# **WCF Advanced Routing**

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### **Outline**

- Using Routing Filters to define destinations
- Creating custom filters
- Handling Failover
- One-way Multicast



### **Routing Filter Types**

```
<routing>
    <filters>
        <filter name="HelloWorld" filterType="EndpointName"
            filterData="helloWorld" />
        </filters>
        </routing>
```

#### Format is:

- name: name of filter. Used to build a routing table.
- filterType: Type of filter.
- filterData: String to pass to the constructor of the filter.
- filter1/filter2: Only used with the 'And' filter (more in a moment!)
- custom: Type name that implements MessageFilter



### **EndpointName Filter**

- Matches all messages arriving on the RoutingService for a given endpoint
- Fairly useful to map 1:1 from endpoint to service



### **EndpointAddress**

- Matches all messages arriving at a hosted URL
- Like EndpointName, only address based.



# PrefixEndpointAddress

- Matches all messages arriving at a base URL
- Useful for mapping a family of prefixes for contracts implementing one or more MEPs to a single location.



### **XPath**

- Matches all messages based on XPath expression
- Useful for mapping messages based on Header information.
- Never get access to message Body, so no CBR on Body.



#### **Others**

And: Combine 2 named filters, And-ing them to get a result <filter name="And" filterType="And" filter1="XPath" filter2="HelloWorld"/>

MatchAll: Match all messages that come through <filter name="MatchAll" filterType="MatchAll"/>

Action: Match when the WS-Addressing Action header has a set value <filter name="Action" filterType="Action"</p>

```
filterData="http://www.pluralsight.com/WCF/HelloWorldService/SayHello" />
```



## **Filter priority**

- Each filter in a filterTable has a priority
- Big priority == earlier evaluation
- Same priority, only one should evaluate to true

```
<filterTable name="routingTable">
    <add filterName="Action" endpointName="HelloWorldBackup"
        priority="1" />
        <add filterName="HelloWorld"
        endpointName="HelloWorldPrimary" priority="0" />
        </filterTable>
```



#### What about...?

- Custom: When WCF doesn't provide the filter you want, write your own!
- Derive from System.ServiceModel.Dispatcher.MessageFilter
- Implement:
  - bool Match(Message)
  - □ bool Match(MessageBuffer) ← only called for Buffered messages, good for MessageLogging, not Routing
- To dynamically load extra filters, implement CreateFilterTable
  - Created FilterTable shared by all instances of type in a parent FilterTable
  - Can read from your own datastore
  - Be careful– you may be pushing into territory better served by learning BizTalk



# **Routing and Failover**

- Use when you need redundancy
- If service times out or fails, try another, and another, and ...
- Handled by backup lists



### **Backup List Configuration**

```
<filterTables>
  <filterTable name="routingTable">
    <add filterName="HelloWorld"</pre>
      endpointName="HelloWorldPrimary"
      backupList="HelloBackups" />
  </filterTable>
</filterTables>
<backupLists>
  <backupList name="HelloBackups">
    <add endpointName="HelloWorldBackup"/>
  </backupList>
</backupLists>
```



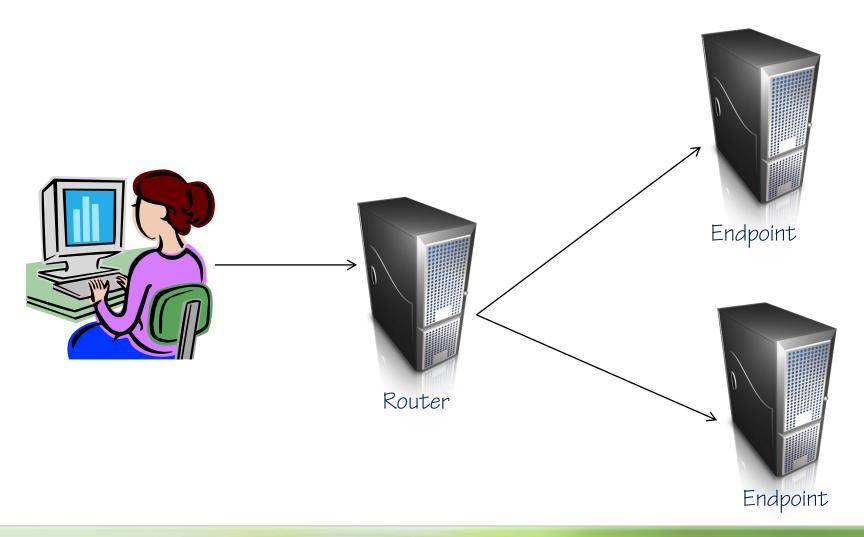
### **Multicast With Routing**

- You can 'multicast' for messages received ISimplexDatagramRouter endpoints
- For each filter in the filter table that matches, the target endpoint gets a message
- Priority still in play!

```
<filterTable name="routingTable">
     <add filterName="OneWayEndpointName" endpointName="OneWayPrimary"
          priority="2" />
     <add filterName="OneWayEndpointName" endpointName="OneWayBackup"
          priority="2" />
     </filterTable>
```



# Why multicast works on ISimplexDatagramRouter





### **Summary**

- WCF ships with many built in filters.
- You can build custom filters, create your own message filter tables in code.
- To support failover, create backup lists pointing to other implementations of the service(s)
- For one-way datagram contracts, you can multi-cast messages



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