Dispatchers

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Thread pools for managing messages and scheduling actors

```
my-dispatcher {
    type = Dispatcher # alternatives: PinnedDispatcher, CallingThreadDispatcher
    executor = "thread-pool-executor" # alternative: "affinity-pool-executor"
    thread-pool-executor {
        fixed-pool-size = 4
    }
    # max number of messages processed per actor before it's de-scheduled
    throughput = 30 # lower = fairer, higher = better throughput
}
```

Careful with running blocking calls (or Futures thereof)

Akka rocks