



```
@@ -92,8 +95,25 @@ private void consumeBatchToCursor(long cursor, EventHandler<Object> handler) {
```

```
92      * Caches until consumerStarted is called, upon
    which the cache is flushed to the consumer
```

```
93      */
```

```
94      public void publish(Object obj) {
```

```
95          if(consumerStartedFlag) {
```

```
96      -          final long id = _buffer.next();
```

```
97          final MutableObject m = _buffer.get(id);
```

```
98      m.setObject(obj);
```

```
99      _buffer.publish(id);
```



```
95      * Caches until consumerStarted is called, upon
    which the cache is flushed to the consumer
```

```
96      */
```

```
97      public void publish(Object obj) {
```

```
98      +      try {
```

```
99      +          publish(obj, true);
```

```
100      +      } catch (InsufficientCapacityException ex) {
```

```
101      +          throw new RuntimeException("This code should
    be unreachable!");
```

```
102      +      }
```

```
103      +  }
```

```
104      +
```

```
105      +      public void tryPublish(Object obj) throws
    InsufficientCapacityException {
```

```
106      +          publish(obj, false);
```

```
107      +      }
```

```
108      +
```

```
109      +      public void publish(Object obj, boolean block)
    throws InsufficientCapacityException {
```

```
110          if(consumerStartedFlag) {
```

```
111      +          final long id;
```

```
112      +          if(block) {
```

```
113      +              id = _buffer.next();
```

```
114      +          } else {
```

```
115      +              id = _buffer.tryNext(1);
```

```
116      +          }
```

```
117          final MutableObject m = _buffer.get(id);
```

```
118      m.setObject(obj);
```

```
119      _buffer.publish(id);
```