OrigoDB Workshop

Module 4 – Hosting

Direct in-process engine creation

- Static Engine methods
  - Create()
  - LoadOrCreate()
  - Load()
- Returns: Engine, Engine<M>

```
Engine<MyModel> engine = Engine.OrLoadOrCreate<MyModel>();
```

Engine.For<M>()

- Returns IEngine<M>() or derivative
- Reuse based on EngineConfiguration.Location property
- Remote or in-process
  - ILocalEngineClient<M>
  - IRemoteEngineClient<M>
- Running engines are tracked by Config.Engines

Db.For<M>()

- Returns a proxy for M
- Remote or Local analogous to Engine.For<M>

x64 vs. x32

- Core Library compiled with AnyCPU
- x32 = 32-bit pointers, max 4GB
- x64 = 64-bit pointers
- Server ships with x64 and x32 binaries

IIS Hosting

- Disable application pool recycling
- Ensure single process, no farming or LB
- Litter controllers with Db.For<M>() / Engine.For<M>()
- Or put a static ref somewhere, eg Global.asax

Lab: Todo MVC app

- Create an ASP.NET MVC 4 app with scaffolding