



Message Oriented Communication Middleware

Component name	Message Oriented Communication Middleware		
Category (IP/ Reusable)	Reusable	Component type (HW/SW/product etc)	SW
HW Platform	Portable	SW Platform /OS	Windows, Unix, Proprietary Platform
Applications / applicable products	Any system having network communication requirements		
Market/ industries applicable	Any Industry		
Product Description	A distributed Message Oriented communication Middleware that provides basic interoperable communication backbone for heterogeneous systems. The overall system targets distributed computing elements, such as Unix Work Stations, Windows and proprietary operating systems. The middleware is positioned between the application layer and the platform dependent communication layer.		
Technical specifications	<ul style="list-style-type: none"> • Communication - UDP/IP • Supported Operating Systems: Currently Windows, UNIX, and a proprietary operating systems but portable to other platforms. 		
Features /benefits	<ul style="list-style-type: none"> • The middleware provides the following basic services <ol style="list-style-type: none"> 1. Event based data transfers: Provides uniform interface for on-request packet or memory transfers. 2. Cyclic data transfers: Manages certain periodic communication services by its own, the parameters of which are fully configurable • Data Centricity and interoperability in heterogeneous environment • Peer-to-peer communication and RPC • Unicast, Multicast and Broadcast support • Delivery Notification • Fully Configurable • Provides uniform interface to (event based) communication services in different platforms so that development of networked applications involving these three systems becomes simpler and the programs themselves become highly portable. • Manages periodic communication services by its own.(cyclic memory transfer and cyclic file transfer) • Optimized implementation and can be ported to new platforms. 		
Readiness	Available, customization required		