of the following occurs: there is no such field with the given name or it is an invalid data conversion. In this case **ReturnCode** and **SDKErrorInfo** are accessible from OperationErrorException and contain more information.

**FatalErrorException**  Thrown when an unrecoverable error occurs.

**InvalidOperationException**  Thrown when the container is already closed.

**See Also**

Reference

IMapContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IMapContainer.GetDouble Method

version: 7.2.1.27
Gets the field with the given name as a double.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

**Syntax**

```csharp
double GetDouble(
    string name
)
```

**Parameters**

- `name`  
  Type: `System.String`  
  Field name; cannot be null.

**Return Value**

Type: `Double`  
Double field value

**Exceptions**

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name exists.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when one of the following</td>
</tr>
</tbody>
</table>
occurs: there is no such field with the given name or it is an invalid data conversion. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.

<table>
<thead>
<tr>
<th>Exception</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

See Also

Reference
IMapContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IMapContainerGetField Method

version: 7.2.1.27
This method returns a field of the given name.
If the returned ISDTField is of type SDTFieldtype.MAP or
SDTFieldtype.STREAM, it is recommended to Close the container
when done. If it is not explicitly closed, the container is automatically
closed when the associated parent container is closed or the
associated message (if it is a message-dependent container) is
disposed. Whether it is explicitly closed by the client application, or
implicitly by the API, any attempt to use this container results in an
OperationErrorException with ParamNullReference error subcode.

Assembly: SolaceSystems.Solclient.Messaging (in
SolaceSystems.Solclient.Messaging.dll) Version: 7.2.1.27 (7.2.1.27)

Syntax

C#     VB       C++

ISDTField GetField(
    string name
)

Parameters

name
Type: System.String
The name of the field to get.

Return Value
Type: ISDTField
The field with the given name.

Exceptions
<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when input parameter is null.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field exists with the given name.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

See Also

Reference

IMapContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IMapContainer.GetFloat Method

version: 7.2.1.27
Gets the field with the given name as a float.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT

## Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
float GetFloat(
    string name
)
```

### Parameters

**name**
Type: System.String
Field name; cannot be null.

### Return Value
Type: Single
Float field value

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name exists.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when one of the following</td>
</tr>
</tbody>
</table>
occurs: there is no field with the given name or it is an invalid data conversion. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.

**FatalErrorException**  Thrown when an unrecoverable error occurs.

**InvalidOperationException**  Thrown when the container is already closed.

**See Also**

Reference

IMapContainer Interface

SolaceSystems.Solclient.Messaging.SDT Namespace
IMapContainer.GetInt16 Method

version: 7.2.1.27
Gets the field with the given name as a Int16.

**Namespace**: SolaceSystems.Solclient.Messaging.SDT

### Syntax

```
short GetInt16(
    string name
);
```

### Parameters

- **name**
  - Type: System.String
  - Field name; cannot be null.

### Return Value

- Type: Int16
- Int16 field value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>thrown when no field with the given name exists.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when one of the following</td>
</tr>
</tbody>
</table>
occurs: there is no field with the given name or it is an invalid data conversion. In this case **ReturnCode** and **SDKErrorInfo** are accessible from OperationException and contain more information.

<table>
<thead>
<tr>
<th>Exception</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

**See Also**

Reference
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMapContainer.GetInt32 Method**

version: 7.2.1.27

Gets the field with the given name as a Int32.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

```csharp
int GetInt32(
    string name
)
```

### Parameters

- **name**
  - Type: System.String
  - Field name; cannot be null.

### Return Value

- Type: Int32
- Int32 Field value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name exists.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when one of the following</td>
</tr>
</tbody>
</table>
occurs: there is no field with the given name or it is an invalid data conversion. In this case **ReturnCode** and **SDKErrorInfo** are accessible from **OperationErrorException** and contain more information.

<table>
<thead>
<tr>
<th>Exception</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

**See Also**

Reference

**IMapContainer Interface**  
**SolaceSystems.Solclient.Messaging.SDT Namespace**

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Send comments on this topic to support_request@solacesystems.com
IMapContainer.GetInt64 Method

version: 7.2.1.27
Gets the field with a given name as a Int64.


Syntax

C#   VB   C++

```csharp
long GetInt64(
    string name
)
```

Parameters

`name`
Type: SystemString
Field name; cannot be null.

Return Value
Type: Int64
Int64 field value

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name exists.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when one of the following</td>
</tr>
</tbody>
</table>
occurs: there is no field with the given name or it is an invalid data conversion. In this case `ReturnCode` and `SDKErrorInfo` are accessible from `OperationErrorException` and contain more information.

<table>
<thead>
<tr>
<th>Exception</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>FatalErrorException</code></td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td><code>InvalidOperationException</code></td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

**See Also**

Reference

- `IMapContainer Interface`
- `SolaceSystems.Solclient.Messaging.SDT Namespace`

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Send comments on this topic to support_request@solacesystems.com
IMapContainerGetInt8 Method

version: 7.2.1.27
Gets the field with the given name as a Int8.(converted to Int16)


Syntax

```
short GetInt8(
    string name
)
```

Parameters

name
Type: System.String
Field name; cannot be null.

Return Value
Type: Int16
Int8 field value

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name exists.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when one of the following</td>
</tr>
</tbody>
</table>
occurs: there is no field with the given name or it is an invalid data conversion. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.

<table>
<thead>
<tr>
<th>Exception Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

See Also

Reference
IMapContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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IMapContainer GetMap Method

version: 7.2.1.27

Opens the contained submap with the given name. The returned IMapContainer is ready for read/write operations. It is recommended to Close the IMapContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed.

Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.


Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```csharp
IMapContainer GetMap(
    string name
)
```

Parameters

ôte

<table>
<thead>
<tr>
<th>name</th>
<th>Type: SystemString</th>
</tr>
</thead>
<tbody>
<tr>
<td>Field name; cannot be null.</td>
<td></td>
</tr>
</tbody>
</table>

Return Value

<table>
<thead>
<tr>
<th>Type: IMapContainer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Map field value</td>
</tr>
</tbody>
</table>
### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name exists.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when one of the following occurs: there is no such field with the given name or it is an invalid data conversion. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

### See Also

**Reference**
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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**IMapContainer**

GetNext Method

version: 7.2.1.27

Gets the next KeyValuePair (where key is a **String** and value is a **ISDTField**). If the returned ISDTField is of type SDTFieldType.MAP or SDTFieldType.STREAM, it is recommended to close the container when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

**C#**

```csharp
KeyValuePair<string, ISDTField> GetNext()
```

**VB**

```markdown
'''
```

**C++**

```cpp

```

### Return Value

**Type:** **KeyValuePair<String, ISDTField>**

KeyValuePair(null, null) if end of Map is reached.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>InvalidOperationException</strong></td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td><strong>OperationErrorException</strong></td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from</td>
</tr>
</tbody>
</table>
**OperationErrorException** and contain more information.

| FatalErrorException | Thrown when an unrecoverable error occurs. |

**See Also**

**Reference**

- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IMapContainer.GetNull Method

version: 7.2.1.27
Gets the field with the given name as a null. This is a special accessor; any SDT type with the inclusion of map and stream can be read as null.


Syntax

```csharp
void GetNull(
    string name
)
```

Parameters

`name`
Type: System.String
Field name; cannot be null.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when there is no field with the given name. In this case ReturnCode and SDKErrorInfo are accessible from</td>
</tr>
<tr>
<td>Error Type</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>-------------</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

**See Also**

Reference
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

---

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Send comments on this topic to support_request@solacesystems.com
**IMapContainerGetSmfMsg Method**

Version: 7.2.1.27

Gets the field with the given name as a `ISmfMessage`.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT


### Syntax

**C#**

```csharp
ISmfMessage GetSmfMsg(
    string name
)
```

**VB**

```vb
ISmfMessage GetSmfMsg(
    String name
)
```

**C++**

```cpp
ISmfMessage GetSmfMsg(
    string name
)
```

### Parameters

**name**
- Type: `System.String`
- Field name; cannot be null.

### Return Value

- Type: `ISmfMessage`
- SMF Message field value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name exists.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when one of the following</td>
</tr>
</tbody>
</table>
occurs: there is no field with the given name or it is an invalid data conversion. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.

**FatalErrorException**
Thrown when an unrecoverable error occurs.

**InvalidOperationException**
Thrown when the container is already closed.

**See Also**

Reference

IMapContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IMapContainer\GetStream Method

version: 7.2.1.27
Opens the contained substream with the given name. The returned IStreamContainer is ready for read and write operations. It is recommended to Close the IStreamContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.


Syntax

C#   VB   C++

```c#
IStreamContainer GetStream(
    string name
)
```

Parameters

name
Type: SystemString
Field name; cannot be null.

Return Value
Type: IStreamContainer
Stream field value
## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name exists.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when one of the following occurs: there is no field with the given name or it is an invalid data conversion. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

## See Also

**Reference**
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IMapContainer.GetString Method

version: 7.2.1.27

Gets the field with the given name as a string.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT

### Syntax

```csharp
string GetString(string name)
```

### Parameters

- **name**
  - Type: System.String
  - Field name; cannot be null.

### Return Value

- **Type:** String
  - String field value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name exists.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when one of the following</td>
</tr>
</tbody>
</table>
occurs: there is no field with the given name or it is an invalid data conversion. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.

<table>
<thead>
<tr>
<th>Exception</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

**See Also**

**Reference**
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
**IMapContainerGetUInt16 Method**

version: 7.2.1.27

Gets the field with the given name as a UInt16 (converted to Int32).

**Namespace:** SolaceSystems.Solclient.Messaging.SDT

**Syntax**

```csharp
int GetUInt16(
    string name
)
```

**Parameters**

`name`
Type: `System.String`
Field name; cannot be null.

**Return Value**
Type: `Int32`
UInt16 field value

**Exceptions**

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name exists.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when one of the following</td>
</tr>
</tbody>
</table>
occurs: there is no field with the given name or it is an invalid data conversion. In this case `ReturnCode` and `SDKErrorInfo` are accessible from `OperationErrorException` and contain more information.

<table>
<thead>
<tr>
<th>Exception</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

**See Also**

- Reference
  - IMapContainer Interface
  - SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
### IMapContainer.GetUInt32 Method

**version:** 7.2.1.27  
Gets the field with the given name as a UInt32 (converted to Int64).

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

#### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
</table>

```csharp
long GetUInt32(
    string name
)
```

#### Parameters

**name**
- **Type:** System.String
- Field name; cannot be null.

#### Return Value
- **Type:** Int64
- UInt32 field value

#### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name exists.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when one of the following</td>
</tr>
</tbody>
</table>
occurs: there is no field with the given name or it is an invalid data conversion. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.

<table>
<thead>
<tr>
<th>Exception</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

See Also

Reference
- IMapContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IMapContainer.GetUInt64 Method

version: 7.2.1.27

Gets the field with the given name as a UInt64 (converted to Int64, therefore there could be loss of precision).


Syntax

C#         VB         C++  Copy

```csharp
long GetUInt64(
    string name
)
```

Parameters

`name`
Type: System.String
Field name; cannot be null.

Return Value

Type: Int64
UInt64 field value

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name exists.</td>
</tr>
</tbody>
</table>
**OperationErrorException**
Thrown when one of the following occurs: there is no field with the given name or it is an invalid data conversion. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.

**FileNotFoundException**
Thrown when an unrecoverable error occurs.

**InvalidOperationException**
Thrown when the container is already closed.

**OverflowException**
Thrown when the field's value is a UInt64 that is greater than Int64.MaxValue.

**See Also**

- Reference
  - IMapContainer Interface
  - SolaceSystems.Solclient.Messaging.SDT Namespace

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Solclient

**IMapContainerGetUInt8 Method**

version: 7.2.1.27
Gets the field with the given name as a Byte (UInt8).

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Copy</td>
</tr>
</tbody>
</table>

```csharp
byte GetUInt8(
    string name
)
```

**Parameters**

*name*
- Type: `System.String`  
  Field name; cannot be null.

**Return Value**
- Type: `Byte`  
  UInt8 field value

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FieldNotFoundException</td>
<td>Thrown when no field with the given name exists.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when one of the following</td>
</tr>
</tbody>
</table>


occurs: there is no field with the given name, or it is an invalid data conversion. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.

<table>
<thead>
<tr>
<th>Exception Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

**See Also**

Reference

IMapContainer Interface

SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
ISDTContainer Interface

version: 7.2.1.27

The parent interface of any Structured Data Type (SDT) container. Subinterfaces of ISDTContainer include IMapContainer and IStreamContainer.

Note: Calling Dispose() on a message-dependent container has no effect on it. The lifecycle of the container in this case is tied to that of the containing message.


Syntax

The ISDTContainer type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>
| Close | Closes the ISDTContainer, making it unusable for read or write operations. It is an error to invoke this method in the following cases (An OperationErrorException will be thrown):
  - The IMessage holding this container is already sent (after calling Send(IMessage)).
  - The ISDTContainer holding this |
container is already closed (after calling \texttt{Close}).

\begin{itemize}
\item \textbf{Dispose} \begin{itemize}
\item Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from \texttt{IDisposable}.)
\end{itemize}
\item \textbf{HasNext} \begin{itemize}
\item When iterating through a container (map or stream), this method will return false when the end of the container is reached without advancing the read cursor. It will return true otherwise.
\end{itemize}
\item \textbf{Rewind} \begin{itemize}
\item Rewinds the container. Normally when \texttt{HasNext} returns false, client applications must call Rewind if they want to reiterate over the container's fields.
\end{itemize}
\end{itemize}

\textbf{See Also}

Reference

\texttt{SolaceSystems.Solclient.Messaging.SDT Namespace}
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ISDTContainer Methods

version: 7.2.1.27

The ISDTContainer type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close</td>
<td>Closes the ISDTContainer, making it unusable for read or write operations. It is an error to invoke this method in the following cases (An OperationErrorException will be thrown):</td>
</tr>
<tr>
<td></td>
<td>• The IMessage holding this container is already sent (after calling Send(IMessage)).</td>
</tr>
<tr>
<td></td>
<td>• The ISDTContainer holding this container is already closed (after calling Close).</td>
</tr>
<tr>
<td>Dispose</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from IDisposable.)</td>
</tr>
<tr>
<td>HasNext</td>
<td>When iterating through a container (map or stream), this method will return false when the end of the container is reached without advancing the read cursor. It will return true otherwise.</td>
</tr>
<tr>
<td>Rewind</td>
<td>Rewinds the container. Normally when HasNext returns false, client applications</td>
</tr>
</tbody>
</table>
must call Rewind if they want to reiterate over the container's fields.

See Also

Reference
ISDTC container Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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ISDTContainerClose Method

version: 7.2.1.27
Closes the ISDTContainer, making it unusable for read or write operations.
It is an error to invoke this method in the following cases (An OperationErrorException will be thrown):

- The IMessage holding this container is already sent (after calling Send(IMessage)).
- The ISDTContainer holding this container is already closed (after calling Close).


Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>void Close()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo will be accessible from OperationErrorException and will contain more information.</td>
</tr>
</tbody>
</table>
FatalErrorException

Thrown when an unrecoverable error occurs.

See Also

Reference

ISDTContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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ISDTContainerHasNext Method

version: 7.2.1.27
When iterating through a container (map or stream), this method will return false when the end of the container is reached without advancing the read cursor. It will return true otherwise.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

**Syntax**
```
<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>bool HasNext()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**Return Value**
Type: **Boolean**  
True or False

**Exceptions**

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from OperationErrorException and will contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error</td>
</tr>
</tbody>
</table>
See Also

Reference
ISDTContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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ISDTContainerRewind Method

version: 7.2.1.27
Rewinds the container. Normally when HasNext returns false, client applications must call Rewind if they want to reiterate over the container's fields.


Syntax

```csharp
void Rewind()
```

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs&gt;. In this case ReturnCode and SDKErrorInfo</td>
</tr>
<tr>
<td></td>
<td>are accessible from OperationErrorException and will contain more</td>
</tr>
<tr>
<td></td>
<td>information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs</td>
</tr>
</tbody>
</table>

See Also
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ISDTField Interface

version: 7.2.1.27
Encapsulates a Structured Data Type (SDT) field of type SDTFieldType.


Syntax

C# VB C++ Copy

```csharp
public interface ISDTField
```

The ISDTField type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type</td>
<td>This represents the type of the field as defined in SDTFieldType.</td>
</tr>
<tr>
<td>Value</td>
<td>This represents the value of the field.</td>
</tr>
</tbody>
</table>

See Also

Reference
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
ISDTField Properties

version: 7.2.1.27

The ISDTField type exposes the following members.

Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type</td>
<td>This represents the type of the field as defined in SDTFieldType.</td>
</tr>
<tr>
<td>Value</td>
<td>This represents the value of the field.</td>
</tr>
</tbody>
</table>

See Also

Reference
- ISDTField Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
ISDTFieldType Property

version: 7.2.1.27
This represents the type of the field as defined in SDTFieldType.


Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>SDTFieldType Type { get; }</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Return Value
Type: SDTFieldType
Returns the type of the field as defined in SDTFieldType

See Also

Reference
ISDTField Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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ISDTFieldValue Property

version: 7.2.1.27
This represents the value of the field.


Syntax

C#    VB    C++
Object Value { get; }

Property Value
Type: Object

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OverflowException</td>
<td>Thrown when the value cannot be represented by a valid CTS type.</td>
</tr>
</tbody>
</table>

See Also

Reference
ISDTField Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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ISmfMessage Interface

version: 7.2.1.27

A tagging interface of an SMF (Solace Messaging Format) encoded message handle.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

## Syntax

```csharp
public interface ISmfMessage
```

## See Also

**Reference**  
SolaceSystems.Solclient.Messaging.SDT Namespace

---

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IStreamContainer Interface

version: 7.2.1.27
Represents a structured data types (SDT) stream container.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT

### Syntax

```csharp
public interface IStreamContainer : ISDTContainer, IDisposable
```

The `IStreamContainer` type exposes the following members.

### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AddBool</td>
<td>Adds a bool field to the stream.</td>
</tr>
<tr>
<td>AddByteArray</td>
<td>Adds a byte array field to the stream.</td>
</tr>
<tr>
<td>AddChar</td>
<td>Adds a char field to the stream.</td>
</tr>
<tr>
<td>AddDestination</td>
<td>Adds a <code>IDestination</code> field to the stream.</td>
</tr>
<tr>
<td>AddDouble</td>
<td>Adds a double field to the stream.</td>
</tr>
<tr>
<td>AddFloat</td>
<td>Adds a float field to the stream.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>AddInt16</td>
<td>Adds a Int16 field to the stream.</td>
</tr>
<tr>
<td>AddInt32</td>
<td>Adds a Int32 field to the stream.</td>
</tr>
<tr>
<td>AddInt64</td>
<td>Adds a Int64 field to the stream.</td>
</tr>
<tr>
<td>AddInt8</td>
<td>Adds an Int8 field to the stream.</td>
</tr>
<tr>
<td>AddNull</td>
<td>Adds a null (NULL) field to the stream.</td>
</tr>
<tr>
<td>AddSDTContainer</td>
<td>Adds a ISDTContainer field to this stream container.</td>
</tr>
<tr>
<td>AddSmfMsg</td>
<td>Adds a ISmfMessage field to the stream.</td>
</tr>
<tr>
<td>AddString</td>
<td>Adds a string field to the stream.</td>
</tr>
<tr>
<td>AddUInt16</td>
<td>Adds a UInt16 field to the stream.</td>
</tr>
<tr>
<td>AddUInt32</td>
<td>Adds a UInt32 field to the stream.</td>
</tr>
<tr>
<td>AddUInt64</td>
<td>Adds a UInt64 field to the stream.</td>
</tr>
<tr>
<td>AddUInt8</td>
<td>Adds a UInt8 field to the stream.</td>
</tr>
<tr>
<td>AddUnknownField</td>
<td>Adds a IUnknownSDTField field to the stream.</td>
</tr>
<tr>
<td>Close</td>
<td>Closes the ISDTContainer, making it unusable for read or write operations.</td>
</tr>
<tr>
<td></td>
<td>It is an error to invoke this method in the following cases (An OperationError exception will be thrown):</td>
</tr>
</tbody>
</table>
|                    | • The IMessage holding this container is already sent (after
calling `Send(IMessage)`.
- The `ISDTContainer` holding this container is already closed (after calling `Close`).

(Inherited from `ISDTContainer`.)

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CreateMap</strong></td>
<td>Creates a sub-map with the given name. The returned <code>IMapContainer</code> is ready for read and write operations. It is recommended to Close the <code>IMapContainer</code> when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an <code>OperationErrorException</code> with <code>ParamNullReference</code> error subcode.</td>
</tr>
<tr>
<td><strong>CreateStream</strong></td>
<td>Creates a sub-stream with the given name. The returned <code>IStreamContainer</code> is ready for read/write operations. It is recommended to Close the <code>IStreamContainer</code> when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a</td>
</tr>
</tbody>
</table>
message-dependent container) is disposed. Whether it is explicitly closed by
the client application, or implicitly by the API, any attempt to use
this container will result in an
\texttt{OperationErrorException} with
\texttt{ParamNullReference} error
subcode.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>\textit{Dispose}</td>
<td>Performs application-defined tasks associated with freeing, releasing, or resetting unmanaged resources. (Inherited from \texttt{IDisposable}.)</td>
</tr>
<tr>
<td>\textit{GetBool}</td>
<td>Gets the next field as a Boolean.</td>
</tr>
<tr>
<td>\textit{GetByteArray}</td>
<td>Gets the next field as a byte array.</td>
</tr>
<tr>
<td>\textit{GetChar}</td>
<td>Gets the next field as a Char.</td>
</tr>
<tr>
<td>\textit{GetDestination}</td>
<td>Gets the next field as a \texttt{IDestination}.</td>
</tr>
<tr>
<td>\textit{GetDouble}</td>
<td>Gets the next field as a double.</td>
</tr>
<tr>
<td>\textit{GetFloat}</td>
<td>Gets the next field as a float.</td>
</tr>
<tr>
<td>\textit{GetInt16}</td>
<td>Gets the next field as a Int16.</td>
</tr>
<tr>
<td>\textit{GetInt32}</td>
<td>Gets the next field as a Int32.</td>
</tr>
<tr>
<td>\textit{GetInt64}</td>
<td>Gets the next field as a Int64.</td>
</tr>
<tr>
<td>\textit{GetInt8}</td>
<td>Gets the next field as a Int8 (converted to Int16).</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>GetMap</td>
<td>Opens the contained sub-map with the given name. The returned IMapContainer is ready for read and write operations. It is recommended to Close the IMapContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an <code>OperationErrorException</code> with <code>ParamNullReference</code> error subcode.</td>
</tr>
<tr>
<td>getNext</td>
<td>Gets the next ISDTField. If the returned ISDTField is of type SDTFieldType.MAP or SDTFieldType.STREAM, it is recommended to Close the container when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed.</td>
</tr>
<tr>
<td>GetNull</td>
<td>Gets the next field as a NULL. This is a special accessor; any SDT type with the inclusion of map and stream can be read as</td>
</tr>
</tbody>
</table>
null.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GetSmfMsg</strong></td>
<td>Gets the next field as ISmfMessage.</td>
</tr>
<tr>
<td><strong>GetStream</strong></td>
<td>Opens the contained sub-stream with the given name. The returned IStreamContainer is ready for read and write operations. It is recommended to Close the IStreamContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.</td>
</tr>
<tr>
<td><strong>GetString</strong></td>
<td>Gets the next field as a string.</td>
</tr>
<tr>
<td><strong>GetUInt16</strong></td>
<td>Gets the next field as a UInt16 (converted to Int32).</td>
</tr>
<tr>
<td><strong>GetUInt32</strong></td>
<td>Gets the next field as a UInt32 (converted to Int64).</td>
</tr>
<tr>
<td><strong>GetUInt64</strong></td>
<td>Gets the next field as a UInt64 (converted to Int64, therefore there could a loss of precision).</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>GetUInt8</td>
<td>Gets the next field as a UInt8 (byte).</td>
</tr>
<tr>
<td>HasNext</td>
<td>When iterating through a container (map or stream), this method will return false when the end of the container is reached without advancing the read cursor. It will return true otherwise. (Inherited from ISDTContainer.)</td>
</tr>
<tr>
<td>Rewind</td>
<td>Rewinds the container. Normally when HasNext returns false, client applications must call Rewind if they want to reiterate over the container's fields. (Inherited from ISDTContainer.)</td>
</tr>
</tbody>
</table>

**See Also**

Reference

SolaceSystems.Solclient.Messaging.SDT Namespace

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IStreamContainer Methods

version: 7.2.1.27
The IStreamContainer type exposes the following members.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AddBool</td>
<td>Adds a bool field to the stream.</td>
</tr>
<tr>
<td>AddByteArray</td>
<td>Adds a byte array field to the stream.</td>
</tr>
<tr>
<td>AddChar</td>
<td>Adds a char field to the stream.</td>
</tr>
<tr>
<td>AddDestination</td>
<td>Adds a IDestination field to the stream.</td>
</tr>
<tr>
<td>AddDouble</td>
<td>Adds a double field to the stream.</td>
</tr>
<tr>
<td>AddFloat</td>
<td>Adds a float field to the stream.</td>
</tr>
<tr>
<td>AddInt16</td>
<td>Adds a Int16 field to the stream.</td>
</tr>
<tr>
<td>AddInt32</td>
<td>Adds a Int32 field to the stream.</td>
</tr>
<tr>
<td>AddInt64</td>
<td>Adds a Int64 field to the stream.</td>
</tr>
<tr>
<td>AddInt8</td>
<td>Adds an Int8 field to the stream.</td>
</tr>
<tr>
<td>AddNull</td>
<td>Adds a null (NULL) field to the stream.</td>
</tr>
<tr>
<td>AddSDTContainer</td>
<td>Adds a ISDTContainer field to the stream.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>AddSmfMsg</td>
<td>Adds a ISmfMessage field to the stream.</td>
</tr>
<tr>
<td>AddString</td>
<td>Adds a string field to the stream.</td>
</tr>
<tr>
<td>AddUInt16</td>
<td>Adds a UInt16 field to the stream.</td>
</tr>
<tr>
<td>AddUInt32</td>
<td>Adds a UInt32 field to the stream.</td>
</tr>
<tr>
<td>AddUInt64</td>
<td>Adds a UInt64 field to the stream.</td>
</tr>
<tr>
<td>AddUInt8</td>
<td>Adds a UInt8 field to the stream.</td>
</tr>
<tr>
<td>AddUnknownField</td>
<td>Adds a IUnknownSDTField field to the stream.</td>
</tr>
<tr>
<td>Close</td>
<td>Closes the ISDTContainer, making it unusable for read or write operations.</td>
</tr>
<tr>
<td></td>
<td>It is an error to invoke this method in the following cases (An OperationErrorException will be thrown):</td>
</tr>
<tr>
<td></td>
<td>1. The IMessage holding this container is already sent (after calling Send(IMessage)).</td>
</tr>
<tr>
<td></td>
<td>2. The ISDTContainer holding this container is already closed (after calling Close).</td>
</tr>
<tr>
<td></td>
<td>(Inherited from ISDTContainer.)</td>
</tr>
<tr>
<td>CreateMap</td>
<td>Creates a sub-map with the given name. The returned IMapContainer is is ready for read and write operations. It is recommended to Close the</td>
</tr>
</tbody>
</table>
IMapContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.

CreateStream

Creates a sub-stream with the given name. The returned IStreamContainer is ready for read/write operations. It is recommended to Close the IStreamContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.

Dispose

Performs application-defined tasks associated with freeing, releasing, or resetting
unmanaged resources. (Inherited from IDisposable.)

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetBool</td>
<td>Gets the next field as a Boolean.</td>
</tr>
<tr>
<td>GetByteArray</td>
<td>Gets the next field as a byte array.</td>
</tr>
<tr>
<td>GetChar</td>
<td>Gets the next field as a Char.</td>
</tr>
<tr>
<td>GetDestination</td>
<td>Gets the next field as a IDestination.</td>
</tr>
<tr>
<td>GetDouble</td>
<td>Gets the next field as a double.</td>
</tr>
<tr>
<td>GetFloat</td>
<td>Gets the next field as a float.</td>
</tr>
<tr>
<td>GetInt16</td>
<td>Gets the next field as a Int16.</td>
</tr>
<tr>
<td>GetInt32</td>
<td>Gets the next field as a Int32.</td>
</tr>
<tr>
<td>GetInt64</td>
<td>Gets the next field as a Int64.</td>
</tr>
<tr>
<td>GetInt8</td>
<td>Gets the next field as a Int8 (converted to Int16).</td>
</tr>
<tr>
<td>GetMap</td>
<td>Opens the contained sub-map with the given name. The returned IMapContainer is ready for read and write operations. It is recommended to Close the IMapContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is</td>
</tr>
</tbody>
</table>
Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an `OperationErrorException` with `ParamNullReference` error subcode.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GetNext</strong></td>
<td>Gets the next ISDTField. If the returned ISDTField is of type SDTFieldType.MAP or SDTFieldType.STREAM, it is recommended to Close the container when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed.</td>
</tr>
<tr>
<td><strong>GetNull</strong></td>
<td>Gets the next field as a <strong>NULL</strong>. This is a special accessor; any SDT type with the inclusion of map and stream can be read as null.</td>
</tr>
<tr>
<td><strong>GetSmfMsg</strong></td>
<td>Gets the next field as ISmfMessage.</td>
</tr>
<tr>
<td><strong>GetStream</strong></td>
<td>Opens the contained sub-stream with the given name. The returned IStreamContainer is ready for read and write operations. It is recommended to Close the IStreamContainer when done. If it is not explicitly disposed.</td>
</tr>
</tbody>
</table>
The container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetString</td>
<td>Gets the next field as a string.</td>
</tr>
<tr>
<td>GetUInt16</td>
<td>Gets the next field as a UInt16 (converted to Int32).</td>
</tr>
<tr>
<td>GetUInt32</td>
<td>Gets the next field as a UInt32 (converted to Int64).</td>
</tr>
<tr>
<td>GetUInt64</td>
<td>Gets the next field as a UInt64 (converted to Int64, therefore there could a loss of precision).</td>
</tr>
<tr>
<td>GetUInt8</td>
<td>Gets the next field as a UInt8 (byte).</td>
</tr>
<tr>
<td>HasNext</td>
<td>When iterating through a container (map or stream), this method will return false when the end of the container is reached without advancing the read cursor. It will return true otherwise. (Inherited from ISDTContainer.)</td>
</tr>
</tbody>
</table>
Rewind

Rewinds the container. Normally when HasNext returns false, client applications must call Rewind if they want to reiterate over the container's fields.
(Inherited from ISDTContainer.)

Top

See Also

Reference
IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainer

AddBool Method

version: 7.2.1.27
Adds a bool field to the stream.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT

### Syntax

**C#**

```csharp
void AddBool(
    bool value
)
```

**VB**

```vbnet
Sub AddBool(value As Boolean)
```

**C++**

```cpp
void AddBool(bool value);
```

### Parameters

- **value**
  - Type: `SystemBoolean`
  - Boolean value to add.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>InvalidOperationException</code></td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td><code>OperationErrorException</code></td>
<td>Thrown when an error occurs. In this case <code>ReturnCode</code> and <code>SDKErrorInfo</code> are accessible from <code>OperationErrorException</code> and contain more information.</td>
</tr>
</tbody>
</table>
FatalErrorException

Thrown when an unrecoverable error occurs.

See Also

Reference

IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainerAddByteArray Method

version: 7.2.1.27
Adds a byte array field to the stream.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

```csharp
void AddByteArray(
    byte[] values
)
```

### Parameters

**values**
- Type: System.Byte
- Byte array value to add.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
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<tr>
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</tbody>
</table>

C#  
VB  
C++  

Copy
OperationErrorException and contain more information.

**FatalErrorException**  Thrown when an unrecoverable error occurs.

**ArgumentNullException**  Thrown when value is null.

### See Also

**Reference**

IStreamContainer Interface  
SolaceSystems.Solclient.Messaging.SDT Namespace

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IStreamContainerAddChar Method

version: 7.2.1.27
Adds a char field to the stream.


Syntax

```csharp
void AddChar(
    char value
)
```

Parameters

`value`
Type: SystemChar
Char value to add.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
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<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
</tr>
</tbody>
</table>

FatalErrorException

Thrown when an unrecoverable error occurs.

See Also

Reference

IStreamContainer Interface
SolaceSystems.SolclientMessaging.SDT Namespace

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IStreamContainerAddDestination Method

version: 7.2.1.27
Adds a IDestination field to the stream.


Syntax

```csharp
void AddDestination(I(destination)
)
```

Parameters

destination
Type: SolaceSystems.Solclient.Messaging.IDestination
Destination value to add.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from</td>
</tr>
</tbody>
</table>
OperationalException and contain more information.

**FatalErrorException** Thrown when an unrecoverable error occurs.

**ArgumentNullException** Thrown when value is null.

### See Also

**Reference**
- IStreamContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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IStreamContainerAddDouble Method

version: 7.2.1.27

Adds a double field to the stream.


Syntax

```csharp
void AddDouble(
    double value
)
```

Parameters

`value`
Type: System.Double
The double value to add.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from</td>
</tr>
<tr>
<td>Exception</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

## See Also

### Reference
- IStreamContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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**IStreamContainer.AddFloat Method**

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

**version:** 7.2.1.27  
Add a float field to the stream.

**Syntax**

```csharp
void AddFloat(
    float value
)
```

**Parameters**

`value`

Type: System.Single  
The float value to add.

**Exceptions**

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo will be accessible from OperationErrorException and contain more information.</td>
</tr>
</tbody>
</table>
FatalErrorException

Thrown when an unrecoverable error occurs.

See Also

Reference
IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainerAddInt16 Method

version: 7.2.1.27
Adds a Int16 field to the stream.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

## Syntax

```csharp
void AddInt16(
    short value
)
```

### Parameters

**value**  
Type: System.Int16  
Int16 value to add

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
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<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
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</tbody>
</table>
FatalErrorException

Thrown when an unrecoverable error occurs.

See Also

Reference
IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainer AddInt32 Method

version: 7.2.1.27
Adds a Int32 field to the stream.


Syntax

```csharp
void AddInt32(
    int value
)
```

Parameters

`value`
Type: `SystemInt32`  
Int32 value to add.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <code>ReturnCode</code> and <code>SDKErrorInfo</code> are accessible from <code>OperationErrorException</code> and contain more information.</td>
</tr>
</tbody>
</table>
FatalErrorException

Thrown when an unrecoverable error occurs.

See Also

Reference

IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainer AddInt64 Method

version: 7.2.1.27
Adds a Int64 field to the stream.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

```csharp
void AddInt64(
    long value
)
```

### Parameters

- **value**
  - Type: `System.Int64`
  - Int64 value to add.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>InvalidOperationException</code></td>
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</table>
FatalErrorException

Thrown when an unrecoverable error occurs.

See Also

Reference

IStreamContainer Interface

SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainerAddInt8 Method

version: 7.2.1.27
Adds an Int8 field to the stream.


Syntax

```csharp
void AddInt8(
    short value
)
```

Parameters

value
Type: SystemInt16
Int8 value to add.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
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<tr>
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<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
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</tbody>
</table>
FatalErrorException  Thrown when an unrecoverable error occurs.

See Also

Reference
IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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IStreamContainerAddNull Method

version: 7.2.1.27
Adds a null (NULL) field to the stream.


Syntax

```csharp
void AddNull()
```

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

See Also

Reference
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IStreamContainerAddSDTContainer Method

version: 7.2.1.27
Adds a ISDTContainer field to this stream container.


Syntax

```csharp
void AddSDTContainer(
    ISDTContainer container
)
```

Parameters

`container`
Type: SolaceSystems.Solclient.Messaging.SDT.ISDTContainer
ISDTContainer to add

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from</td>
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</tbody>
</table>
OperationErrorException and contain more information.

<table>
<thead>
<tr>
<th>Exception</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>ArgumentException</td>
<td>Thrown when container is null.</td>
</tr>
</tbody>
</table>

See Also

Reference

IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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IStreamContainerAddSmfMsg Method

version: 7.2.1.27
Adds a ISmfMessage field to the stream.


Syntax

```csharp
void AddSmfMsg(
    ISmfMessage message
)
```

Parameters

message
  Type: SolaceSystems.Solclient.Messaging.SDT.ISmfMessage
  SMF message value to add.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
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</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from</td>
</tr>
<tr>
<td>Exception</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-------------------------------------------------------</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when message is null.</td>
</tr>
</tbody>
</table>

## See Also

**Reference**

- IStreamContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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IStreamContainerAddString Method

version: 7.2.1.27
Adds a string field to the stream.


### Syntax

```csharp
void AddString(
    string value
)
```

### Parameters

`value`
- Type: `System.String`
- String value to add.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <code>ReturnCode</code> and <code>SDKErrorInfo</code> are accessible from</td>
</tr>
<tr>
<td>Class</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>contaminate more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when value is null.</td>
</tr>
</tbody>
</table>

**See Also**

Reference

IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainerAddUInt16 Method

version: 7.2.1.27

Adds a UInt16 field to the stream.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT

### Syntax

```csharp
void AddUInt16(int value)
```

### Parameters

*value*  
Type: `System.Int32`  
UInt16 value to add.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>InvalidOperationException</code></td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td><code>OperationErrorException</code></td>
<td>Thrown when an error occurs. In this case <code>ReturnCode</code> and <code>SDKErrorInfo</code> are accessible from</td>
</tr>
</tbody>
</table>

---

**Solclient**
See Also

Reference

IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
**IStreamContainerAddUInt32 Method**

version: 7.2.1.27
Adds a UInt32 field to the stream.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

```csharp
void AddUInt32(
    long value
)
```

**Parameters**

- **value**  
  Type: SystemInt64  
  UInt32 value to add.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from</td>
</tr>
<tr>
<td>Exception</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------</td>
<td>----------------------------------------------------</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

**See Also**

**Reference**
- IStreamContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainerAddUInt64 Method

version: 7.2.1.27
Adds a UInt64 field to the stream.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT


## Syntax

```
void AddUInt64(
    long value
)
```

### Parameters

- **value**
  Type: SystemInt64
  UInt64 value to add.

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
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<td>Exception</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>

See Also

Reference

IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainerAddUInt8 Method

version: 7.2.1.27
Adds a UInt8 field to the stream.


Syntax

\[
\text{void AddUInt8(}
\text{ byte value }
\text{ )}
\]

Parameters

\text{value}
Type: SystemByte
UInt8 value to add

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationError Exception</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from</td>
</tr>
</tbody>
</table>
See Also

Reference
ISTreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace
IStreamContainer.AddUnknownField Method

version: 7.2.1.27

Adds a `IUnknownSDTField` field to the stream.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT


**Syntax**

```csharp
void AddUnknownField(IUnknownSDTField field)
```

**Parameters**

`field`  
Type: SolaceSystems.Solclient.Messaging.SDT.IUnknownSDTField  
An IUnknownSDTField instance.

**Exceptions**

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <code>ReturnCode</code> and <code>SDKErrorInfo</code> are accessible from</td>
</tr>
<tr>
<td>Exception</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when message is null.</td>
</tr>
</tbody>
</table>

**See Also**

**Reference**

- IStreamContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
**IStreamContainer CreateMap Method**

version: 7.2.1.27

Creates a sub-map with the given name. The returned IMapContainer is is ready for read and write operations. It is recommended to Close the IMapContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

```csharp
IMapContainer CreateMap()
```

**Return Value**

Type: `IMapContainer`

The created sub-map.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo</td>
</tr>
<tr>
<td>Exception</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><code>OperationErrorException</code></td>
<td>are accessible from <code>OperationErrorException</code> and contain more information.</td>
</tr>
<tr>
<td><code>FatalErrorException</code></td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td><code>InvalidOperationException</code></td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

**See Also**

Reference
- IStreamContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainer CreateStream Method

version: 7.2.1.27

Creates a sub-stream with the given name. The returned IStreamContainer is ready for read/write operations. It is recommended to Close the IStreamContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>IStreamContainer CreateStream()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Return Value**  
Type: IStreamContainer  
The created sub-stream.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo</td>
</tr>
</tbody>
</table>
are accessible from OperationException and contain more information.

<table>
<thead>
<tr>
<th>Exception</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

▶ See Also

Reference
IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainer.GetBool Method

version: 7.2.1.27

Gets the next field as a Boolean.


Syntax

C# | VB | C++
---|---|---
```csharp
bool GetBool()
```

Return Value

Type: Boolean

Boolean value from the stream.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>Thrown when the end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>
InvalidOperation Exception

Thrown when the container is already closed.

See Also

Reference

IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainerGetByteArray Method

version: 7.2.1.27
Gets the next field as a byte array.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

**Syntax**

```csharp
byte[] GetByteArray()
```

**Return Value**
Type: **Byte**
Byte array value from the stream.

**Exceptions**

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>Thrown when the end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error</td>
</tr>
</tbody>
</table>
InvalidOperationException
Thrown when the container is already closed.

See Also

Reference
IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainerGetChar Method

version: 7.2.1.27

Gets the next field as a Char.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT


## Syntax

```csharp
char GetChar()
```

### Return Value

**Type:** Char

Char value from the stream.

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>Thrown when the end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>
InvalidOperationException Thrown when the container is already closed.

See Also

Reference
IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace
IStreamContainer.GetDestination Method

version: 7.2.1.27

Gets the next field as a IDestination.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>IDestination GetDestination()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Return Value

**Type:** IDestination  
Destination value from the stream.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>Thrown when the end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error</td>
</tr>
</tbody>
</table>
InvalidOperationException occurs.

Thrown when the container is already closed.

See Also

Reference

IStreamContainer Interface

SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainerGetDouble Method

version: 7.2.1.27
Gets the next field as a double.


Syntax

```
C#          VB          C++

double GetDouble()
```

Return Value
Type: Double
Double value from the stream.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>Thrown when the end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error</td>
</tr>
</tbody>
</table>
InvalidOperationException

Thrown when the container is already closed.

**See Also**

**Reference**
- IStreamContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainer.GetFloat Method

version: 7.2.1.27
Gets the next field as a float.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Copy</td>
</tr>
</tbody>
</table>

```csharp
float GetFloat()
```

### Return Value

Type: *Single*
Float value from the stream.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>When end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already</td>
</tr>
</tbody>
</table>
See Also

Reference
IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainerGetInt16 Method

version: 7.2.1.27
Gets the next field as a Int16.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>short GetInt16()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Return Value

Type: **Int16**
Int16 value from the stream.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>Thrown when the end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>
InvalidOperationException
Thrown when the container is already closed.

See Also

Reference
IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainer.GetInt32 Method

version: 7.2.1.27
Gets the next field as a Int32.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

## Syntax

### C#  
```c#
int GetInt32()
```

### VB
```vbnet
Function GetInt32()
End Function
```

### C++
```cpp
int GetInt32()
```

## Return Value
- **Type:** Int32
  - Int32 value from the stream.

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>Thrown when the end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>
**InvalidOperationException**  Thrown when the container is already closed.

## See Also

Reference

IStreamContainer Interface  
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainerGetInt64 Method

version: 7.2.1.27
Gets the next field as a Int64.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>long GetInt64()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Return Value

Type: **Int64**  
Int64 value from the stream

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>When end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already</td>
</tr>
</tbody>
</table>
See Also

Reference
IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainerGetInt8 Method

version: 7.2.1.27
Gets the next field as a Int8 (converted to Int16).


Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>short GetInt8()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Return Value
Type: Int16
Int8 value from the stream.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>Thrown when end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>
InvalidOperationException  Thrown when the container is already closed.

See Also

Reference
IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainer.GetMap Method

version: 7.2.1.27
Opens the contained sub-map with the given name. The returned IMapContainer is ready for read and write operations. It is recommended to Close the IMapContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.


Syntax

C#    VB      C++

```csharp
IMapContainer GetMap()
```

Return Value
Type: IMapContainer
An opened sub-map.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>When end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo</td>
</tr>
</tbody>
</table>
are accessible from OperationException and contain more information.

<table>
<thead>
<tr>
<th>Exception Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>

See Also

Reference

IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainer.GetNext Method

version: 7.2.1.27

Gets the next ISDTField. If the returned ISDTField is of type SDTFieldType.MAP or SDTFieldType.STREAM, it is recommended to Close the container when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed.


Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>ISDTField GetNext()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Return Value

Type: ISDTField
The next value in the stream. Null if the end of stream is reached.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain</td>
</tr>
</tbody>
</table>
FatalErrorException

Thrown when an unrecoverable error occurs.

See Also

Reference
ISTSreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainer.GetNull Method

version: 7.2.1.27

Gets the next field as a NULL. This is a special accessor; any SDT type with the inclusion of map and stream can be read as null.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>void GetNull()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>Thrown when the end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>InvalidOperationException</td>
<td>Thrown when the container is already closed.</td>
</tr>
</tbody>
</table>
See Also

Reference

IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainerGetSmfMsg Method

version: 7.2.1.27
Gets the next field as ISmfMessage.


Syntax

```
C#      VB      C++
ISmfMessage GetSmfMsg()
```

Return Value
Type: ISmfMessage
SMF Message value from the stream.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>Thrown when the end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error</td>
</tr>
</tbody>
</table>
InvalidOperationException  Thrown when the container is already closed.

See Also

Reference
IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace
IStreamContainerGetStream Method

version: 7.2.1.27

Opens the contained sub-stream with the given name. The returned IStreamContainer is ready for read and write operations. It is recommended to Close the IStreamContainer when done. If it is not explicitly closed, the container is automatically closed when the associated parent container is closed or the associated message (if it is a message-dependent container) is disposed. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.


Syntax

```
C#        VB        C++

IStreamContainer GetStream()
```

Return Value
Type: IStreamContainer
An opened sub-stream

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>Thrown when the end of stream is reached.</td>
</tr>
</tbody>
</table>
### OperationErrorException
Thrown when an error occurs. In this case **ReturnCode** and **SDKErrorMessage** are accessible from OperationErrorException and contain more information.

### FatalErrorException
Thrown when an unrecoverable error occurs.

### InvalidOperationException
Thrown when the container is already closed.

## See Also

**Reference**
- IStreamContainer Interface
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainerGetString Method

version: 7.2.1.27
Gets the next field as a string.


Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>string GetString()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Return Value
Type: String
String value from the stream.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>Thrown when the end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error</td>
</tr>
</tbody>
</table>
InvalidOperationException

Thrown when the container is already closed.

See Also

Reference

IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainerGetUInt16 Method

version: 7.2.1.27

Gets the next field as a UInt16 (converted to Int32).

**Namespace:** SolaceSystems.Solclient.Messaging.SDT

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>int GetUInt16()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Return Value

**Type:** Int32

UInt16 value from the stream.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>Thrown when the end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error</td>
</tr>
</tbody>
</table>
InvalidOperationException  Thrown when the container is already closed.

See Also

Reference
IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainer GetUInt32 Method

version: 7.2.1.27
Gets the next field as a UInt32 (converted to Int64).

**Namespace:** SolaceSystems.Solclient.Messaging.SDT


### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>long GetUInt32()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Return Value

**Type:** Int64
UInt32 value from the stream.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>Thrown when the end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error</td>
</tr>
</tbody>
</table>
occurs.

**InvalidOperationException** Thrown when the container is already closed.

**See Also**

Reference

IStreamContainer Interface

SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainerGetUInt64 Method

version: 7.2.1.27

Gets the next field as a UInt64 (converted to Int64, therefore there could a loss of precision).

**Namespace:** SolaceSystems.Solclient.Messaging.SDT

### Syntax

```
long GetUInt64()
```

### Return Value

Type: **Int64**

UInt64 value from the stream.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>Thrown when the end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from OperationErrorException and contain more information.</td>
</tr>
</tbody>
</table>
FatalErrorException
Thrown when an unrecoverable error occurs.

InvalidOperationException
Thrown when the container is already closed.

OverflowException
Thrown when field's value is a UInt64 that's greater than Int64.MaxValue.

See Also

Reference
IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IStreamContainer.GetUInt8 Method

version: 7.2.1.27
Gets the next field as a UInt8 (byte).

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>byte GetUInt8()</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Return Value

Type: **Byte**

UInt8 value from the stream.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>EndOfStreamException</td>
<td>Thrown when the end of stream is reached.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case <strong>ReturnCode</strong> and <strong>SDKErrorInfo</strong> are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
</tbody>
</table>
InvalidOperationException

Thrown when the container is already closed.

See Also

Reference

IStreamContainer Interface
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
IUnknownSDTField Interface

version: 7.2.1.27
A tagging interface of an unknown SDT field; a field that the current API version does not yet understand


Syntax

C#    VB    C++

```csharp
public interface IUnknownSDTField
```

See Also

Reference
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
SDTFieldType Enumeration

version: 7.2.1.27
Data types that can be transmitted and received by the machine-independent get/set operations.


Syntax

```
public enum SDTFIELDTYPE
```

Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BOOL</td>
<td>0</td>
<td>Corresponds to System.Boolean {true,false}.</td>
</tr>
<tr>
<td>UINT8</td>
<td>1</td>
<td>Corresponds to System.Byte [0,255].</td>
</tr>
<tr>
<td>INT8</td>
<td>2</td>
<td>Corresponds to System.Int16 within [-128,127].</td>
</tr>
<tr>
<td>UINT16</td>
<td>3</td>
<td>Corresponds to System.Int32 within [0,65535].</td>
</tr>
<tr>
<td>Type</td>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>---------</td>
<td>-------</td>
<td>-----------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>INT16</td>
<td>4</td>
<td>Corresponds to System.Int16 within [-32768,32767].</td>
</tr>
<tr>
<td>UINT32</td>
<td>5</td>
<td>Corresponds to System.Int64 within [0,4294967295].</td>
</tr>
<tr>
<td>INT32</td>
<td>6</td>
<td>Corresponds to System.Int32 within [-2147483648,2147483647].</td>
</tr>
<tr>
<td>UINT64</td>
<td>7</td>
<td>Maps to System.Int64 within [0,2^{63}-1].</td>
</tr>
<tr>
<td>INT64</td>
<td>8</td>
<td>Corresponds to System.Int64 within [2^{63},2^{63}-1].</td>
</tr>
<tr>
<td>WCHAR</td>
<td>9</td>
<td>Corresponds to System.Char (16-bit unicode character).</td>
</tr>
<tr>
<td>STRING</td>
<td>10</td>
<td>Corresponds to string (utf-8 encoded on the wire).</td>
</tr>
<tr>
<td>BYTEARRAY</td>
<td>11</td>
<td>byte[].</td>
</tr>
<tr>
<td>FLOAT</td>
<td>12</td>
<td>Corresponds to float.</td>
</tr>
<tr>
<td>DOUBLE</td>
<td>13</td>
<td>Corresponds to double.</td>
</tr>
<tr>
<td>MAP</td>
<td>14</td>
<td>Corresponds to IMapContainer.</td>
</tr>
<tr>
<td>STREAM</td>
<td>15</td>
<td>Corresponds to IStreamContainer.</td>
</tr>
<tr>
<td>NULL</td>
<td>16</td>
<td>Corresponds to null.</td>
</tr>
<tr>
<td>Field</td>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>-------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DESTINATION</td>
<td>17</td>
<td>Corresponds to IDestination.</td>
</tr>
<tr>
<td>SMF_MESSAGE</td>
<td>18</td>
<td>Corresponds to ISmfMessage (a complete SMF message that is encapsulated in the container).</td>
</tr>
<tr>
<td>UNKNOWN</td>
<td>-1</td>
<td>A validly formatted but unrecognized data type.</td>
</tr>
</tbody>
</table>

**See Also**

Reference
SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
SDTUtils Class

version: 7.2.1.27
Used to manipulate SDT components in a message.

Inheritance Hierarchy

- System
  - Object
  - SolaceSystems.Solclient.Messaging.SDTUtils


Syntax

```csharp
public class SDTUtils
```

The SDTUtils type exposes the following members.

Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SDTUtils</td>
<td>Initializes a new instance of the SDTUtils class</td>
</tr>
</tbody>
</table>

Top

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateMap(Int32)</td>
<td>Allocates a memory buffer</td>
</tr>
</tbody>
</table>
of size maxSize on the heap and creates a message-independent (free standing) IMapContainer within. If the subsequent calls to add structured data types exceeds the buffer size an error (InsufficientSpace) is returned to the application.

Note: When using message-independent maps, it's an error to have more than one open subcontainer at once. In other words, client applications must close the open subcontainer before creating a new one. If such attempt is made, client applications will get an error with SDKErrorSubcode equal to OutOfMemory. Note that this limitation is not present with maps created with CreateMap(IMessage, Int32).

Note: Applications should call Dispose as soon as they're done with the map. Message-independent containers, when created, allocate memory resources.

CreateMap(IMessage, Int32) This method creates a map container (IMapContainer) in the binary attachment part of the given message, and any existing data is overwritten. The returned
IMapContainer instance can be later used to add SDT fields. It is recommended to Close the IMapContainer when done. If it is not explicitly closed, the IMapContainer is automatically closed when the associated message is disposed IDisposable. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this map will result in an OperationErrorException with ParamNullReference error subcode.

CreateStream(Int32)  Allocates a memory buffer of size bufferSize on the heap and creates a message-independent (free standing) IStreamContainer within. If the subsequent calls to add structured data types exceeds the buffer size an error (InsufficientSpace) is returned to the application. Note: When using message-independent streams, it's an error to have more than one open subcontainer at once. In other words, client applications must close the open subcontainer before creating a new one. If such attempt is made, client applications will get
an error with SDKErrorSubcode equal to `OutOfMemory`. Note that this limitation is not present with streams created with `CreateStream(IMessage, Int32)`.

Note: Applications should call `Dispose` as soon as they're done with the stream. Message-independent containers, when created, allocate memory resources.

---

CreateStream(IMessage, Int32) Creates a stream container (IStreamContainer) in the binary attachment part of the given message. Any existing data is overwritten. The returned IStreamContainer instance can be later used to add SDT fields. It is recommended to Close the IStreamContainer when done. If it is not explicitly closed, the stream is automatically closed when the associated message is disposed `IDisposable`. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this stream will result in an `OperationErrorException` with `ParamNullReference`. 
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>🍃 Equals</td>
<td>Determines whether the specified <strong>Object</strong> is equal to the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>🍃 Finalize</td>
<td>Allows an <strong>Object</strong> to attempt to free resources and perform other cleanup operations before the <strong>Object</strong> is reclaimed by garbage collection. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>🍃 GetContainer</td>
<td>Returns an ISDTContainer (if available) within a message. The ISDTContainer could be either a IMapContainer or IStreamContainer. It is recommended to Close the ISDTContainer when done. If it is not explicitly closed, the container is automatically closed when the associated message is sent or disposed <strong>IDisposable</strong>. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an <strong>OperationErrorException</strong> with <strong>ParamNullReference</strong> error subcode.</td>
</tr>
</tbody>
</table>
**GetHashCode**
Serves as a hash function for a particular type.
(Inherited from **Object**.)

**GetText**
If the message's binary payload contains a string, this method will return it. Otherwise it will return **null**.

**GetType**
Gets the **Type** of the current instance.
(Inherited from **Object**.)

**MemberwiseClone**
Creates a shallow copy of the current **Object**.
(Inherited from **Object**.)

**SetSDTContainer**
Sets an SDT container as the binary attachment of a message. Any existing data in the message is overwritten. This method copies in from the given container, therefore changes to the container after this method returns will not be propagated to the message.

**SetText**
Sets the binary attachment part of the message to the specified utf8 encoded string.

**ToString**
Returns a **String** that represents the current **Object**.
(Inherited from Object.)

Top

See Also

Reference

SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
SDTUtils Constructor

version: 7.2.1.27
Initializes a new instance of the SDTUtils class

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

C#    VB    C++  

```csharp
public SDTUtils()
```

### See Also

**Reference**  
SDTUtils Class  
SolaceSystems.Solclient.Messaging.SDT Namespace

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SDTUtils Methods

version: 7.2.1.27

The SDTUtils type exposes the following members.

Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![S] CreateMap(Int32)</td>
<td>Allocates a memory buffer of size maxSize on the heap and creates a message-independent (free standing) IMapContainer within. If the subsequent calls to add structured data types exceeds the buffer size an error (InsufficientSpace) is returned to the application. Note: When using message-independent maps, it's an error to have more than one open subcontainer at once. In other words, client applications must close the open subcontainer before creating a new one. If such attempt is made, client applications will get an error with SDKErrorSubcode equal to OutOfMemory. Note that this limitation is not present with maps created with CreateMap(IMessage, Int32). Note: Applications should</td>
</tr>
</tbody>
</table>
call `Dispose` as soon as they're done with the map. Message-independent containers, when created, allocate memory resources.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateMap(IMessage, Int32)</td>
<td>This method creates a map container (IMapContainer) in the binary attachment part of the given attachment message, and any existing data is overwritten. The returned IMapContainer instance can be later used to add SDT fields. It is recommended to Close the IMapContainer when done. If it is not explicitly closed, the IMapContainer is automatically closed when the associated message is disposed <code>IDisposable</code>. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this map will result in an <code>OperationErrorException</code> with <code>ParamNullReference</code> error subcode.</td>
</tr>
<tr>
<td>CreateStream(Int32)</td>
<td>Allocates a memory buffer of size bufferSize on the heap and creates a message-independent (free standing)</td>
</tr>
</tbody>
</table>
CreateStream(IMessage, Int32) Creates a stream container (IStreamContainer) in the binary attachment part of the given message. Any existing data is overwritten. The returned IStreamContainer instance can be later used to add SDT fields. It is recommended to Close

IStreamContainer within. If the subsequent calls to add structured data types exceeds the buffer size an error (InsufficientSpace) is returned to the application. Note: When using message-independent streams, it's an error to have more than one open subcontainer at once. In other words, client applications must close the open subcontainer before creating a new one. If such attempt is made, client applications will get an error with SDKErrorSubcode equal to OutOfMemory. Note that this limitation is not present with streams created with CreateStream(IMessage, Int32).

Note: Applications should call Dispose as soon as they're done with the stream. Message-independent containers, when created, allocate memory resources.
the IStreamContainer when done. If it is not explicitly closed, the stream is automatically closed when the associated message is disposed IDisposable. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this stream will result in an OperationErrorException with ParamNullReference error subcode.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object.</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.</td>
</tr>
<tr>
<td>GetContainer</td>
<td>Returns an ISDTContainer (if available) within a message. The ISDTContainer could be either a IMapContainer or IStreamContainer. It is recommended to Close the ISDTContainer when done. If it is not explicitly</td>
</tr>
</tbody>
</table>
closed, the container is automatically closed when the associated message is sent or disposed

**IDisposable.** Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an **OperationErrorException** with **ParamNullReference** error subcode.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>GetText</td>
<td>If the message's binary payload contains a string, this method will return it. Otherwise it will return <strong>null</strong>.</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the <strong>Type</strong> of the current instance. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>SetSDTContainer</td>
<td>Sets an SDT container as the binary attachment of a message. Any existing data in the message is overwritten. This method copies in from the given</td>
</tr>
</tbody>
</table>
container, therefore changes to the container after this method returns will not be propagated to the message.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SetText</td>
<td>Sets the binary attachment part of the message to the specified utf8 encoded string.</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a <strong>String</strong> that represents the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
</tbody>
</table>

**See Also**

**Reference**
- SDTUtils Class
- SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
SDTUtils CreateMap Method

version: 7.2.1.27

## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateMap(Int32)</td>
<td>Allocates a memory buffer of size maxSize on the heap and creates a message-independent (free standing) IMapContainer within. If the subsequent calls to add structured data types exceeds the buffer size an error (InsufficientSpace) is returned to the application. Note: When using message-independent maps, it's an error to have more than one open subcontainer at once. In other words, client applications must close the open subcontainer before creating a new one. If such attempt is made, client applications will get an error with SDKErrorSubcode equal to OutOfMemory. Note that this limitation is not present with maps created with CreateMap(IMessage, Int32). Note: Applications should call Dispose as soon as they're done with the map. Message-independent containers, when created, allocate memory resources.</td>
</tr>
</tbody>
</table>
CreateMap(IMessage, Int32)  This method creates a map container (IMapContainer) in the binary attachment part of the given message, and any existing data is overwritten. The returned IMapContainer instance can be later used to add SDT fields. It is recommended to Close the IMapContainer when done. If it is not explicitly closed, the IMapContainer is automatically closed when the associated message is disposed IDisposable. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this map will result in an OperationErrorException with ParamNullReference error subcode.
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SDTUtilsCreateMap Method (Int32)

version: 7.2.1.27

Allocates a memory buffer of size maxSize on the heap and creates a message-independent (free standing) IMapContainer within. If the subsequent calls to add structured data types exceeds the buffer size an error (InsufficientSpace) is returned to the application.

Note: When using message-independent maps, it's an error to have more than one open subcontainer at once. In other words, client applications must close the open subcontainer before creating a new one. If such attempt is made, client applications will get an error with SDKErrorSubcode equal to OutOfMemory. Note that this limitation is not present with maps created with CreateMap(IMessage, Int32).

Note: Applications should call Dispose as soon as they're done with the map. Message-independent containers, when created, allocate memory resources.


Syntax

```csharp
public static IMapContainer CreateMap(int bufferSize)
```

Parameters

bufferSize
Type: SystemInt32
max size (in bytes) of the backing memory buffer to allocate on
Return Value
Type: IMapContainer
Returns a memory buffer of size maxSize on the heap

## Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contains more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>OutOfMemoryException</td>
<td></td>
</tr>
<tr>
<td>ArgumentOutOfRangeException</td>
<td>Thrown when bufferSize is invalid</td>
</tr>
</tbody>
</table>

### See Also

- Reference
  - SDTUtils Class
  - CreateMap Overload
  - SolaceSystems.Solclient.Messaging.SDT Namespace

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Send comments on this topic to support_request@solacesystems.com
SDTUtils CreateMap Method (IMessage, Int32)

version: 7.2.1.27

This method creates a map container (IMapContainer) in the binary attachment part of the given message, and any existing data is overwritten. The returned IMapContainer instance can be later used to add SDT fields. It is recommended to Close the IMapContainer when done. If it is not explicitly closed, the IMapContainer is automatically closed when the associated message is disposed IDisposable. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this map will result in an OperationErrorException with ParamNullReference error subcode.


Syntax

```csharp
public static IMapContainer CreateMap(
    IMessage message,
    int initialSize
)
```

Parameters

- `message`  
  Type: SolaceSystems.Solclient.Messaging.IMessage  
  The message to create the map container in.

- `initialSize`  
  Type: SystemInt32
This value must be greater or equal to zero. It hints to the size of the map that will be created, it is used to determine the size of datablock to allocate. If it is too small for the subsequently created map, a larger datablock is allocated when necessary and existing SDT data is copied into place. This reallocation can negatively affect performance.

Return Value
Type: IMapContainer
The created map container.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when the message is null.</td>
</tr>
<tr>
<td>ArgumentOutOfRangeException</td>
<td>Thrown when initial size is less than zero.</td>
</tr>
</tbody>
</table>

See Also

Reference
SDTUtils Class
CreateMap Overload
SolaceSystems.Solclient.Messaging.SDT Namespace
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Send comments on this topic to support_request@solacesystems.com
Solclient

SDTUtils

CreateStream Method

version: 7.2.1.27

Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>
| CreateStream(Int32)         | Allocates a memory buffer of size bufferSize on the heap and creates a message-independent (free standing) IStreamContainer within. If the subsequent calls to add structured data types exceeds the buffer size an error (InsufficientSpace) is returned to the application. Note: When using message-independent streams, it’s an error to have more than one open subcontainer at once. In other words, client applications must close the open subcontainer before creating a new one. If such attempt is made, client applications will get an error with SDKErrorSubcode equal to OutOfMemory. Note that this limitation is not present with streams created with CreateStream(IMessage, Int32).

Note: Applications should call Dispose as soon as they’re done with the...
stream. Message-independent containers, when created, allocate memory resources.

CreateStream(IMessage, Int32) Creates a stream container (IStreamContainer) in the binary attachment part of the given message. Any existing data is overwritten. The returned IStreamContainer instance can be later used to add SDT fields. It is recommended to Close the IStreamContainer when done. If it is not explicitly closed, the stream is automatically closed when the associated message is disposed IDisposable. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this stream will result in an OperationErrorException with ParamNullReference error subcode.

See Also

Reference

SDTUtils Class
SolaceSystems.Solclient.Messaging.SDT Namespace
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Send comments on this topic to support_request@solacesystems.com
SDTUtilsCreateStream Method (Int32)

version: 7.2.1.27

Allocates a memory buffer of size bufferSize on the heap and creates a message-independent (free standing) IStreamContainer within.
If the subsequent calls to add structured data types exceeds the buffer size an error (InsufficientSpace) is returned to the application.

Note: When using message-independent streams, it's an error to have more than one open subcontainer at once. In other words, client applications must close the open subcontainer before creating a new one. If such attempt is made, client applications will get an error with SDKErrorSubcode equal to OutOfMemory. Note that this limitation is not present with streams created with CreateStream(IMessage, Int32).

Note: Applications should call Dispose as soon as they're done with the stream. Message-independent containers, when created, allocate memory resources.


Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static IStreamContainer CreateStream(</td>
<td></td>
<td></td>
</tr>
<tr>
<td>int bufferSize</td>
<td></td>
<td></td>
</tr>
<tr>
<td>)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Parameters

bufferSize
Type: SystemInt32
max size (in bytes) of the backing memory buffer to allocate on
Return Value
Type: IStreamContainer
The created container.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contains more information.</td>
</tr>
<tr>
<td>FatalErrorException</td>
<td>Thrown when an unrecoverable error occurs.</td>
</tr>
<tr>
<td>OutOfMemoryException</td>
<td></td>
</tr>
</tbody>
</table>

See Also

Reference
SDTUtils Class
CreateStream Overload
SolaceSystems.Solclient.Messaging.SDT Namespace

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SDTUtilsCreateStream Method
(IMessage, Int32)

version: 7.2.1.27

Creates a stream container (IStreamContainer) in the binary attachment part of the given message. Any existing data is overwritten. The returned IStreamContainer instance can be later used to add SDT fields. It is recommended to Close the IStreamContainer when done. If it is not explicitly closed, the stream is automatically closed when the associated message is disposed IDisposable. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this stream will result in an OperationErrorException with ParamNullReference error subcode.


Syntax

```csharp
public static IStreamContainer CreateStream(
    IMessage message,
    int initialSize
)
```

Parameters

=message
  Type: SolaceSystems.Solclient.Messaging.IMessage
  The message to create the map container in.

initialSize
  Type: System.Int32
This parameter must be greater than or equal to zero. It hints to the size of the stream to be created, it is used to determine the size of the datablock to allocate. If it is too small for the subsequently created stream, a larger datablock is allocated when necessary and existing SDT data is copied into place. This reallocation can negatively affect performance.

Return Value
Type: IStreamContainer
The created stream container.

Exceptions

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<tr>
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<tr>
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<tr>
<td>ArgumentOutOfRangeException</td>
<td>Thrown when initialSize is less than zero.</td>
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CreateStream Overload
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SDTUtilsGetContainer Method

version: 7.2.1.27

Returns an ISDTContainer (if available) within a message. The ISDTContainer could be either a IMapContainer or IStreamContainer. It is recommended to Close the ISDTContainer when done. If it is not explicitly closed, the container is automatically closed when the associated message is sent or disposed IDisposable. Whether it is explicitly closed by the client application, or implicitly by the API, any attempt to use this container will result in an OperationErrorException with ParamNullReference error subcode.


Syntax

```csharp
public static ISDTContainer GetContainer(IImessage message)
```

Parameters

message
Type: SolaceSystems.Solclient.Messaging.IMessage
Message to get the container from.

Return Value
Type: ISDTContainer
A IMapContainer or IStreamContainer, if they exist; null, otherwise

Exceptions
<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when message is null.</td>
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<td>Thrown when an unrecoverable error occurs.</td>
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</tbody>
</table>

**See Also**

Reference
SDTUtils Class
SolaceSystems.Solclient.Messaging.SDT Namespace

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SDTUtilsGetText Method

version: 7.2.1.27
If the message's binary payload contains a string, this method will return it. Otherwise it will return null.


Syntax

C# VB C++

```csharp
public static string GetText(
    IMessage message
)
```

Parameters

message
Type: SolaceSystems.Solclient.Messaging.IMessage
The message to get the string from.

Return Value
Type: String
The string from the binary payload; or null, if none exists.

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentException</td>
<td>Thrown when message is null.</td>
</tr>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this</td>
</tr>
</tbody>
</table>
case `ReturnCode` and `SDKErrorInfo` are accessible from `OperationErrorException` and contain more information.

---

**FatalErrorException**

Thrown when an unrecoverable error occurs.

---

**See Also**

Reference

- `SDTUtils Class`
- `SolaceSystems.Solclient.Messaging.SDT Namespace`

---

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SDTUtils::SetSDTContainer Method

version: 7.2.1.27
Sets an SDT container as the binary attachment of a message. Any existing data in the message is overwritten. This method copies in from the given container, therefore changes to the container after this method returns will not be propagated to the message.


Syntax

```csharp
public static void SetSDTContainer(
    IMessage msg,
    ISDTContainer container
)
```

Parameters

- `msg`
  Type: SolaceSystems.Solclient.Messaging.IMessage
  an IMessage instance
- `container`
  Type: SolaceSystems.Solclient.Messaging.SDT.ISDTContainer
  a ISDTContainer

Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>OperationErrorException</td>
<td>Thrown when an error occurs. In this</td>
</tr>
</tbody>
</table>
case ReturnCode and SDKErrorInfo are accessible from OperationErrorException and contain more information.

**FatalErrorException**

Thrown when an unrecoverable error occurs.

### See Also

Reference

SDTUtils Class
SolaceSystems.Solclient.Messaging.SDT Namespace

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SDTUtilsSetText Method

version: 7.2.1.27
Sets the binary attachment part of the message to the specified utf8 encoded string.

**Namespace:** SolaceSystems.Solclient.Messaging.SDT  

### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>VB</th>
<th>C++</th>
</tr>
</thead>
</table>
| public static void SetText(  
    IMessage message,  
    string text  
) | | |

### Parameters

**message**  
Type: SolaceSystems.Solclient.Messaging.IMessage  
Message to set the binary attachment on.

**text**  
Type: System.String  
Text to set the binary attachment to.

### Exceptions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArgumentNullException</td>
<td>Thrown when message or string is null.</td>
</tr>
</tbody>
</table>
**OperationErrorException**  Thrown when an error occurs. In this case **ReturnCode** and **SDKErrorInfo** are accessible from **OperationErrorException** and contain more information.

**FatalErrorException**  Thrown when an unrecoverable error occurs.

### See Also

- **Reference**
- **SDTUtils Class**
- **SolaceSystems.Solclient.Messaging.SDT Namespace**

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