Deploying and Messaging Remote Actors



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Overview



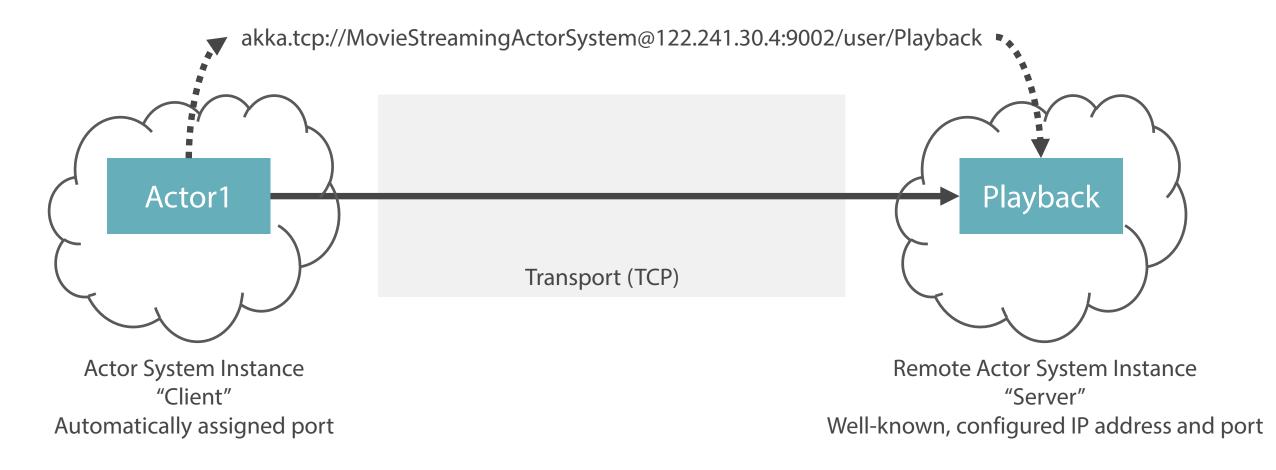
Overview of remote actors and remote deployment

Configuration in Akka.NET

Add a second (remote) actor system

Configuring remote deployment

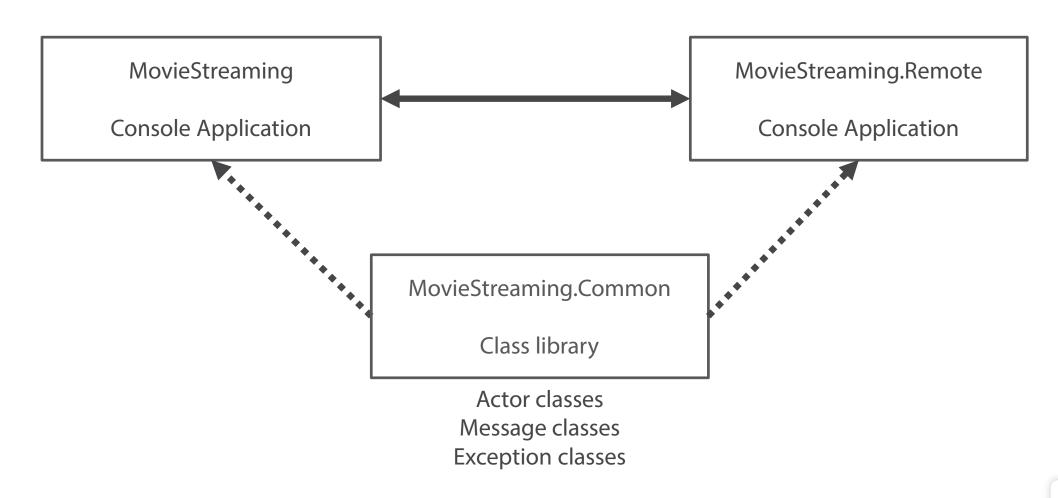
Remoting Overview



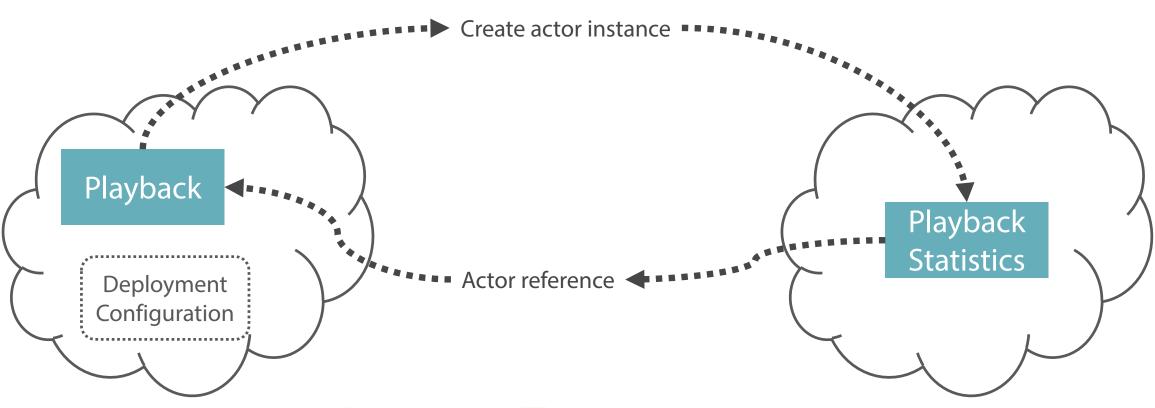
Remoting Overview

Akka.Logger.* Akka.Persistence.* Akka Akka.DI.* Akka.Cluster Akka.Remote

Remoting Overview



Remote Deployment Overview



Location Transparency

Configuring Akka.NET

Logging

Debug output

Extra modules

Network transports

Actor dispatchers

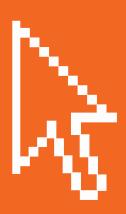
Remote actor deployments

HOCON

(Human-Optimized Config Object Notation) is a configuration format that aims to provide extensibility and flexibility, while at the same time making configuration values easy to edit by humans.

Adding a Remote Actor System

- Create 2nd "remote" console application
- Add Akka package to new console application
- Add new common class library to hold shared actors and messages
- Add Akka package to class library project



Configuring Remote Deployment

Add Akka.Remote package to both console applications

Add HOCON configuration

Deploy Playback statistics actor and child to remote actor system



Summary



Overview of remote actors and remote deployment

Akka.Remote

HOCON

Remote actor system port = 8091

deployment { ... }