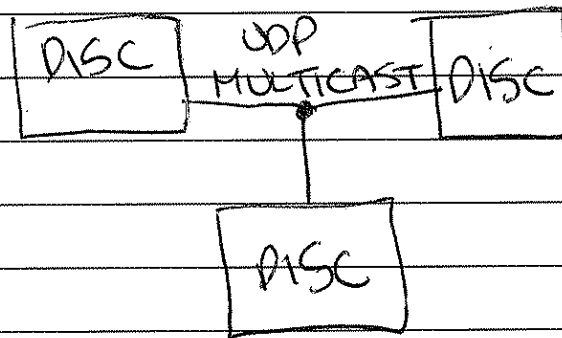
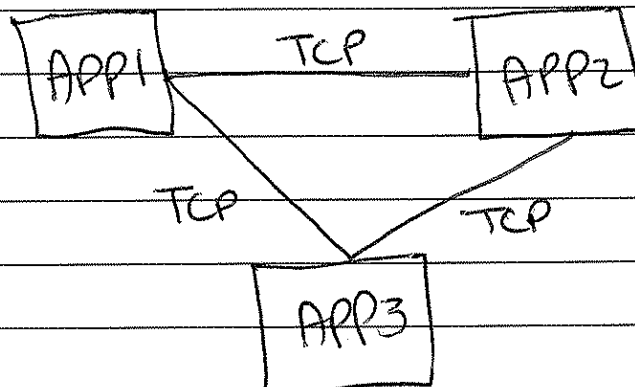


real-time advisory systems

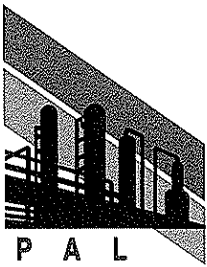
- each computer will have a multicasting discovery service
- the service will be picked up by applications that run
- data will be transmitted directly by the applications



- application will use the discovery service to locate other applications on the network

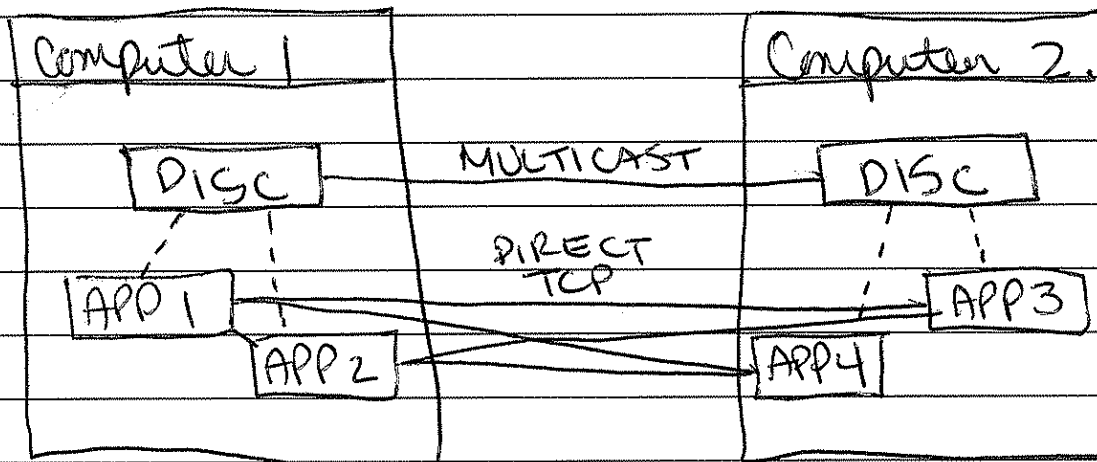


- the applications will always have local



real-time advisory systems

discovery service

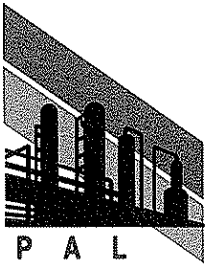


- Benefits

- zero configuration in same subnet
- ability to guarantee message was received
- ~~any~~ plug-n-play for new systems
- built-in fault tolerance and redundancy

- Topics will be key/value pair based

- if key is present, it must match
- if key is not present, then can match any
- no "wildcards" are required



real-time advisory systems

Storage

- Support for "guaranteed" messaging when handshake is made
- Use file based storage for data
- Allow setting for "expiration", so old data cannot be kept forever unless intended

Publish / Subscribe

- standard 1-to-N publish
- will save messages if "guaranteed"

Requests

- Will send requests synchronously to support ~~the~~ resource efficiency while providing redundancy
- Responders will be selected randomly for order

If a listener does not respond after N attempts, drop them ~~for~~ from list of connections until further notice.