

Specification

Will use the exact same messaging objects and system, the addressing will be slightly adjusted in order to support announcements and blackboards.

The recipient will decide if they are receiving messages or not, if they are, they will receive the message, if they are not, it will go on the blackboard until they are ready to receive it. The sender will not know any different. The MessageHandler will tell the recipient that there is another message waiting, the recipient will keep track of how many and check when they are ready.

Blackboards will keep messages indefinitely, if the destination is invalid, the message will simply be dropped. The sender will not find out.

If the sender wants to make an announcement everyone (except the sender) will receive the message. To make an announcement, the sender will use themselves as the recipient.