



ReplayService™ for AMQP

Record and Replay AMQP messages

CodeStreet ReplayService is an enterprise class record and replay service for your AMQP message platform. Now you can record, and repeatedly replay, pause, fast forward and rewind through the flow of messages. You can also vary the speed of the message stream and filter selected message subsets. Messages can also be searched, edited and re-inserted into the message stream. ReplayService is not just a robust record and replay engine; it's a better store-and-forward messaging system with a broad range of business applications.

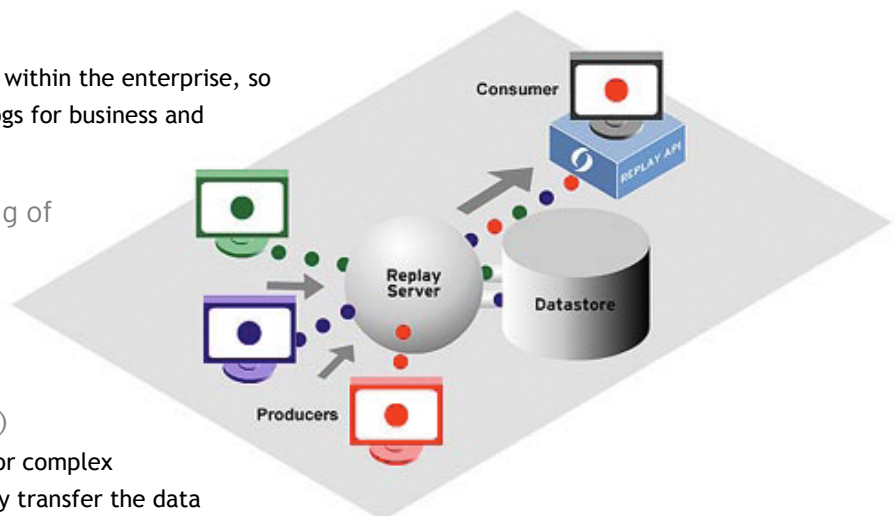
Benefits

- **Simpler Store-and-Forward Delivery**
Message senders and consumers can operate at their own message rates without pre-registration of consumers.
- **Application State Recovery**
Simplifies building fault-tolerance and state recovery into applications.
- **Data Distribution**
Applications throughout the enterprise automatically receive data updates, so there is no need to centralize data access or struggle with complex replication schemes.
- **Auditing of Business Activity**
ReplayService records information moving within the enterprise, so it's easy to maintain immutable activity logs for business and regulatory purposes.
- **Functional and Performance Testing of Applications**
Application performance can be tested by varying the replay rate and by simulating a live stream.
- **Business Activity Monitoring (BAM)**
ReplayService gathers the data required for complex Business Activity Monitoring and can simply transfer the data to various databases.

Features

CodeStreet ReplayService for AMQP records and replays messages from any AMQP 1.0 or AMQP 0-9-1 messaging node.

The AMQP version of ReplayService is available for Windows, Linux, and Solaris.





R	P	F	Channel	Protocol	Topic	Selector	#Msgs	Recorded Time	Size(MB)	From	To
●	●	●	XYZ-in	JMS	xyz*.in		71,367	19 hours 2 sec	50.752	2013-09-25T14:33:21.862522	2013-09-25T14:33:21.862522
●	●	●	XYZ-out	JMS	xyz*.out		32	30,400487 sec	0.022	2013-09-25T14:16:43.020670	2013-09-25T14:16:43.020670
●	●	●	from_AMQP	JMS	trades.settled		20	3 min 9.499263 sec	0.015	2013-09-23T17:36:35.185946	2013-09-23T17:36:35.185946

Features

- Simultaneously records multiple AMQP topics and queues, including wildcards.
- Provides extensive flow control. Replays messages at a flat rate or as a function of the original message spacing.
- Both message consumers and administrative applications have the ability to suspend and resume replay streams, and to adjust the replay rate. The average replay rate is automatically throttled down when client applications consume messages too slowly.
- Applications transition seamlessly from retrieving stored messages to consuming real-time messages, making it unnecessary to synchronize replayed and real-time portions of the stream.
- Easy to use per-channel message rate statistics.
- Extensive real-time monitoring and management of the ReplayServer and Replay API for client applications.
- ReplayService fault-tolerance and SSL support.
- Replayed messages can be selected by specifying a group of channels, topic exchanges or queues, and by additional criteria such as AMQP message properties and annotations.
- Works with or without the ReplayService API. The API is used when the message consuming application wants to control features such as pause and resume. When native APIs are used, ReplayService is controlled via an administration application.

For more information, please contact:

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ReplayService for AMQP is a valuable tool for AMQP 1.0 or AMQP 0-9-1 messaging users and applications developers



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