

Unsing the MassTransit In-Memory Outbox

Script start

In the previous lesson we noticed that, after requesting a purchase, the state machine was not able to transition into the ItemsGranted state. Instead, it stayed in the Accepted state. Let's investigate what happened there and see if there is something we can do about it.

1. Explain that the state is not ItemsGranted because the grant items message went out before the machine state was saved.
2. Verify the items have been granted in Inventory

In Trading repo

3. Update Startup:

```
private void AddMassTransit(IServiceCollection services)
{
    services.AddMassTransit(configure =>
    {
        ...
        configure.UsingPlayEconomyRabbitMQ(retryConfigurator =>
        {
            ...
        });
        configure.AddSagaStateMachine<PurchaseStateMachine, PurchaseState>(sagaConfigurator =>
        {
            sagaConfigurator.UseInMemoryOutbox();
        });
        .MongoDbRepository(r =>
        {
            ...
        });
    });
    ...
}
```

4. Start Trading service

In Postman

5. Try a purchase again
6. Get the state machine state
7. Notice the state is now **Completed**
8. Verify the items have been granted in Inventory

In the next lesson we will update the state machine to also send a command to the Identity microservice to debit gil from the user.