micro-plumberd

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var settings = EventStoreClientSettings.Create(connectionString);
var plumber = Plumber.Create(settings);
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Aggregates

1. Write an aggregate.

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[Aggregate]
public partial class FooAggregate(Guid id) : AggregateBase<FooAggregate.FooState>(id)
{
    internal new FooState State => base.State;
    public record FooState { public string Name { get; set; } };
    private static FooState Given(FooState state, FooCreated ev) => state with { Name =
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    public void Open(string msg) => AppendPendingChange(new FooCreated() { Name = msg });
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If you want to create a new aggregate and save it to EventStoreDB:

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FooAggregate aggregate = FooAggregate.New(Guid.NewGuid());
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var aggregate = await plumber.Get<FooAggregate>("YOUR_ID");
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Write a read-model/processor

1. Read-Models

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[EventHandler]
public partial class FooModel
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With **SubscribeModel** you can subscribe from start, from certain moment or from the end of the stream.

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Namespace MicroPlumberd

Classes

AggregateAttribute

AggregateBase<TState>

EventHandlerAttribute

EventStoreProjectionManagementClientExtensions

InvocationContext

InvocationScope

MetadataExtensions

OutputStreamAttribute

Plumber

Structs

Metadata

Interfaces

IAggregate

IAggregate<TSelf>

IConventions

IObjectSerializer

IPlumber

Root interface for plumber

IProjectionRegister

IReadModel

ISubscriptionRunner

ISubscriptionSet

ITypeRegister

Enums

StandardMetadataEnricherTypes

Delegates

EventIdConvention

EventNameConvention

GroupNameModelConvention

MetadataConvention

OutputStreamModelConvention

SteamNameConvention

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