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## Comet Maturity Guide

We recently asked our contributors to [outline the maturity of their preferred Comet server implementation](#). The summary of those questions are outlined here. If you want to add info about your Comet implementation, please [contact us](#).

Version: 0.2.0 (May 11, 2008)

	Caplin Liberator	Cometd (Python)	ErlyComet	GlassFish	Jetty	Lightstreamer	Meteor	Orbited	Persevere
<b>General</b>									
Status	Production	Beta	Alpha	Production	Production	Production	Production	Late Alpha	Beta
Version	4.4.13	0.9	Alpha	2	6.1	3.x	1.06	0.4	0.9.6
License	Commercial	BSD	MIT	Apache 2.0 or Commercial	Apache 2.0	Commercial	GPL v2	MIT	BSD or AFL
Pricing	Free or Commercial	Free	Free	Free or Commercial	Free	Free or Commercial	Free	Free	Free
Protocols	RTTP (Real Time Text Protocol)	Bayeux	Bayeux	Bayeux	Bayeux	Lightstreamer Network Protocol	Transports are completely configurable within simple constraints	Revolved	HTTP Channels and Bayeux negotiation
Message Delivery Guarantee	Yes	No	Yes	Yes	No	Yes	Yes	Yes	Yes
<b>Platforms</b>									
Unix/Linux	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Mac	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Windows	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
<b>Languages</b>									
Server	C	Python	Erlang	Java	Java	Java	Perl	Python	Java/JavaScript
Server APIs	C, Java	Python	Erlang	Java	Java	Java, .NET, TCP sockets	Perl	Python	Java, JavaScript
Client APIs (in addition to JavaScript)	Java, .Net	Python	Erlang	Java	Java	Flash, Flex, Java (SE/ME), .NET	Many	Many	
<b>Transports</b>									
Polling	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Long-Polling	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Callback-Polling	No	Yes	Yes	Yes	Yes	No	Yes	Yes	No
Iframe Streaming	Yes	No	No	Yes	No	Yes	Yes	Yes	No
htmlfile Streaming	No	No	No	Yes	No	No	Yes	Yes	No
XHR Streaming	Yes	No	No	Yes	No	No	Yes	Yes	Yes
	Caplin	Cometd (Python)	ErlyComet	GlassFish	Jetty	Lightstreamer	Meteor	Orbited	Persevere

Multipart Streaming	Yes	No	No	Yes	No	No	Yes	Yes	No
Server Sent Events	No	No	No	No	No	No	Yes	Yes	No
Direct Socket	Yes	No	No	No	No	Yes	No	No	No
<b>Scaling</b>									
Horizontal (multiple nodes)	Yes	No	Yes	Yes	Yes	Yes	Yes	Yes	No
Vertical	30,000 clients max. 1 million total client updates/sec at 10,000 clients	TBD	TBD	Sun achieved 883.66 JOPS@Standard on a single app server instance running on a Sun Fire T2000 server. That translates to over 7000 simultaneous active user	Jetty/Bayeux can support 20,000 simultaneous clients per node with several thousands of messages per second. Jetty/ActiveMQ has been able to deliver 7,000 price changes per second to 40,000 users over a 3 node cluster.	20,000 - 100,000 (depends only on the message throughputs, not on the number of clients)	1000 clients per node receiving 2 msgs (~400 bytes) per sec each. Tested up to 5000 clients per node receiving 1 msg/sec each	Tested against 10,000 idling clients without issue on Intel core duo 1.6 GHz	TBD
	<b>Caplin Liberator</b>	<b>Cometd (Python)</b>	<b>ErlyComet</b>	<b>GlassFish</b>	<b>Jetty</b>	<b>Lightstreamer</b>	<b>Meteor</b>	<b>Orbited</b>	<b>Persevere</b>

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