



Getting started with

# **Habari STOMP Client for RabbitMQ**

*Version 9.5*

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## **Broker-specific information**

For broker-specific notes, please read chapter  
Broker-specific notes on page 82 ff.

# Installation

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## Requirements

### Development Environment

The library may be used with

- **Embarcadero Delphi** 2009 Update 4 or higher
- **Free Pascal** 3.2.2 or higher

### TCP/IP Communication Library

This library requires one of these TCP/IP libraries:

- **Internet Direct (Indy) 10.6** (recommended)<sup>1</sup>
- **Synapse**
- **mORMot 1.18**
- **mORMot 2.0 stable**

The source code for TCP/IP communication libraries is not included in the installer.<sup>2</sup>

### Test Suites

- The DUnit test suite requires the Delphi 2009 version of DUnit for compilation.
- The FPCUnit test suite requires Lazarus 2.0.12 or newer to run.

---

## Installation steps

The installer application will guide you through the installation process.

By default Habari STOMP Client for RabbitMQ will be installed in the folder

C:\Users\Public\Documents\Habarisoft\habari-rabbitmq-9.5

<sup>1</sup> This is the primary adapter class being used for development and testing of the library.  
<sup>2</sup> See chapter "Online resources" for download addresses.

## Directory structure

```
<inst>
\-- demo                               Demo applications
    \-- ...
        \common-tests                 DUnit test project
... \-- ...
    \common-tests-fpc                 FPCUnit test project
    \-- ...
\-- demo-brokerspecific                 Broker-specific demo applications
    \-- ...
\-- docs                                Documentation
    \-- HabariRabbitMQGettingStarted.pdf
    \html                             API documentation
    \-- ...
\-- libraries                           Third party libraries
    \-- ...
\-- source                              Library source code
    \-- ...
    \optional                          Optional source code
    \-- ...
license.txt                            License information
THIRDPARTYLICENSEREADME.txt           Third party license information
unins000.dat                           Uninstaller data
unins000.exe                            Uninstaller
```

## Breaking Changes in Version 8.0 and 9.0

---

### Major changes

- Rename unit BTJMSInterfaces to **BTMQInterfaces**

---

### Other potentially breaking changes

- Rename class TBCommAdapter to **TBTAbstractCommAdapter**
- Rename procedure BTAdapterRegistry.Register to **RegisterCommAdapter**
- Rename procedure IDispatching#Dispatch(IMessage) to IDispatching#DispatchMessage(IMessage)
- IHeartbeat#ReceiveHeartbeat raises an exception if there is something else than a heart-beat waiting on the socket

---

### Noteworthy changes in unsupported and experimental code

#### Synapse

- Use **ssl\_openssl3** instead of `ssl_openssl` in the complimentary Synapse communication adapter for TLS/SSL
- Remove support for asynchronous message receive from the complimentary Synapse communication adapter

---

### Breaking Changes in Version 9.0

There have been no API breaking changes in version 9.0.

## Communication Adapters

---

### Introduction

Habari STOMP Client for RabbitMQ uses communication adapters as an abstraction layer for the TCP/IP library. All connections create their own internal instance of the adapter class.

### Configuration of communication adapters

No configuration is required for the communication adapters. Applications specify communication and connection options in URL parameters or connection class properties or connection factory settings.

### Registration of communication adapter class

A communication adapter implementation can be prepared for usage by simply adding its Delphi unit to the project.

#### Code example

```
program ClientUsingIndy;

uses
  BTCommAdapterIndy, // use Internet Direct (Indy)
  BTConnectionFactory, BTMQInterfaces,
  SysUtils;
...
```

Behind the scenes, the communication adapter class will register itself with the communication adapter manager in the BTAdapterRegistry unit.

### Default adapter class

Applications typically use only one of the available communication adapter classes for all connections.

The library allows to register two or more adapter classes and switch at run-time, using methods in the adapter registry in unit BTAdapterRegistry - this feature is mainly for tests and demonstration purposes.

If more than one communication adapter is in the project, the **first** adapter class in the list will be the default adapter class. Example:

## Code example

```

program ClientUsingIndyOrSynapse;

uses
  BTCommAdapterIndy, // use Internet Direct (Indy) as default adapter class
  BTCommAdapterSynapse, // and register the Synapse adapter class
  BTConnectionFactory, BTMQInterfaces,
  SysUtils;
...

```

The default adapter class can be changed at run-time by setting the adapter class either by its name or by its class type.

## Available communication adapters

The library includes four adapter classes for TCP/IP libraries.

Adapter Class	Unit to add
<b>TBCommAdapterIndy</b> (recommended) <sup>3</sup>	<b>BTCommAdapterIndy</b>
TBCommAdapterSynapse	BTCommAdapterSynapse
TBCommAdaptermORMot1	BTCommAdaptermORMot1
TBCommAdaptermORMot2	BTCommAdaptermORMot2

Table 1: Communication Adapters

<sup>3</sup> This is the primary adapter class being used for development and testing of the library.

## The Programming Model

---

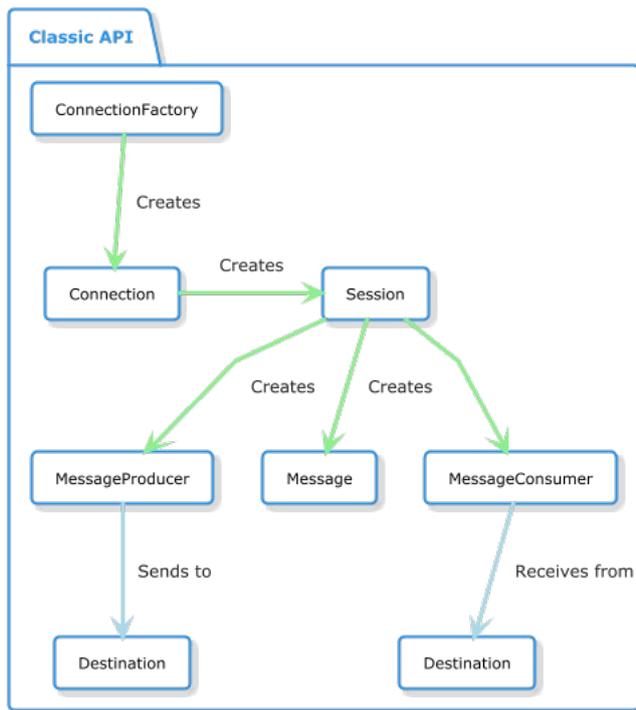
### Classic and modern API

Apps may choose between a classic API, which is based on message producers / message consumers, sessions, connections, and connection factories.

Alternatively they may use a modern, simplified API. (see page 47)

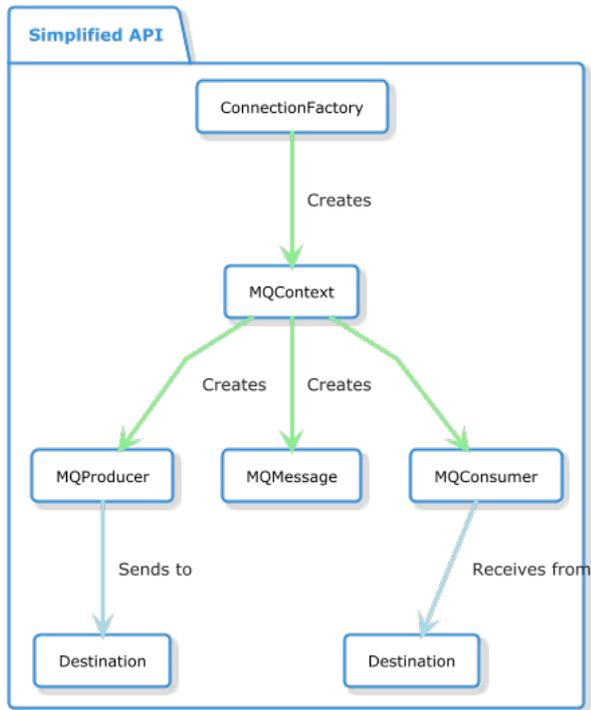
Both API versions are identical for all library versions. This allows an easy migration between supported message brokers, if no broker-specific features are used.

### Classic API



### Modern API

The modern API is a simplified API where a new `IMQContext` interface contains methods which formerly were located in the `ISession` and `IConnection` interfaces.



## Tutorials

---

### Quick Start Tutorial

This tutorial provides a very simple and quick introduction to Habari STOMP Client for RabbitMQ by walking you through the creation of a simple "Hello World" application. Once you are done with this tutorial, you will have a general knowledge of how to create and run applications.

This tutorial takes less than 10 minutes to complete.

### Setting up the project

To create a new project:

1. Start the Delphi IDE.
2. In the IDE, choose File > New > VCL Forms Application – Delphi
3. Choose Project > Options ... to open the Project Options dialog
4. In the options tree on the left, select 'Delphi Compiler'
5. Add the source directory of Habari STOMP Client for RabbitMQ and the Indy source directories to the 'Search path'
6. Choose Ok to close the Project Options dialog
7. Save the project as HelloMQ

Now the project is created and saved.

You should see the main form in the GUI designer now.

### Adding code to the project

To use the Habari STOMP Client for RabbitMQ library, you need to add the required units to the source code.

8. Switch to Code view (F12)
9. Add the required units to the interface uses list:

#### Code example

```
uses
  BTConnectionFactory,
  BTMQInterfaces,
```

```
BTCommAdapterIndy,
// auto-generated unit references
Windows, Messages, SysUtils, ...
```

10. Compile and save the project.

11. Switch to Design view (F12), go to the Tool palette (Ctrl+Alt+P) and select TButton, add a Button to the form.

12. Double click on the new button to jump to the Button Click handler

13. Add the following code to send the message:

#### Code example

```
procedure TForm1.Button1Click(Sender: TObject);
var
  Factory: IConnectionFactory;
  Connection: IConnection;
  Session: ISession;
  Destination: IDestination;
  Producer: IMessageProducer;
begin
  Factory := TBTConnectionFactory.Create('stomp://localhost');
  Connection := Factory.CreateConnection;
  Connection.Start;

  Session := Connection.CreateSession(False, amAutoAcknowledge);
  Destination := Session.CreateQueue('HelloMQ');
  Producer := Session.CreateProducer(Destination);
  Producer.Send(Session.CreateTextMessage('Hello world!'));

  Connection.Close;
end;
```

14. Add a second button and double click on the new button to jump to the Button Click handler

15. Add the following code to receive and display the message:

#### Code example

```
procedure TForm1.Button2Click(Sender: TObject);
var
  Factory: IConnectionFactory;
  Connection: IConnection;
  Session: ISession;
  Destination: IDestination;
  Consumer: IMessageConsumer;
  Msg: ITextMessage;
begin
  Factory := TBTConnectionFactory.Create('stomp://localhost');
  Connection := Factory.CreateConnection;
  Connection.Start;

  Session := Connection.CreateSession(False, amAutoAcknowledge);
```

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```
Destination := Session.CreateQueue('HelloMQ');
Consumer := Session.CreateConsumer(Destination);
Msg := Consumer.Receive(1000) as ITextMessage;

if Assigned(Msg) then
  ShowMessage(Msg.Text)
else
  ShowMessage('Error: no message received');

Connection.Close;
end;
```

### 16. Compile and save the project

## Run the demo

- Launch the message broker
- Start the application
- Click on Button 1 to send the message to the queue
- Click on Button 2 to receive the message and display it

You can run two instances of the application at the same time, and also on different computers if the IP address or the host name of the message broker is used instead of localhost.

## Check for memory leaks

To verify that the program does not cause memory leaks, insert a line in the project file HelloMQ.dpr:

### Code example

```
program HelloMQ;

uses
  Forms,
  Unit1 in 'Unit1.pas' {Form1};

{$R *.res}

begin
  ReportMemoryLeaksOnShutdown := True; // check for memory leaks
  Application.Initialize;
  Application.MainFormOnTaskbar := True;
  Application.CreateForm(TForm1, Form1);
  Application.Run;
end.
```

## Tutorial source code

The tutorial source code is included in the demo folder. It does not include a **.dproj** file, so you still need to add the Habari and Indy source paths to the project options.

## Connection Factory

---

### Overview

A connection factory is an object which holds all information required for the creation of a connection objects.

A connection factory instance is usually created and configured only once. It then may be used to create actual connection objects when needed. For example, a worker thread may create the connection factory once at program start-up and use it to create a new connection object whenever a connection failure occurred.

---

### Creation and configuration

The code example below shows a helper function which creates a connection factory, and returns it using the interface type `IConnectionFactory`.

The factory will be freed automatically when there are no more references to it.

#### Code example

```
function TExample.CreateConfiguredFactory: IConnectionFactory;
var
  Factory: IConnectionFactory;
begin
  // -----
  // create an instance
  // -----
  Factory := TBTConnectionFactory.Create('user', 'password', 'stomp://localhost?
send.receipt=true');

  // -----
  // return the instance
  // -----
  Result := Factory;
end;
```

This code example is useful for most simple client applications. However, because the local factory variable is declared as `IConnectionFactory`, advanced configuration properties in the class `TBConnectionFactory` such as `ClientID` and `SendTimeout` are not accessible.

To access them, declare the local factory with the class type as shown in the next example:

## Code example

```

function TExample.CreateConfiguredFactory: IConnectionFactory;
var
  Factory: TBTConnectionFactory;
begin
  // -----
  // create and assign to local variable
  // -----
  Factory := TBTConnectionFactory.Create;

  // -----
  // additional configuration
  // -----
  Factory.BrokerURL := 'broker.example.com';
  Factory.UserName := 'guest';
  Factory.Password := 'guest';
  Factory.ClientID := 'myclientId';
  Factory.SendTimeout := 10000;
  Factory.ConnectTimeout := 10000;

  // -----
  // return the configured factory
  // -----
  Result := Factory;
end;

```

**Warning:** if the method signature is changed to return the class `TBtConnectionFactory` instead, a memory leak will occur.

## Code example

```

function TExample.Run;
var
  F: IConnectionFactory;
  C: IConnection;
begin
  // -----
  // get a factory and use it to create a connection object
  // -----
  F := CreateConfiguredFactory;

  C := F.CreateConnection;

  // -----
  // start and use the connection
  // -----
  C.Start;
  ...
  // -----
  // close the connection
  // -----
  C.Close;
end;

```

---

## Connection URL parameters

### Heart-beating Support

STOMP 1.1 introduced heart-beating, its configuration is covered in the chapter Stomp 1.2

---

### Receipt Support

The STOMP standard supports receipt messages since version 1.0:

"Any client frame other than CONNECT may specify a *receipt* header with an arbitrary value. This will cause the server to acknowledge receipt of the frame with a RECEIPT frame which contains the value of this header as the value of the *receipt-id* header in the RECEIPT packet."<sup>456</sup>

With Habari STOMP Client for RabbitMQ, client applications may configure receipt headers for the frame types listed below.

After the STOMP frame has been sent to the broker, the client library waits for the RECEIPT frame for a defined time, which may be configured per frame type. If the broker does not send a receipt within the time-out interval, the client library will raise an exception. If the client receives a receipt with the wrong receipt-id header, it will raise an exception.

### Receipt Support Parameters

STOMP frame	Parameter	Example URL
SUBSCRIBE	subscribe.receipt	stomp://localhost?subscribe.receipt=true
UNSUBSCRIBE	unsubscribe.receipt	stomp://localhost?unsubscribe.receipt=true
SEND	send.receipt	stomp://localhost?send.receipt=true
DISCONNECT	disconnect.receipt	stomp://localhost?disconnect.receipt=tru

### SUBSCRIBE Receipt

To request server receipts for SUBSCRIBE frames, use the optional connection URL parameter, `subscribe.receipt`.

4 <https://stomp.github.io/stomp-specification-1.0.html>

5 [https://stomp.github.io/stomp-specification-1.1.html#Header\\_receipt](https://stomp.github.io/stomp-specification-1.1.html#Header_receipt)

6 [https://stomp.github.io/stomp-specification-1.2.html#Header\\_receipt](https://stomp.github.io/stomp-specification-1.2.html#Header_receipt)

**Code example**

```
Factory := TBTConnectionFactory.Create('user', 'password', 'stomp://localhost?
subscribe.receipt=true');
```

If the broker does not send a receipt within the time-out interval, the client library will raise an exception.

**UNSUBSCRIBE Receipt**

To request server receipts for UNSUBSCRIBE frames, use the optional connection URL parameter, `unsubscribe.receipt`.

**Code example**

```
Factory := TBTConnectionFactory.Create('user', 'password', 'stomp://localhost?
unsubscribe.receipt=true');
```

If the broker does not send a receipt within the time-out interval, the client library will raise an exception.

**SEND Receipt**

To request server receipts for SEND frames, use the optional connection URL parameter, `send.receipt`.

**Code example**

```
Factory := TBTConnectionFactory.Create('user', 'password', 'stomp://localhost?
send.receipt=true');
```

If the broker does not send a receipt within the time-out interval, the client library will raise an exception.

**Note:** for additional reliability, the client can use transactional send (see section "Transacted Sessions").

**DISCONNECT Receipt**

To request server receipts for DISCONNECT frames, use the optional connection URL parameter, `disconnect.receipt`.

## 24 Habari STOMP Client for RabbitMQ 9.5

### Code example

```
Factory := TBTConnectionFactory.Create('user', 'password', 'stomp://localhost?  
disconnectreceipt=true');
```

Without this parameter, the client will disconnect the socket connection immediately after sending the DISCONNECT frame to the broker.

With `disconnectreceipt=true`, the client will send the DISCONNECT frame and then wait for the broker receipt frame. If the broker does not answer, the client library will raise an exception. The client application should treat its messages as undelivered.

Note: for additional reliability, the client can use transactional send (see section "Transacted Sessions"), and message receipts (see section "SEND Receipt").

# Connections and Sessions

---

## Connections use Stomp 1.2 by default

Connections use Stomp 1.2 by default since

- Habari Client for Apache ActiveMQ 5.1
- Habari Client for Apache Artemis 5.1
- Habari Client for OpenMQ 7.2
- Habari Client for RabbitMQ 5.1

The default protocol version is defined in the BTBrokerConsts unit. The default Stomp version may be overridden by specifying a connection URL parameter.

---

## Step-by-Step Example

### Overview

This example will send a single message to a destination queue (ExampleQueue).

### Add required units

Three units are required for this example

- a communication adapter unit (e. g. BTCommAdapterIndy)
- a connection factory unit (BTConnectionFactory)
- the unit containing the interface declarations (BTMQInterfaces)

The SysUtils unit is necessary for the exception handling.

#### Code example

```
program SendOneMessage;  
  
{ $APPTYPE CONSOLE }  
  
uses  
  BTCommAdapterIndy,  
  BTConnectionFactory,  
  BTMQInterfaces,
```

```
SysUtils;
...
```

## Creating a new Connection

New connections are created by calling the `CreateConnection` method of a connection factory.

### Code example

```
var
  Factory: IConnectionFactory;
  Connection: IConnection;
  ...
begin
  Factory := TBTConnectionFactory.Create('user', 'password', 'stomp://localhost');
  Connection := Factory.CreateConnection;
  ...
```

- For connection factory creation and configuration options please see chapter "[Creation and configuration](#)".
- Since `IConnection` is an interface type, the connection instance will be destroyed automatically if there are no more references to it in the program.

## Connection URL Parameters

Connection URL parameters are documented in chapter "[Connection URL parameters](#)" and in chapter "Stomp 1.2".

## Creating a Session

To create the communication session,

- declare a variable of type `ISession`
- use the helper method `CreateSession` of the connection, and specify the acknowledgment mode

Please check the API documentation for the different session types and acknowledgement modes.

Since `ISession` is an interface type, the session instance will be destroyed automatically if there are no more references to it in the program.

### Code example

```
Session := Connection.CreateSession(False, amAutoAcknowledge);
```

## Using the Session

The Session variable is ready to use now. Destinations, producers and consumers will be covered in the next chapters.

### Code example

```
Destination := Session.CreateQueue('ExampleQueue');
Producer := Session.CreateProducer(Destination);
Producer.Send(Session.CreateTextMessage('This is a test message'));
```

## Closing a Connection

Finally, the application closes the connection. The client will disconnect from the message broker. Closing a connection also implicitly closes all open sessions.

### Code example

```
finally
    Connection.Close;
end;
end.
```

**Note:** Close will be called automatically if the connection is destroyed. But because unclosed connections use resources, Close should be called when the connection is no longer needed. When logging is enabled, the connection class will also log a message when a connection is destroyed without calling Close.

## Session types overview

The table below shows the supported parameter combinations for the Connection.CreateSession method and their effect on the session transaction and acknowledgment features.

Parameters	Client MUST acknowledge message receipt <sup>7</sup>	Transaction support for		STOMP Version
		Send	Ack	
CreateSession(False, amAutoAcknowledge)	No	-	-	1.0
CreateSession(False, amClientAcknowledge)	Yes (cumulative effect)	-	-	1.0

<sup>7</sup> [https://stomp.github.io/stomp-specification-1.2.html#SUBSCRIBE\\_ack\\_Header](https://stomp.github.io/stomp-specification-1.2.html#SUBSCRIBE_ack_Header)

CreateSession(False, amClientIndividual)	Yes	-	-	1.2
CreateSession(True, amAutoAcknowledge)	No	✓	-	1.0
CreateSession(True, amClientAcknowledge)	Yes (cumulative effect)	✓	✓ ①	1.0
CreateSession(True, amClientIndividual)	Yes	✓	✓ ①	1.2
CreateSession(True, amTransactional)	No	✓	-	1.0

Table 2: Session creation parameters

① – not supported by Apache Artemis

---

## Transacted Sessions

A session may be specified as transacted. Each transacted session supports a single series of transactions.

**Each transaction groups a set of message sends into an atomic unit of work.**

A transaction is completed using either its session's Commit method or its session's Rollback method. The completion of a session's current transaction automatically begins the next. The result is that a transacted session always has a current transaction within which its work is done.

### Create a transacted session

To create a transacted session, set the parameter of CreateSession to amTransactional as shown in the code example

#### Code example

```
Session := Connection.CreateSession(amTransactional);
```

or (using the older API version)

#### Code example

```
Session := Connection.CreateSession(True, amTransactional);
```

This code will automatically start a new transaction for this session.

## Send messages

Now send messages using the transacted session.

### Code example

```
Destination := Session.CreateQueue('testqueue');
Producer := Session.CreateProducer(Destination);
Producer.Send(Session.CreateTextMessage('This is a test message'));
```

## Committing a transaction

If your client code has successfully sent its messages, the transaction must be committed to make the messages visible on the destination.

### Code example

```
// send messages ...

finally
    // commit all messages
    Session.Commit;
end;
```

**Note:** committing a transaction automatically starts a new transaction

## Rolling back a transaction

If your client code runs wants to undo the sending of its messages, the transaction may be rolled back, and the messages will not become visible on the destination.

### Code example

```
// send messages ...

except
    ...
    // error!
    Session.Rollback;
    ...
end;
```

**Note:** rolling back a transaction automatically starts a new transaction. A transacted session will be rolled back automatically if the connection is closed.

## Transacted message acknowledgement

Some library versions (see table “Communication Adapters” on page 13) support transactions also for the acknowledgement of received messages.

When a transaction is rolled back or the connection is closed without a commit, messages which have been acknowledged after the transaction start will return to unacknowledged state.

### Code example

```
// receive in a transacted session
Session := Connection.CreateSession(True, amClientAcknowledge);
Queue := Session.CreateQueue(GetQueueName);
Consumer := Session.CreateConsumer(Queue);
Msg := Consumer.Receive(1000);

// process the message
...

// acknowledge the message
Msg.Acknowledge;

...

// in case of errors, roll back all acknowledgements
Session.Rollback;
```

This is an experimental feature. It requires the STOMP 1.2 communication protocol.

# Destinations

---

## Introduction

The API supports two models:<sup>8</sup>

1. Point-to-point
2. Publish-and-subscribe

In the point-to-point model, a producer posts messages to a particular queue and a consumer reads messages from the queue. Here, the producer knows the destination of the message and posts the message directly to the consumer's queue. It is characterized by following:

- Only one consumer will get the message
- The producer does not have to be running at the time the receiver consumes the message, nor does the receiver need to be running at the time the message is sent
- Every message successfully processed is acknowledged by the receiver

The publish-and-subscribe model supports publishing messages to a particular message topic. Zero or more subscribers may register interest in receiving messages on a particular message topic. In this model, neither the publisher nor the subscriber know about each other. A good metaphor for it is anonymous bulletin board. The following are characteristics of this model:

- Multiple consumers can get the message
- There is a timing dependency between publishers and subscribers. The publisher has to create a subscription in order for clients to be able to subscribe. The subscriber has to remain continuously active to receive messages, unless it has established a durable subscription. In that case, messages published while the subscriber is not connected will be redistributed whenever it reconnects.

---

## Create a new Destination

### Queues

A queue can be created using the `CreateQueue` method of the `Session`.

<sup>8</sup> See also: Wikipedia contributors. "Jakarta Messaging." Wikipedia, The Free Encyclopedia. Wikipedia, The Free Encyclopedia, 24 Nov. 2024. Web. 5 Jun. 2025.

#### Code example

```
Destination := Session.CreateQueue('foo');  
Consumer := Session.CreateConsumer(Destination);
```

The queue can then be used to send or receive messages using implementations of the `IMessageProducer` and `IMessageConsumer` interfaces. (See next chapter for an example)

## Topics

A topic can be created using the `CreateTopic` method of the `Session`.

#### Code example

```
Destination := Session.CreateTopic('bar');  
Consumer := Session.CreateConsumer(Destination);
```

The topic can then be used to send or receive messages using implementations of the `IMessageProducer` and `IMessageConsumer` interfaces. (See next chapter for an example).

# Producer and Consumer

## Message Producer

A client uses a MessageProducer object to send messages to a destination. A MessageProducer object is created by passing a Destination object to a message-producer creation method supplied by a session.

### Code example

```
Destination := Session.CreateQueue('foo');
Producer := Session.CreateProducer(Destination);
Producer.Send(Session.CreateTextMessage('Test message'));
```

A client can specify a default delivery mode, priority, and time to live for messages sent by a message producer. It can also specify the delivery mode, priority, and time to live for an individual message.

## Persistent messages

The delivery mode for outgoing messages may be set to persistent in one of two ways. From the docs for TBMessageProducer: "A client can specify a **default delivery mode**, priority, and time to live for messages sent by a message producer. It can also specify the delivery mode, priority, and time to live for an individual message."

## Setting the default delivery mode

### Code example

```
Destination := Session.CreateQueue('foo');
Producer := Session.CreateProducer(Destination);
Producer.DeliveryMode := dmPersistent;
Producer.Send(Session.CreateTextMessage('Test message'));
```

## Setting the delivery mode for an individual message

### Code example

```
Destination := Session.CreateQueue('foo');
Producer := Session.CreateProducer(Destination);
Producer.Send(Session.CreateTextMessage('Test message'), dmPersistent,
BTBrokerConsts.DEFAULT_PRIORITY, 0);
```

---

## Message Consumer

A client uses a MessageConsumer object to receive messages from a destination. A MessageConsumer object is created by passing a Destination object to a message-consumer creation method supplied by a session.

### Code example

```
Destination := Session.CreateQueue('foo');
Consumer := Session.CreateConsumer(Destination);
```

## Message Selector

A message consumer can be created with a **message selector**<sup>9</sup>.

A message selector allows the client to restrict the messages delivered to the message consumer to those that match the selector.

---

## Synchronous Receive

A MessageConsumer offers a Receive method which can be used to consume exactly one message at a time.

### Code example

```
while I < EXPECTED do
begin
  TextMessage := Consumer.Receive(1000) as ITextMessage;
  if Assigned(TextMessage) then
  begin
    Inc(I);
    TextMessage.Acknowledge;
    L.Info(Format('%d %s', [I, TextMessage.Text]));
  end;
end;
```

## Receive and ReceiveNoWait

There are three different methods for synchronous receive:

- |                         |  |
|-------------------------|--|
| <b>Receive</b>          | The Receive method with no arguments will block (wait until a message is available).   |
| <b>Receive(Timeout)</b> | The Receive method with a timeout parameter will wait for the given time in milliseconds. If no message arrived, it will return nil. |

9 The RabbitMQ message broker does not support message selectors

**ReceiveNoWait**

The ReceiveNoWait method will return immediately. If no message arrived, it will return nil.

## Durable Subscriptions

---

### Description

If a client needs to receive all the messages published on a topic, including the ones published while the subscriber is inactive, it uses a durable `TopicSubscriber`.

The message broker retains a record of this durable subscription and insures that all messages from the topic's publishers are retained until they are acknowledged by this durable subscriber or they have expired.<sup>10</sup>

The combination of the `clientId` and durable subscriber name uniquely identifies the durable topic subscription.

After you restart your program and re-subscribe, the broker will know which messages you need that were published while you were away.

### Creation

The `Session` interface contains the `CreateDurableSubscriber` method which creates a durable subscriber to the specified topic.

A durable subscriber `MessageConsumer` is created with a unique `clientId` and durable subscriber name.

Only **one** thread can be actively consuming from a given logical topic subscriber.

<sup>10</sup> <https://jakarta.ee/specifications/messaging/2.0/apidocs/javax/jms/topicsession>

# Temporary Queues

---

## Introduction

Temporary queues and temporary topics are unique destinations within a message broker, like queues and topics, but they are only valid for the duration of a client's session. They are dynamically created and destroyed by client applications and are not persistent after the connection is closed. They are often used as reply-to destinations in request-response scenarios.

The only message consumers that can consume from a temporary destination are those created by the same connection that created the destination. Any message producer can send to the temporary destination. If you close the connection that a temporary destination belongs to, the destination is closed and its contents are lost.

You can use temporary destinations to implement a simple request/reply mechanism.

## Library Support

Temporary destinations are supported by

- ActiveMQ
- OpenMQ
- RabbitMQ

## Resource Management

The session should be closed as soon as processing is completed so that TemporaryQueues will be deleted on the server side.

## Message Options

---

### Standard Properties

The Apache ActiveMQ message broker supports some JMS standard properties in the STOMP adapter. These properties are based on the JMS specification of the Message interface.<sup>11</sup>

Habari STOMP Client libraries for other message brokers may support a subset of these standard properties.

Note: If your application makes use of these properties, your application depends on a broker-specific feature which is not guaranteed to be available in the STOMP adapter of other message brokers

### Properties for outgoing messages

JMSCorrelationID	The correlation ID for the message.
JMSExpiration	The message's expiration value.
JMSDeliveryMode	Whether or not the message is persistent. <sup>12</sup>
JMSPriority <sup>13</sup>	The message priority level.
JMSReplyTo	The Destination object to which a reply to this message should be sent.

### Properties for incoming messages

JMSCorrelationID	The correlation ID for the message.
JMSExpiration	The message's expiration value.
JMSDeliveryMode	Whether or not the message is persistent.
JMSPriority	The message priority level.

<sup>11</sup> <https://jakarta.ee/specifications/messaging/2.0/apidocs/javax/jms/message>

<sup>12</sup> For sending persistent messages please see documentation for IMessageProducer

<sup>13</sup> Clients set the JMSPriority not directly, but either on the producer or as a parameter in the Send method

JMSTimestamp	The timestamp the broker added to the message.
JMSMessageId	The message ID which is set by the provider.
JMSReplyTo	The Destination object to which a reply to this message should be sent.

---

## Reserved property names

Some headers names are defined by the Stomp specifications, and by broker-specific extensions of the Stomp protocol. These reserved Stomp header names can not be used as names for user defined properties.

Note                                      The client library will raise an Exception if the application tries to send a message with a reserved property name.

## Examples

- login
- passcode
- transaction
- session
- message
- destination
- id
- ack
- selector
- type
- content-length
- content-type
- correlation-id
- expires
- persistent
- priority
- reply-to
- message-id
- timestamp
- client-id
- redelivered

## Prefix for custom headers

A common practice to avoid name collisions is using a prefix for your own properties (example: **x-type** instead of **type**).

---

## Selectors

Selectors are a way of attaching a filter to a subscription to perform content based routing. For more documentation on the detail of selectors see the reference on `javax.jmx.Message`<sup>14</sup>.

## Supported message brokers

Message selectors are supported by

- Habari Client for ActiveMQ
- Habari Client for Artemis
- Habari Client for OpenMQ

### Code example

```
Consumer := Session.CreateConsumer(Destination, 'type='car' and color='blue');
```

All supported brokers allow supports string type properties and operations in selectors. ActiveMQ also allows integer properties and operations in selectors (see special note<sup>15</sup>).

14 <https://jakarta.ee/specifications/messaging/2.0/apidocs/javax/jms/message>

15 <https://activemq.apache.org/components/classic/documentation/selectors>

# Map Messages

## Introduction

A map message is used to exchange **a set of name-value pairs**. The names are strings, the values are also strings (but may be textual representations of other data types).

## Usage Example

Create a map message and add map entries:

```
MapMessage := Session.CreateMapMessage;
MapMessage.SetString('key', 'value');
MapMessage.SetInt('key_int', 4096);
MapMessage.SetBoolean('key_b', True);
```

Read a map message from a consumer and access its entries:

```
MapMessage := Consumer.Receive(1000) as IMapMessage;

StringValue := MapMessage.GetString('key');
IntegerVale := MapMessage.GetInt('key_int');
BoolValue := MapMessage.GetBoolean('key_b');
```

Enumerate map entries:

```
MapKeys := MapMessage.GetMapNames;

for I := 0 to Length(MapKeys) - 1 do
begin
  MapKey := MapKeys[I];
  MapValue := MapMessage.GetString(MapKey);
  ... // process map entry
end;
```

## Map Message Transformer

To send and receive map messagers, the application needs to convert incoming and outgoing map messages from and to the STOMP message body.

The **IMessageTransformer** interface must be implemented for map message and object message transformation. This interface defines two methods, **ConsumerTransform** and **ProducerTransform**.

## Interface

```
function ConsumerTransform(const Session: ISession;
    const Consumer: IMessageConsumer; const AMessage: IMessage): IMessage;

function ProducerTransform(const Session: ISession;
    const Producer: IMessageProducer; const AMessage: IMessage): IMessage;
```

### Implementation guide for map messages:

1. create a class which implements the IMessageTransformer interface
  - for ConsumerTransform, the **incoming** map message is passed as the AMessage parameter, the method must **read** its body to reconstruct the map properties, and return the map message as function result
  - for ProducerTransform, the **outgoing** map message is passed as the AMessage parameter, the method must **write** its body to store a representation of the map, and return the map message as function result
2. create an instance of this class and register it as the message transformer on the IConnection instance
  - Note: only one map message transformer may be active for one connection

## Code example

```
Connection := Factory.CreateConnection;
try
    MyMapTransformer := TMyMapMessageTransformer.Create;

    // use the helper method in unit BTConnection:
    SetMapMessageTransformer(Connection, MyMapTransformer, 'my-map-message');

    Connection.Start;

    // send / receive messages

finally
    Connection.Close;
end;
```

## Transformation Identifier

To detect that an incoming message is a map message, it needs to carry a special header property. Without this transformation identifier, the message will still be delivered but its actual type will be undefined – it may arrive as a ITextMessage or IbytesMessage.

By default, the library will set this header property to the transformation identifier passed to the SetTransformer method.

You may explicitly set the header property on the created message:

**Code example**

```

MapMessage := Session.CreateMapMessage;
... // add map entries

// add the transformation identifier
MapMessage.SetStringProperty(SH_TRANSFORMATION, 'my-map-message');

Producer.Send(MapMessage);

```

**Example ProducerTransform implementation with TStrings**

This implementation uses a TStrings to collect the map entries. The outgoing message contains the TStrings as body.

**Notes:**

- the method uses a method of a helper interface, IContentProvider.SetContent, to write the body content
- the method returns nil if the passes message is no map message

**Code example**

```

function TMyMapMessageTransformer.ProducerTransform(const Session: ISession;
  const Producer: IMessageProducer; const AMessage: IMessage): IMessage;
var
  TmpMapMsg: IMapMessage;
  Keys: PMStrings;
  I: Integer;
  MapKey: string;
  MapValue: string;
  MapStrings: TStrings;
begin
  Result := nil;

  if Supports(AMessage, IMapMessage, TmpMapMsg) then
  begin
    MapStrings := TStringList.Create;
    try
      Keys := TmpMapMsg.GetMapNames;

      for I := 0 to Length(Keys) - 1 do
      begin
        MapKey := Keys[I];
        MapValue := TmpMapMsg.GetString(MapKey);
        MapStrings.Values[MapKey] := MapValue;
      end;

      (AMessage as IContentProvider).SetContent(Utf8Encode(MapStrings.Text));
      Result := AMessage;
    finally
      MapStrings.Free;
    end;
  end;
end;

```

See unit `MapMessageTransformerTests` for integration / unit tests.

# Object Messages

“Object serialization is the process of saving an object's state to a sequence of bytes, as well as the process of rebuilding those bytes into a live object at some future time.”<sup>16</sup>

---

## Introduction

In messaging applications, object serialization is required to transfer objects between clients, but also to store objects on the broker if they are declared persistent.

## Object Message Transformer

To send and receive object messages, the application needs to convert incoming and outgoing object messages from and to the STOMP message body.

The **IMessageTransformer** interface must be implemented for map message and object message transformation.

This interface defines two methods, **ConsumerTransform** and **ProducerTransform**.

### Code example

```
function ConsumerTransform(const Session: ISession;  
    const Consumer: IMessageConsumer; const AMessage: IMessage): IMessage;  
  
function ProducerTransform(const Session: ISession;  
    const Producer: IMessageProducer; const AMessage: IMessage): IMessage;
```

Implementation guide for map messages:

3. create a class which implements the IMessageTransformer interface
  - for ConsumerTransform, the **incoming** object message is passed as the AMessage parameter, the method must **read** its body to reconstruct the object, and return the object message as function result
  - for ProducerTransform, the **outgoing** object message is passed as the AMessage parameter, the method must **write** its body to store a representation of the object, and return the object message as function result

<sup>16</sup> <https://www.oracle.com/technical-resources/articles/java/serializationapi.html>

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4. create an instance of this class and register it as the message transformer on the IConnection instance
  - Note: only one object message transformer may be active for one connection

See unit **ObjectMessageTransformerTests** for integration / unit tests.

# Simplified API

---

## New interface types

The new API<sup>17</sup> is based on three new interfaces which reduce the amount of client code:

- IMQContext
- IMQProducer
- IMQConsumer

---

## IMQContext interface

A IMQContext object encapsulates both the IConnection and the ISession object of the classic API. The connection factory interface contains new methods to create IMQContext objects:

### Code example

```
function CreateContext: IMQContext; overload;
function CreateContext(const AcknowledgeMode: TAcknowledgeMode): IMQContext;
overload;
function CreateContext(const Username, Password: string): IMQContext; overload;
function CreateContext(const Username, Password: string; const AcknowledgeMode:
TAcknowledgeMode): IMQContext; overload;
```

The IMQContext provides methods to create messages, producer and consumer objects, destinations (queues, topics, temporary queues, temporary topics, durable subscribers and so forth), and for transaction control (commit, rollback).

---

## IMQProducer interface

A IMQProducer object provides methods to produce and send messages to the broker. As a shortcut, a method allows to send text or bytes messages without creating ITextMessage or IBytesMessage object by providing the text or bytes as a parameter.

### Code example

```
function Send(const Destination: IDestination;
const Body: string): IMQProducer; overload;
function Send(const Destination: IDestination;
```

<sup>17</sup>Since version 6.0

```
const AMessage: IMessage): IMQProducer; overload;
```

---

## IMQConsumer interface

An IMQConsumer object provides methods to consume messages from the broker.

The following example is taken from the unit tests. It uses the new API to create and send a text message to a broker queue destination, and then receives the message from this queue.

---

## Source code example

### Code example

```
procedure TNewApiTests.TestSendMessage;
var
  Context: IMQContext;
  Destination: IQueue;
  Producer: IMQProducer;
  Consumer: IMQConsumer;
  TextMessage: ITextMessage;
begin
  Context := Factory.CreateContext;
  Destination := Context.CreateQueue(GetQueueName);

  Producer := Context.CreateProducer;
  Producer.Send(Destination, 'Hello World');

  Consumer := Context.CreateConsumer(Destination);
  TextMessage := Consumer.Receive(2500) as ITextMessage;

  CheckEquals('Hello World', TextMessage.Text);
  Context.Close;
end;
```

## Stomp 1.2

---

### Connection configuration

A connection string can use additional URL parameters to configure Stomp version 1.1 and 1.2

All Parameters are case sensitive.

Parameters can be omitted to use the default value.

Switch	Description	Default
connect.accept-version <sup>18</sup>	Supported Stomp versions in ascending order	Broker specific, see below
connect.host <sup>19</sup>	<b>The name of a virtual host that the client wishes to connect to.</b> It is recommended clients set this to the host name that the socket was established against, or to any name of their choosing. If this header does not match a known virtual host, servers supporting virtual hosting MAY select a default virtual host or reject the connection.	Server URI
connect.heart-beat <sup>20</sup>	Heart beat (outgoing, incoming)	0,0

#### Default Stomp version (broker-specific)<sup>21</sup>

If the connection URL does not contain the connect.accept-version parameter, the client library will add an accept-version header to the CONNECT frame with the value defined in the SH\_DEFAULT\_STOMP\_VERSION constant in the BTBrokerConsts unit.

Default Stomp version (BTBrokerConsts.SH_DEFAULT_STOMP_VERSION)			
ActiveMQ	Artemis	OpenMQ	RabbitMQ
1.2	1.2	1.2	1.2

<sup>18</sup> [http://stomp.github.com/stomp-specification-1.2.html#protocol\\_negotiation](http://stomp.github.com/stomp-specification-1.2.html#protocol_negotiation)

<sup>19</sup> [http://stomp.github.com/stomp-specification-1.2.html#CONNECT\\_or\\_STOMP\\_Frame](http://stomp.github.com/stomp-specification-1.2.html#CONNECT_or_STOMP_Frame)

<sup>20</sup> <http://stomp.github.com/stomp-specification-1.2.html#Heart-beating>

<sup>21</sup> Since version 5.1 (2017.06)

### Connection Factory Code Example:

#### Code example

```
Factory := TBTConnectionFactory.Create(  
  'stomp://localhost:61613?connect.accept-version=1.2&connect.heart-beat=1000,0');
```

This example creates a connection factory with these connection settings

host: localhost

port: 61613

accept-version: 1.2

heart-beat: 1000,0

- virtual host is localhost
- the client requests Stomp 1.2 protocol
- client heart beat interval is 1000 milliseconds, no server heart beat signals

## Specification

For details see the Stomp specification pages:

<http://stomp.github.com//stomp-specification-1.1.html>

<http://stomp.github.com//stomp-specification-1.2.html>

---

## Sending heart-beat signals

A client can use the **SendHeartbeat** method of the connection object to send a heart-beat byte (newline 0x0A).

SendHeartbeat is a method of the IHeartbeat interface, which is declared in the BTSessionIntf unit. A cast of the IConnection object is required to access this method.

#### Code example

```
(Connection as IHeartbeat).SendHeartbeat;
```

Notes:

- the client application code is responsible for sending a heartbeat message within the maximum interval which was specified in the connect parameter – the Habari Client library does not send heart-beats automatically
- client messages which are sent after the heart-beat interval expires may be lost

---

## Checking for incoming heartbeats

The client stores a time-stamp of the last incoming data. If the time which elapsed since this time-stamp is greater than two times the heart-beat interval, calling **CheckHeartbeat** will raise an exception of type `EBTStompServerHeartbeatMissing`.

### Code example

```
(Connection as IHeartbeat).CheckHeartbeat;
```

Notes:

- the method raises an exception if the connection does not use server-side heart-beating
- the method only checks the time elapsed since the last heart-beat, it does not try to read any data from the connection

---

## Reading server-side heartbeats

If the client never needs to consume any messages, but wants to check for incoming (server-side) heartbeats, it can use the **ReceiveHeartbeat** method of the connection object.

This method takes one argument, `TimeOut`.

The function returns `True` if it found at least one heart-beat signal on the connection.

Calling `ReceiveHeartbeat` is only useful for applications which never call `Receive`, to check if the server is still healthy, and to consume the pending heart-beat signals from the connection.

If the client reads messages (using `Consumer.Receive`), calling `ReceiveHeartbeat` is not required.

Note:

**CheckHeartbeat raises an exception if there is something else than a heart-beat on the socket**

## Example Applications

### Overview

Location	Description
common-consumertool	Receive messages from broker
common-ping	Connection test tool
common-producertool	Send messages to broker
common-producertool-ssl	Send messages to broker with SSL/TLS connection
common-tests	DUnit tests
delphichat	Simple chat client
heartbeat-server	Uses server-side heart-beating to check the connection / server health <sup>22</sup>
loadbalancing	File transfer from LoadServer to LoadClient applications
performance	Multi-threaded performance test application
reconnect	Send messages and reconnect on connection failure
rpc	Use temporary queues to implement request/response style communication (not supported on all message brokers <sup>23</sup> )
textmessage	Simple text message example
throughput	Produces and consumes messages continuously
transactions	Transaction example
tutorial1	Tutorial one
tutorial2	Tutorial two
unicode	Sends and receives a Unicode message and shows it

Table 3: Example Applications (in alphabetic order)

<sup>22</sup>Requires STOMP 1.2, which is not supported by Eclipse OpenMQ before 6.4.0

<sup>23</sup>Requires temporary queue support, which is not available on Apache Artemis

## Notes

- Unless noted otherwise, graphical programs were created using Delphi 2009
- FPCUnit tests require the latest Lazarus / Free Pascal versions, DUnit tests Delphi 2009
- Free Pascal versions of some examples are located in folders suffixed with "-fpc"
- SSL/TLS example code is complimentary and unsupported
- Shared units for the demo applications are located in the "common folder", they are complimentary and unsupported

---

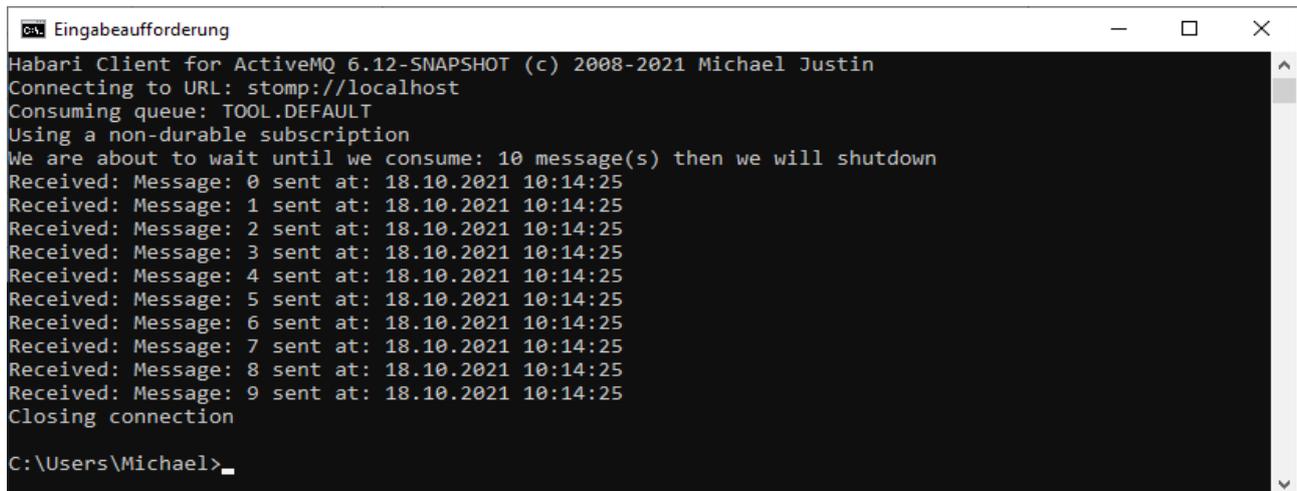
## ConsumerTool

### common-consumertool / common-consumertool-fpc

The ConsumerTool demo may be used to receive messages from a queue or topic. This example application is configurable by command line parameters, all are optional.

Parameter	Default Value	Description
<b>AckMode</b>	CLIENT_ACKNOWLEDGE	Acknowledgment mode, possible values are: CLIENT_ACKNOWLEDGE, AUTO_ACKNOWLEDGE or SESSION_TRANSACTED
<b>ClientId</b>		Client Id for durable subscriber
<b>ConsumerName</b>	Habari	name of the message consumer - for durable subscriber
<b>Durable</b>	false	true: use a durable subscriber
<b>MaximumMessages</b>	10	expected number of messages
<b>Password</b>		Password
<b>PauseBeforeShutDown</b>	false	true: wait for key press
<b>ReceiveTimeOut</b>	0	consume messages while they continue to be delivered within the given time out
<b>SleepTime</b>	0	time to sleep after receive
<b>Subject</b>	TOOL.DEFAULT	queue or topic name
<b>Topic</b>	false	true: topic false: queue
<b>Transacted</b>	false	true: transacted session
<b>URL</b>	localhost	server url
<b>User</b>		user name
<b>Verbose</b>	true	verbose output

Table 4: ConsumerTool Command Line Options



```

Eingabeaufforderung
Habari Client for ActiveMQ 6.12-SNAPSHOT (c) 2008-2021 Michael Justin
Connecting to URL: stomp://localhost
Consuming queue: TOOL.DEFAULT
Using a non-durable subscription
We are about to wait until we consume: 10 message(s) then we will shutdown
Received: Message: 0 sent at: 18.10.2021 10:14:25
Received: Message: 1 sent at: 18.10.2021 10:14:25
Received: Message: 2 sent at: 18.10.2021 10:14:25
Received: Message: 3 sent at: 18.10.2021 10:14:25
Received: Message: 4 sent at: 18.10.2021 10:14:25
Received: Message: 5 sent at: 18.10.2021 10:14:25
Received: Message: 6 sent at: 18.10.2021 10:14:25
Received: Message: 7 sent at: 18.10.2021 10:14:25
Received: Message: 8 sent at: 18.10.2021 10:14:25
Received: Message: 9 sent at: 18.10.2021 10:14:25
Closing connection
C:\Users\Michael>

```

Illustration 1: ConsumerTool demo application

## Examples

Receive 1000 messages from local broker

```
ConsumerTool --MaximumMessages=1000
```

Receive 10 messages from local broker and wait for any key

```
ConsumerTool --PauseBeforeShutDown
```

Use a transacted session to receive 10,000 messages from local broker

```
ConsumerTool --MaximumMessages=10000 --Transacted --AckMode=SESSION_TRANSACTED
```

## ProducerTool

### common-producertool / common-producertool-fpc

The ProducerTool demo can be used to send messages to the broker. It is configurable by command line parameters, all are optional.

Parameter	Default	Description
<b>MessageCount</b>	10	Number of messages
<b>MessageSize</b>	255	Length of a message in bytes
<b>Persistent</b>	false	Delivery mode 'persistent'
<b>SleepTime</b>	0	Pause between messages in milliseconds
<b>Subject</b>	TOOL.DEFAULT	Destination name

Parameter	Default	Description
<b>TimeToLive</b>	0	Message expiration time
<b>Topic</b>	false	Destination is a topic
<b>Transacted</b>	false	Use a transaction
<b>URL</b>	localhost	Message broker URL
<b>Verbose</b>	true	Verbose output
<b>User</b>		User name
<b>Password</b>		Password

Table 5: *ProducerTool Command Line Options*

```

Habari Client for ActiveMQ 6.12-SNAPSHOT (c) 2008-2021 Michael Justin
Connecting to URL: stomp://localhost
Publishing a Message with size 255 to queue: TOOL.DEFAULT
Using non-persistent messages
Sleeping between publish 0 ms
Sending message: Message: 0 sent at: 18.10.2021 10:15:19      ...
Sending message: Message: 1 sent at: 18.10.2021 10:15:19      ...
Sending message: Message: 2 sent at: 18.10.2021 10:15:19      ...
Sending message: Message: 3 sent at: 18.10.2021 10:15:19      ...
Sending message: Message: 4 sent at: 18.10.2021 10:15:19      ...
Sending message: Message: 5 sent at: 18.10.2021 10:15:19      ...
Sending message: Message: 6 sent at: 18.10.2021 10:15:19      ...
Sending message: Message: 7 sent at: 18.10.2021 10:15:19      ...
Sending message: Message: 8 sent at: 18.10.2021 10:15:19      ...
Sending message: Message: 9 sent at: 18.10.2021 10:15:19      ...
Done.
C:\Users\Michael>

```

Illustration 2: *ProducerTool demo application*

## Examples

Send 10,000 messages to the queue `TOOL.DEFAULT` on the local broker

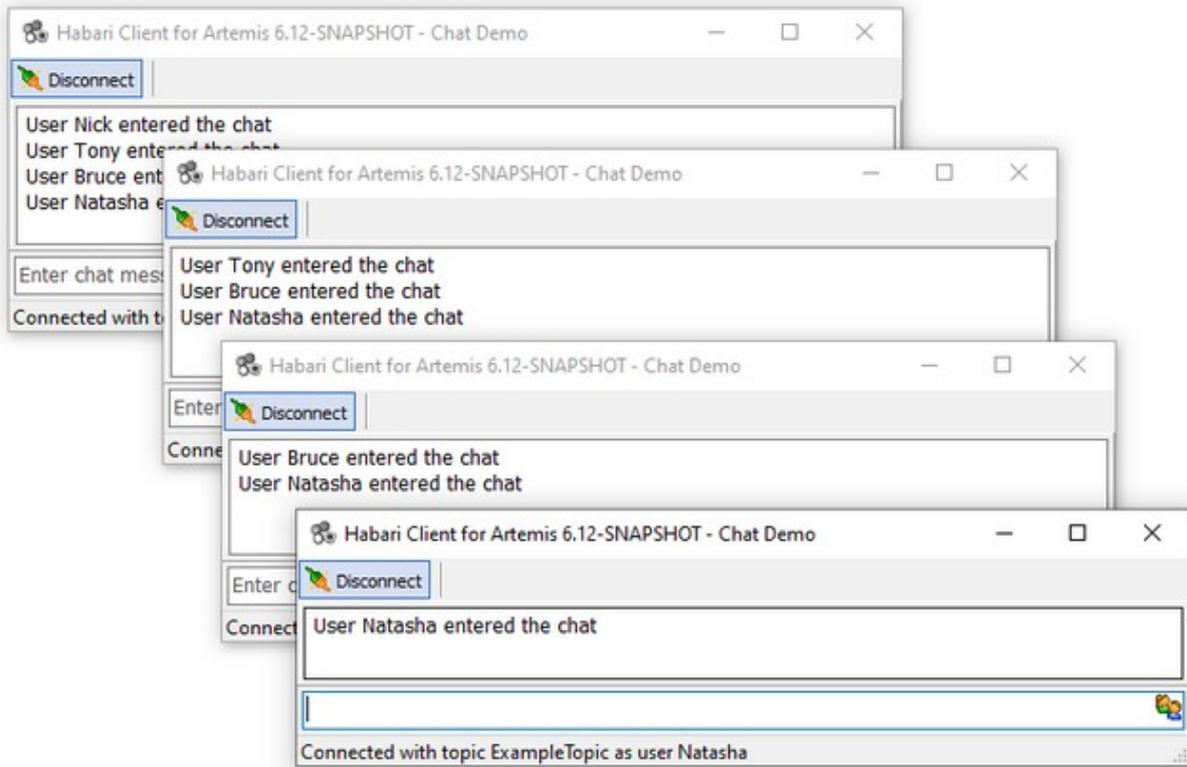
```
ProducerTool --MessageCount 10000
```

Send 10 messages to the topic `ExampleTopic` on the local broker

```
ProducerTool --Topic --Subject=ExampleTopic
```

---

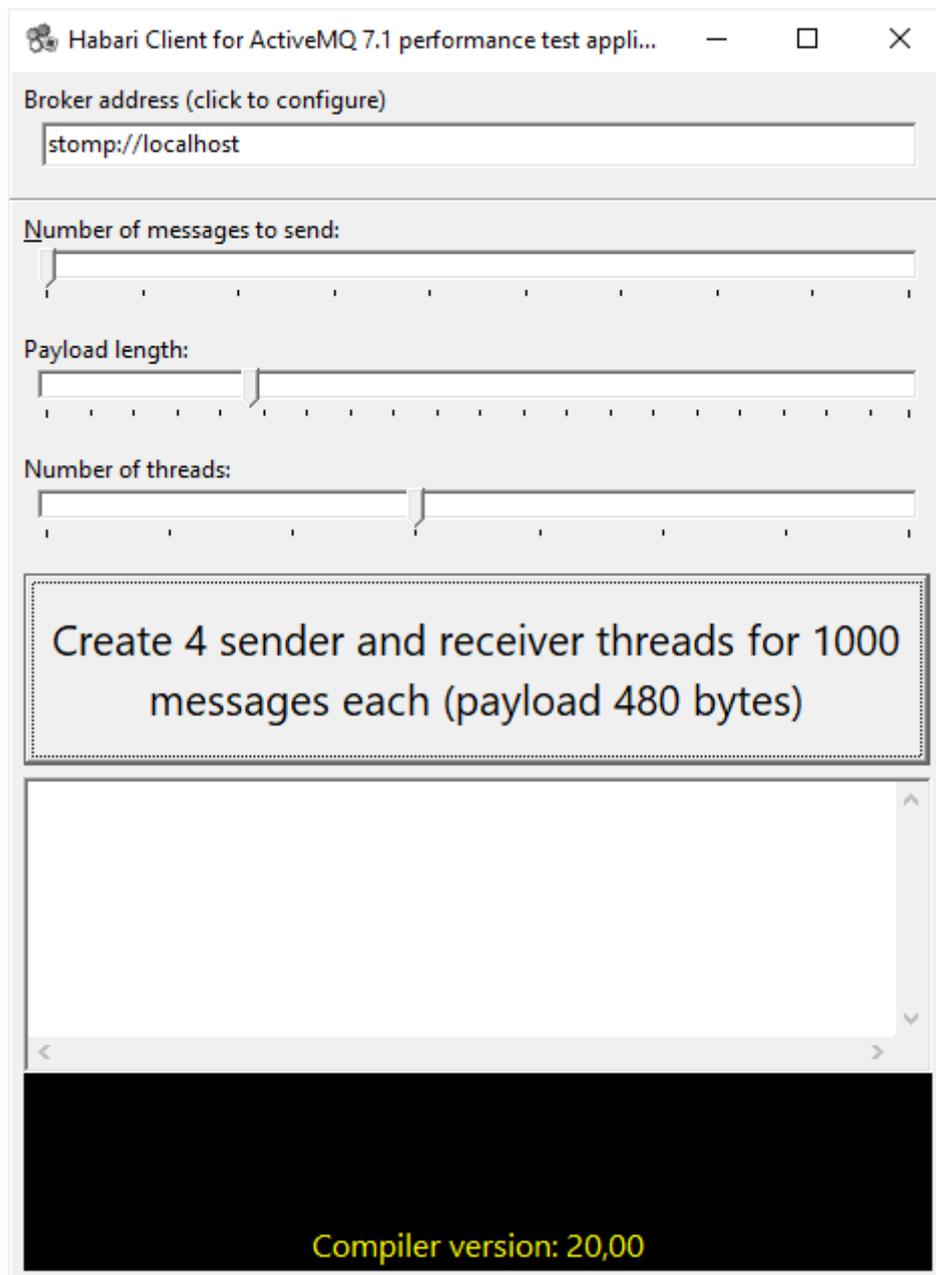
## Delphi Chat



The Delphi Chat application uses a Topic destination as a 'chat room' where many users may send messages, which then will be shown in all clients which consume messages from this topic.

---

## Performance test



*Illustration 3: Performance test example application*

The performance test application provides a GUI for multi-threaded sending and receiving of messages.

- A broker configuration dialog can be invoked by clicking the URL field
- Number and length of messages and thread number can be adjusted using the sliders

For every thread a message queue with the name ExampleQueue.<n> will be used

---

## PingBroker

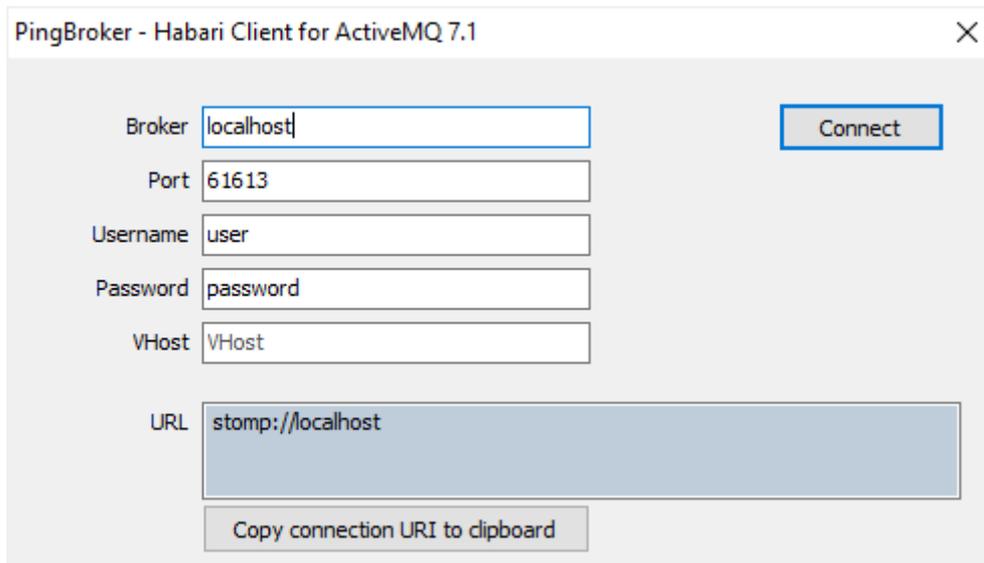


Illustration 4: PingBroker example application

This graphical tool tries to create a Stomp connection to the specified message broker.

## Throughput test

This example application is configurable by command line parameters, all are optional.

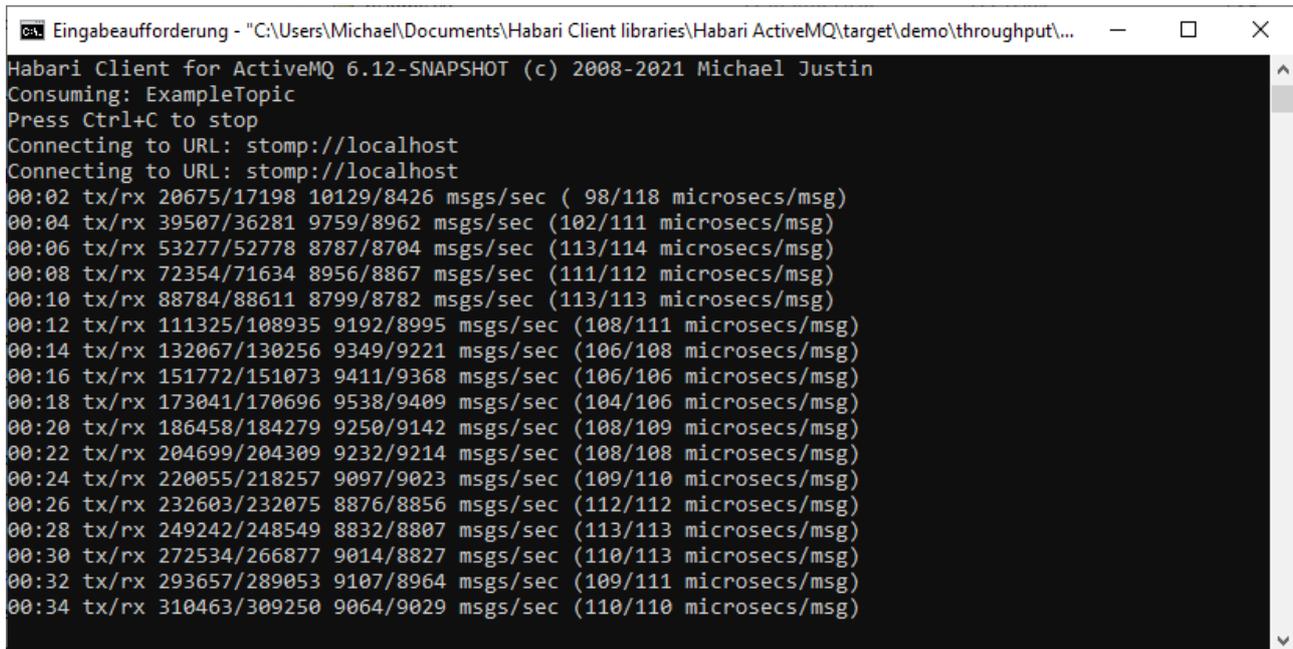
Parameter	Default Value	Description
<b>Password</b>	(broker-specific)	Password
<b>Subject</b>	ExampleTopic	Topic name
<b>URL</b>	(broker-specific)	Connection URL
<b>User</b>	(broker-specific)	User name

Table 6: Throughput Test Tool Command Line Options

## Examples

Use remote broker 'mybroker' and specify user and password

```
tptest --url=stomp://mybroker --user=test1 --password=secret
```



```
cmd: Eingabeaufforderung - "C:\Users\Michael\Documents\Habari Client libraries\Habari ActiveMQ\target\demo\throughput\...
Habari Client for ActiveMQ 6.12-SNAPSHOT (c) 2008-2021 Michael Justin
Consuming: ExampleTopic
Press Ctrl+C to stop
Connecting to URL: stomp://localhost
Connecting to URL: stomp://localhost
00:02 tx/rx 20675/17198 10129/8426 msgs/sec ( 98/118 microseconds/msg)
00:04 tx/rx 39507/36281 9759/8962 msgs/sec (102/111 microseconds/msg)
00:06 tx/rx 53277/52778 8787/8704 msgs/sec (113/114 microseconds/msg)
00:08 tx/rx 72354/71634 8956/8867 msgs/sec (111/112 microseconds/msg)
00:10 tx/rx 88784/88611 8799/8782 msgs/sec (113/113 microseconds/msg)
00:12 tx/rx 111325/108935 9192/8995 msgs/sec (108/111 microseconds/msg)
00:14 tx/rx 132067/130256 9349/9221 msgs/sec (106/108 microseconds/msg)
00:16 tx/rx 151772/151073 9411/9368 msgs/sec (106/106 microseconds/msg)
00:18 tx/rx 173041/170696 9538/9409 msgs/sec (104/106 microseconds/msg)
00:20 tx/rx 186458/184279 9250/9142 msgs/sec (108/109 microseconds/msg)
00:22 tx/rx 204699/204309 9232/9214 msgs/sec (108/108 microseconds/msg)
00:24 tx/rx 220055/218257 9097/9023 msgs/sec (109/110 microseconds/msg)
00:26 tx/rx 232603/232075 8876/8856 msgs/sec (112/112 microseconds/msg)
00:28 tx/rx 249242/248549 8832/8807 msgs/sec (113/113 microseconds/msg)
00:30 tx/rx 272534/266877 9014/8827 msgs/sec (110/113 microseconds/msg)
00:32 tx/rx 293657/289053 9107/8964 msgs/sec (109/111 microseconds/msg)
00:34 tx/rx 310463/309250 9064/9029 msgs/sec (110/110 microseconds/msg)
```

Illustration 5: Throughput test tool output

## Unit Tests

---

### Introduction

Habari STOMP Client libraries include DUnit and FPCUnit tests. They require the classic DUnit framework (included in Delphi 2009) or FPCUnit (included in Lazarus 2.0.12).

The test projects are installed in the common-tests and common-tests-fpc folders.

---

### Test project configuration

#### Logging

To switch on SLF4P logging, add the conditional symbol `HABARI_LOGGING` (see chapter 'Logging with SLF4P') and rebuild the project. Set the `DEFAULT_LOG_LEVEL` constant in unit `TestHelper` to a valid SLF4P level.

#### Optional units

To switch on tests for optional units (object message exchange), add the conditional symbol `HABARI_TEST_OPTIONAL_UNITS` and rebuild the project.

---

### Test units

The common-tests folder contains these units

<b>Test setup and test case base classes</b>	
TestHelper	Main test set-up and utility unit, contains no tests
HabariTestCase	Test case base classes used for most tests

<b>Unit tests</b>	
ApiTests	Tests Habari Client core API methods – part 1
BasicTests	Tests Habari Client core API methods – part 2

BrokerExtensionsTests	Tests broker-specific features and extensions of the STOMP protocol
HabariExtensionsTests	Tests non-standard features provided by the Habari Client library
HabariTypesTests	Tests internal data types
ObjectExchangeTests <sup>24</sup>	Tests object message exchange (for Delphi DUnit only)
Stomp12Tests	Tests features introduced with version 1.2 of the STOMP standard
StubServerTests	Tests using a simple local Stomp server

Free Pascal specific test units are in the folder common-tests-fpc

---

## Test execution

### Requirements

The test projects require a message broker running on the local system, which accepts STOMP connections on the default port, with the default user credentials. User name and password for the default user are defined in unit BTBrokerConsts.

### Test destinations

Most tests create a test-specific destination (queue or a topic) to reduce the risk of side effects.

The name of the destination is the combination of the test class name and the unit test name.

Note: the unit tests will not clean up or remove these destination objects after usage.

---

## STOMP 1.2

Since Habari STOMP Client for RabbitMQ 5.0, the unit test use STOMP 1.2 for connections.

<sup>24</sup>only added to the test suite if TEST\_OPTIONAL\_UNITS is defined

## Logging with SLF4P

---

### Introduction

Habari STOMP Client libraries include the open source “simple logging facade for Pascal” (SLF4P) as an optional dependency. SLF4P is available at <https://github.com/michaelJustin/slf4p>

---

### IDE and project configuration

In order to compile with SLF4P support,

1. include the path to the slf4p library in the project search or in the global library path
2. add the conditional symbol HABARI\_LOGGING to the project options

### Delphi

- choose Project | Options... | Delphi Compiler > Conditional defines
- add HABARI\_LOGGING

### Lazarus

- choose Project | Project Options ... | Compiler Options > Other
- add -dHABARI\_LOGGING in the Custom options field

---

### LoggingHelper unit

A simple LoggingHelper unit is located in the demo\common\ directory and can be copied to a project to add slf4p support with little extra coding.

#### Code example

```
uses
  LoggingHelper,
  ...
begin
  // set up logging
```

```
LoggingHelper.ConfigureLogging;
```

The `LoggingHelper` unit may be adjusted to your configuration needs. Here is an example which uses the `SimpleLogger` implementation (included in SLF4P).

#### Code example

```
unit LoggingHelper;

interface

uses
  {$IFDEF HABARI_LOGGING}
  djLogOverSimpleLogger, SimpleLogger
  {$ENDIF HABARI_LOGGING};

const
  DEFAULT_LOG_LEVEL = 'info';

procedure ConfigureLogging(const LogLevel: string = DEFAULT_LOG_LEVEL);

implementation

procedure ConfigureLogging(const LogLevel: string);
begin
  {$IFDEF HABARI_LOGGING}
  SimpleLogger.Configure('defaultLogLevel', LogLevel);
  SimpleLogger.Configure('showDateTime', 'true');
  {$ENDIF HABARI_LOGGING}
end;

end.
```

## Conditional Symbols

---

### Experimental or optional features

**All conditional symbols enable experimental or optional features, which are not covered by the free basic support plan.**

Feedback (suggestions for improvements, feature requests, and bug reports) are always welcome.

#### **HABARI\_ALLOW\_UNKNOWN\_URL\_PARAMS**

**Disables strict connection URL parameter checking.**

A message broker may support proprietary headers in STOMP frames (for example in SUBSCRIBE frames). By default, the library only accepts well-known connection parameters, and raises an exception for unknown parameters. If this symbol is defined, connection URLs may contain arbitrary parameters.

#### **HABARI\_ENABLE\_FAILOVER\_PROTOCOL**

**Enables Failover protocol support.**

When enabled, the Failover transport randomly chooses one of the composite URI and attempts to establish a connection to it.

**See also:** Failover Protocol Support

#### **HABARI\_LOGGING**

**Enables logging support.**

Requires the open source SLF4P logging facade.

**See also:** Logging with SLF4P

#### **HABARI\_SSL\_SUPPORT**

**Enables SSL/TLS support.**

The directory source/optional contains example implementations of Indy and Synapse adapter classes with OpenSSL support.

Please note that these are basic implementations and not supported in the free basic support plan.

**See also:** SSL/TLS Support

## SSL/TLS Support

---

### SSL communication adapter classes

Habari STOMP Client for RabbitMQ includes two **experimental** adapter classes for usage with OpenSSL, one for Indy (Internet Direct) and one for Synapse. The units for these classes are in the source\optional folder.

Adapter Class	Unit
TBCommAdapterIndySSL	BTCommAdapterIndySSL
TBCommAdapterSynapseSSL	BTCommAdapterSynapseSSL

Table 7: Communication Adapters with SSL/TLS Support

### Mixed Use

It is possible to use SSL and non-SSL connections in the same project:

- connections with the "stomp://" scheme will remain unencrypted
- connections with the "stomp+ssl://" scheme will use SSL

### SSL configuration

The TBCommAdapterIndySSL class includes very basic configuration of the Indy SSL handler. Your server or your specific security requirements may require additional configuration.

---

### Indy SSL Demo

A demo application is included in **common-producertool-ssl**.

#### Code example

```
program ProducerToolIndySSL;

{$APPTYPE CONSOLE}

uses
  // the Habari Client adapter class for Indy + SSL
```

```
BTCommAdapterIndySSL,  
// required to set the default adapter  
BTAdapterRegistry,  
// the common demo unit for the producer tool  
ProducerToolUnit in '..\common-producertool\ProducerToolUnit.pas',  
// configuration support unit  
CommandLineSupport in '..\common\CommandLineSupport.pas',  
SysUtils;  
  
begin  
  BTAdapterRegistry.SetDefaultAdapter(TBTCommAdapterIndySSL);  
  
  with TProducerTool.Create do  
  try  
    try  
      Run;  
    except  
      on E:Exception do WriteLn(E.Message);  
    end  
  finally  
    Free;  
  end;  
  ReadLn;  
end.
```

## Notes

- the TBTCommAdapterIndySSL class must be registered using (BTAdapterRegistry.SetDefaultAdapter(TBTCommAdapterIndySSL))
- the project must be compiled with HABARI\_SSL\_SUPPORT
- the connection URL must be in the form "**stomp+ssl://server.com:sslport**"
- the OpenSSL libraries must be in the application search path

## Troubleshooting

### Changed PassThrough mode default since Delphi 10.4

Indy supports PassThrough mode, which is related to receiving non-encrypted data on a SSL/TLS connection. With Delphi 10.4, Indy seems to assume PassThrough = True, while Indy in older Delphi versions assumes PassThrough = False. See <https://github.com/IndySockets/Indy/issues/372>: / <https://quality.embarcadero.com/browse/RSP-29900>

The solution in newer Delphi version was to explicitly set the IOHandler PassThrough := False.

## Example output

```
Habari Client for RabbitMQ 5.1.0 (c) 2008-2017 Michael Justin  
Connecting to URL: stomp+ssl://localhost:61614  
Publishing a Message with size 255 to queue: ExampleQueue  
Using persistent messages  
Sleeping between publish 0 ms
```

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```
313 INFO habari.TBTCommAdapterIndySSL - Verifying SSL certificate
313 INFO habari.TBTCommAdapterIndySSL - Issuer: /C=GB/ST=Greater Manchester/L=Sa
lford/O=COMODO CA Limited/CN=COMODO RSA Domain Validation Secure Server CA
313 INFO habari.TBTCommAdapterIndySSL - Not After: 09.04.2018 01:59:59
313 INFO habari.TBTCommAdapterIndySSL - Verifying SSL certificate
313 INFO habari.TBTCommAdapterIndySSL - Issuer: /C=GB/ST=Greater Manchester/L=Sa
lford/O=COMODO CA Limited/CN=COMODO RSA Domain Validation Secure Server CA
313 INFO habari.TBTCommAdapterIndySSL - Not After: 09.04.2018 01:59:59
329 INFO habari.TBTStompClient - Connected with RabbitMQ/3.6.10 using STOMP 1.2
Sending message: Message: 0 sent at: 28.06.2017 10:26:43      ...
Sending message: Message: 1 sent at: 28.06.2017 10:26:43      ...
Sending message: Message: 2 sent at: 28.06.2017 10:26:43      ...
Sending message: Message: 3 sent at: 28.06.2017 10:26:43      ...
Sending message: Message: 4 sent at: 28.06.2017 10:26:43      ...
Sending message: Message: 5 sent at: 28.06.2017 10:26:43      ...
Sending message: Message: 6 sent at: 28.06.2017 10:26:43      ...
Sending message: Message: 7 sent at: 28.06.2017 10:26:43      ...
Sending message: Message: 8 sent at: 28.06.2017 10:26:43      ...
Sending message: Message: 9 sent at: 28.06.2017 10:26:43      ...
Done.
```

---

## Support

Support for SSL/TLS connections and the example adapter classes is not included in the basic support package of Habari STOMP Client for RabbitMQ.

## Failover Protocol Support

The Failover transport layers reconnect logic on top of the Stomp transport.<sup>25</sup>

The Failover configuration syntax allows you to specify any number of composite URIs. The Failover transport randomly chooses one of the composite URI and attempts to establish a connection to it. If it does not succeed, a new connection is established to one of the other URIs in the list.

Example for a failover URI:

```
failover:(stomp://primary:61613,stomp://secondary:61613)
```

### Requirements

To enable support of the failover protocol, the project must be built with the conditional symbol `HABARI_ENABLE_FAILOVER_PROTOCOL` set.

<sup>25</sup> <https://activemq.apache.org/components/classic/documentation/failover-transport-reference>

## Failover Transport Options

Option Name	Default Value	Description
initialReconnectDelay	10	How long to wait before the first reconnect attempt (in ms)
maxReconnectDelay	30000	The maximum amount of time we ever wait between reconnect attempts (in ms)
backOffMultiplier	2.0	The exponent used in the exponential backoff attempts
maxReconnectAttempts	-1	-1 is default and means retry forever, 0 means don't retry (only try connection once but no retry) If set to > 0, then this is the maximum number of reconnect attempts before an error is sent back to the client
randomize	true	use a random algorithm to choose the the URI to use for reconnect from the list provided

Table 8: Failover Transport Options

Example URI:

```
failover:(stomp://localhost:61616,stomp://remotehost:61616)?
initialReconnectDelay=100&maxReconnectAttempts=10
```

### Code example

```
Factory := TBTConnectionFactory.Create('failover:(stomp://primary:61616,stomp://
localhost:61613)?maxReconnectAttempts=3&randomize=false') do
try
  Conn := Factory.CreateConnection;
  Conn.Start;
  ...
  Conn.Stop;
finally
  Conn.Close;
end;
```

## Useful Units

---

### BTStreamHelper unit

This unit contains the procedure `LoadBytesFromStream` which can be used to read a file into a `BytesMessage`.

#### Code example

```
// create the message
Msg := Session.CreateBytesMessage;

// open a file
FS := TFileStream.Create('filename.dat', fmOpenRead);

try
  // read the file bytes into the message
  LoadBytesFromStream(Msg, FS);

  Size := Length(Msg.Content);

  // display message content size
  WriteLn(IntToStr(Size) + ' Bytes');

finally
  // release the file stream
  FS.Free;
end;
```

---

### BTJavaPlatform unit

This unit contains some helper functions for Java dates. Java dates are `Int64` values based on the Unix date.

```
function JavaDateToTimeStamp(const JavaDate: Int64): TDateTime;
```

```
function TimeStampToJavaDate(const TimeStamp: TDateTime): Int64;
```

## Library Limitations

---

### MessageConsumer

#### How do I implement synchronous receive from multiple destinations?

The library does not support synchronous receive from more than one destination over a single connection.

To receive messages synchronously (using `Receive` and `ReceiveNoWait`) from two or more destinations, create one connection per destination.

Background: all pending messages in a connection are serialized in one TCP stream, so reading only the messages which come from one of the destinations would require 'skipping' all messages for other destinations.

---

### Message properties

#### Only string data type supported by Stomp

The STOMP protocol uses string type key/value lists for the representation of message properties. Regardless of the method used to set message properties, all message properties will be interpreted as Java Strings by the Message Broker.

As a side effect, the expressions in a Selector are limited to operations which are valid for strings.

Timestamp properties are converted to a Unix time stamp value, which is the internal representation in Java. But still, these values can not be used with date type expressions.

#### Broker-specific exceptions

Apache ActiveMQ 5.6 introduced support for numeric expressions in JMS selectors.

---

### Multi threading

A session supports transactions and it is difficult to implement transactions that are multi-threaded; a session should not be used concurrently by multiple threads.

## Free Pascal specific restrictions

- the library has only been tested on the Windows platform
- the included unit test project uses FPCUnit for Free Pascal / Lazarus instead of DUnit
- the complimentary code for map and object messages do not support Free Pascal
- the library source code uses the Delphi mode switch `{ $MODE DELPHI }`
- other limitations or restrictions may apply

---

## Broker-specific limitations

### Transacted Sessions

#### Transactional acknowledging

The STOMP implementations of Artemis and OpenMQ message broker do not support transactional acknowledging of incoming messages.

#### Other broker specific limitations

For broker-specific notes, please read chapter Broker-specific notes.

## Frequently Asked Questions

---

### Technical questions

#### **Why am I getting 'undeclared identifier IndyTextEncoding\_UTF8'?**

##### **Short answer**

Your Indy version is too old.

##### **Long answer**

The library requires a current Indy 10.6.2 version.

##### **Solution**

Please download a newer Indy version.

#### **Why am I getting 'Undeclared identifier: 'TimeSeparator'?'**

##### **Short answer**

Your Synapse version does not support your version of Delphi

##### **Long answer**

Delphi XE4 removed twenty deprecated global variables. For more details, see [http://docwiki.embarcadero.com/RADStudio/XE4/en/Global\\_Variables](http://docwiki.embarcadero.com/RADStudio/XE4/en/Global_Variables).

##### **Solution**

Either use Internet Direct (Indy) or use a compatible version of Synapse.

#### **Why am I getting 'Found no matching consumer' errors?**

##### **Short answer**

The client closed a consumer while there still were pending messages on the wire for it, and then tried to receive the pending messages with a new consumer.

## Long answer

If the client subscribes to a destination, it creates a unique subscription identifier and passes it to the broker. Messages which the broker sends to the client always include this subscription identifier in their header properties. The client verifies that the subscription id in the incoming message has the same id as the consumer.

If the client closes the consumer before all messages waiting on the wire have been consumed, and creates a new subscription (which has a new unique id), the remaining messages which are waiting on the wire, will have a subscription id which does not match the id of the new subscription. The client will raise an exception if no matching consumer can be found.

## Solution

Do not create another consumer on the same connection while there are still pending messages for the first consumer. To discard all pending messages which are still waiting on the wire, the client can simply close the connection and create a new consumer on a new connection.

## Example

Here is a small code example which causes this error<sup>26</sup>:

### Code example

```
procedure TErrorHandlingTests.TestReceiveMessageForOtherSubscription;
var
  Factory: IConnectionFactory;
  Conn: IConnection;
  Session: ISession;
  Destination: IDestination;
  Producer: IMessageProducer;
  Consumer: IMessageConsumer;
  Msg: IMessage;
begin
  Factory := TBTConnectionFactory.Create;
  Conn := Factory.CreateConnection;
  Conn.Start;
  Session := Conn.CreateSession(amAutoAcknowledge);
  Destination := Session.CreateQueue(GetQueueName);
  Consumer := Session.CreateConsumer(Destination);
  Producer := Session.CreateProducer(Destination);
  Msg := Session.CreateMessage;
  Producer.Send(Msg);
  Consumer.Close;
  Consumer := Session.CreateConsumer(Destination);
  Consumer.Receive(1000);
end;
```

In line 20 and 21, the consumer is closed and a new consumer created for the same destination.

The Receive in line 22 will detect that the incoming message does not have a matching consumer id and raise an `EIllegalStateException`.

<sup>26</sup>This code example is included in the library unit test project

## **Does the library support non-Unicode Delphi versions?**

### **Short answer**

No, the library does not support non-Unicode Delphi versions.

### **Long answer**

The library uses language features which have been added in Delphi 2009 / Free Pascal 3.2.0. Support for non-Unicode Delphi ended in April 2017.

## **How can the client application detect network connection loss?**

### **Short answer**

Use Stomp heart-beating

### **Long answer**

By enabling heart-beating, the client can request server -side sending of heart beat bytes.

Even if the client only wants to consume messages and never send messages, the server should continuously send heart-beat bytes within the negotiated time.

To detect if the server has sent a heart-beat, the client calls the method `ReceiveHeartbeat`.

For more details, please check the paragraph "Reading server-side heartbeats" on page 51.

## **Can a client application use a single connection for send and receive?**

### **Short answer**

It depends, and it is not recommended.

### **Long answer**

STOMP is layered on top of TCP, which is a byte stream, not message-oriented. When you use a single TCP connection for both sending client frames and receiving server frames, two problems arise:

1. **Interleaving ambiguity**

The client cannot strictly associate an incoming ERROR or RECEIPT frame with the exact outbound frame that triggered it, because inbound frames arrive asynchronously and may be intermixed with unrelated messages (e.g. a MESSAGE from a subscription). TCP guarantees order of bytes, not logical pairing of request-response.

2. **State confusion under error conditions**

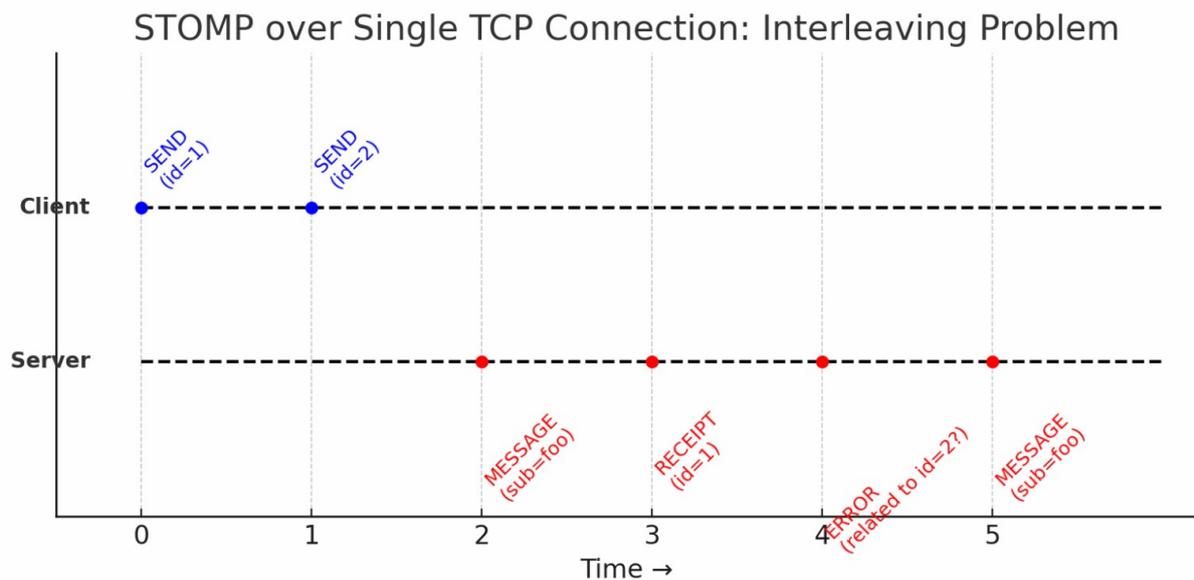
If the server sends an ERROR frame, it may apply to a specific client command, to a subscription, or to the connection as a whole. Over a shared connection, the

client may still have pending sends “in flight” when the error is received, making it unclear which ones succeeded, failed, or need to be retried.

In short: TCP multiplexes all traffic into one ordered stream, but STOMP requires the client to distinguish between different categories of frames (responses, errors, and unrelated deliveries). This mismatch makes a single-connection setup prone to race conditions and mis-association of responses.

👉 That’s why some designs prefer separate connections for send-only vs. receive-only paths (or use correlation IDs carefully), to reduce ambiguity.

Below is a timeline diagram to make the interleaving problem visually clear:



Here’s the timeline:

- The client sends two frames (SEND id=1, then SEND id=2).
- The server interleaves unrelated MESSAGE frames with the RECEIPT for id=1.
- An ERROR arrives, but it’s unclear whether it corresponds to SEND id=2 or some other condition.

This illustrates why a single TCP connection makes associating responses with requests error-prone — asynchronous events from subscriptions are mixed with acknowledgments and errors.

## Online Resources

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### Third-party libraries

#### Indy

Indy is an open source client/server communications library that supports TCP/UDP/RAW sockets, as well as over 100 higher level protocols including SMTP, POP3, IMAP, NNTP, HTTP, FTP, and many more. Indy is written in Delphi but is available for C++Builder, Delphi, and FreePascal.

Project home <https://www.indyproject.org/>

GitHub <https://github.com/IndySockets>

#### Ararat Synapse

Project home <http://synapse.ararat.cz>

GitHub <https://github.com/geby/synapse>

#### Synopse mORMot

Project home <https://synopse.info/>

GitHub <https://github.com/synopse/mORMot2>

#### DUnit

Project home <https://dunit.sourceforge.net/>

Source <https://sourceforge.net/projects/dunit/files/dunit/9.3.0/>

#### SLF4P

Simple logging facade for Object Pascal

Project home <https://github.com/michaelJustin/slf4p>

## Specifications

### Stomp – Simple (or Streaming) Text Oriented Messaging Protocol<sup>27</sup>

Stomp home <https://stomp.github.io/index.html>

Stomp 1.2 <https://stomp.github.io/stomp-specification-1.2.html>

Stomp 1.1 <https://stomp.github.io/stomp-specification-1.1.html>

Stomp 1.0 <https://stomp.github.io/stomp-specification-1.0.html>

### Broker-specific Stomp documentation

ActiveMQ <https://activemq.apache.org/components/classic/documentation/stomp>

Artemis <https://activemq.apache.org/components/artemis/documentation/latest/stomp.html>

RabbitMQ <https://www.rabbitmq.com/stomp.html>

## Online articles

Title	Broker
Firebird Database Events and Message-oriented Middleware <sup>28</sup>	All
Discover ActiveMQ brokers with Delphi XE4 and Indy 10.6 <sup>29</sup>	ActiveMQ
How to use the RabbitMQ Web-Stomp Plugin <sup>30</sup>	RabbitMQ
RPC with Delphi client and Java server using RabbitMQ <sup>31</sup>	RabbitMQ

<sup>27</sup> [https://en.wikipedia.org/wiki/Streaming\\_Text\\_Oriented\\_Messaging\\_Protocol](https://en.wikipedia.org/wiki/Streaming_Text_Oriented_Messaging_Protocol)

<sup>28</sup> <https://mikejustin.wordpress.com/2012/11/06/firebird-database-events-and-message-oriented-middleware/>

<sup>29</sup> <https://mikejustin.wordpress.com/2013/07/07/discover-activemq-brokers-with-delphi-xe4-and-indy-10-6/>

<sup>30</sup> <https://mikejustin.wordpress.com/2013/11/27/how-to-use-the-rabbitmq-web-stomp-plugin-with-delphi-and-free-pascal/>

<sup>31</sup> <https://mikejustin.wordpress.com/2013/05/21/rpc-with-delphi-client-and-java-server-using-rabbitmq/>

## Online videos

### Title

### Broker

Introduction to Messaging With Apache ActiveMQ<sup>32</sup>

ActiveMQ

GlassFish Message Queue – High Availability Clusters<sup>33</sup>

OpenMQ

<sup>32</sup> <http://vimeo.com/12654513>

<sup>33</sup> <https://www.youtube.com/watch?v=RHUJBSy3udU>

# Support

---

## **Bug reports and support inquiries**

Please send bug reports and support inquiries to Habarisoft and specify your message broker type and version.

To allow fast processing of your inquiry, please provide a detailed problem description, including configuration and environment, or code examples which help to reproduce the problem.

## **Advanced support**

Advanced and experimental features such as (for example) SSL/TLS, third party libraries, Free Pascal, Linux, non-Unicode Delphi versions and message broker configuration are not covered by the basic support scheme.

## Broker-specific notes

---

### Minimum supported broker version

The minimum supported broker versions for Habari STOMP Client for RabbitMQ 9.5 are

- RabbitMQ 3.10.2 (in the 3.10.x series)
- RabbitMQ 3.9.18 (in the 3.9.x series)

Older series, such as 3.8.x, are no longer supported<sup>34</sup>.

The client library does not check the broker version, however client code may check the server version string.<sup>35</sup>

---

### Online resources

The web page <https://www.rabbitmq.com/stomp.html> documents details of the STOMP implementation in RabbitMQ, including broker-specific extensions.

Note	If you use broker-specific extensions, be aware that moving to a different broker and a different version of Habari Client library later will require more than a simple recompilation of source code
------	---

---

### Message type detection

The library determines the type (binary or text) of incoming messages based on the **content-type** header:

- If the header starts with `text/`, the message will be treated as a text message.
- Otherwise, it will be treated as a binary message (IBytesMessage).

Other STOMP clients (for example node.js) may be not aware of this RabbitMQ specific rule. If they send a text message without setting content-type to `text/plain`, Habari STOMP Client for RabbitMQ will misinterpret them as binary messages.

To fix this, adjust the producer client code to include the content-type header with value `text/plain`.

<sup>34</sup> <https://www.rabbitmq.com/changelog.html>

<sup>35</sup> see `IConnectionInfo.StompServerName`

---

## Prefetch count

The RabbitMQ STOMP documentation explains that

“The prefetch count for all subscriptions is set to unlimited by default. This can be controlled by setting the **prefetch-count** header on SUBSCRIBE frames to the desired integer count.”

With Habari STOMP Client for RabbitMQ, the prefetch-count header can be set using a parameter on the destination name for a message consumer:

### Code example

```
// create a queue with a prefetch count of 3
Queue := Session.CreateQueue('ExampleQueue?prefetch-count=3');

// create a consumer for this queue
Consumer := Session.CreateConsumer(Queue);

Msg := Consumer.Receive(1000);
```

---

## Destination types

The RabbitMQ STOMP documentation describes five destination types:

- /exchange – SEND to arbitrary routing keys and SUBSCRIBE to arbitrary binding patterns;
- /queue – SEND and SUBSCRIBE to queues managed by the STOMP gateway;
- /amq/queue – SEND and SUBSCRIBE to queues created outside the STOMP gateway;
- /topic – SEND and SUBSCRIBE to transient and durable topics;
- /temp-queue/ – create temporary queues (in reply-to headers only).

Habari STOMP Client for RabbitMQ supports all these types: for the special RabbitMQ destination names with "/amq/queue" or "/exchange", the prefixes can be used in the Session.CreateTopic / Session.CreateQueue methods.

### Code example

```
// effective destination address: /queue/myqueue
Queue := Session.CreateQueue('myqueue');

// effective destination address: /topic/mytopic
Topic := Session.CreateTopic('mytopic');

// effective destination address: /exchange/myexchange/key
Queue := Session.CreateQueue('/exchange/myexchange/key');
// or
Topic := Session.CreateTopic('/exchange/myexchange/key');

// effective destination address: /amq/queue/rpc_queue
Queue := Session.CreateQueue('/amq/queue/rpc_queue');
```

## Header properties

Habari STOMP Client for RabbitMQ does not process these RabbitMQ specific<sup>36</sup> STOMP headers:

- amqp-message-id**    the AMQP message-id property
- content-encoding**    the content-encoding property

## Broker-specific example code

Small example projects are included in the demo-broker folder, which cover broker-specific features.

- The examples are not tested every time a release of the library appears, so they may fail with newer versions of the broker.
- The examples are not covered by the basic support plan, and may be changed or removed at any time.

Folder	Description / Feature	Further information
dead-letter-exchange	Creates a queue, specifying dead letter exchange and message time to live. Uses x-dead-letter-exchange and x-message-ttl header	
exchange-destination	Uses the /exchange/ destination prefix	
message-ttl	Message time-to -live. Uses x-message-ttl header	
non-durable-queue	Uses exclusive, auto-delete and durable header	See <a href="https://habarisoft.wordpress.com/2021/10/22/non-durable-queue-example-for-rabbitmq/">https://habarisoft.wordpress.com/2021/10/22/non-durable-queue-example-for-rabbitmq/</a>
priority-queue	Uses x-max-priority header	
queue-ttl	Create a queue which will be removed after 10 seconds of inactivity. Uses the x-expires header	
routing-delphi-java		See <a href="https://www.rabbitmq.com/t">https://www.rabbitmq.com/t</a>

<sup>36</sup> <https://www.rabbitmq.com/stomp.html>

		tutorials/tutorial-four-java.html
routing-java-delphi		
rpc-delphi-java	Usage of temp queue for RPC. Delphi client, Java server. Uses /amq/queue/ destination prefix.	See <a href="https://mikejustin.wordpress.com/2013/05/21/rpc-with-delphi-client-and-java-server-using-rabbitmq/">https://mikejustin.wordpress.com/2013/05/21/rpc-with-delphi-client-and-java-server-using-rabbitmq/</a>
rpc-java-delphi	Usage of temp queue for RPC. Java client, Delphi server.	
stream	Demonstrates RabbitMQ streams API. Uses x-queue-type=stream and x-stream-offset header	
stream-filter	Demonstrates RabbitMQ streams filtering API.	Requires RabbitMQ 3.13.0 or newer
x-queue-name	Bind AMPQ queues to exchanges. Use x-queue-name header	See <a href="https://habarisoft.wordpress.com/2022/09/07/how-to-use-stomp-to-bind-rabbitmq-amp-queues-to-exchanges/">https://habarisoft.wordpress.com/2022/09/07/how-to-use-stomp-to-bind-rabbitmq-amp-queues-to-exchanges/</a>

Table 9: Broker specific examples

## Auto-delete queues

The RabbitMQ STOMP plug-in supports advanced queue features, which can be defined in the management interface but also from clients when the queue is created. No matter how these features have been declared, RabbitMQ requires that the client specifies the same feature settings anytime when this queue is used.

If a queue has been created with the auto-delete flag set, the queue is deleted when all consumers have finished using it.<sup>37</sup>

## Creation of an auto-delete queue

If the queue does not exist yet, it may be created dynamically by subscribing

<sup>37</sup> <https://www.rabbitmq.com/amqp-0-9-1-reference.htm>

#### Code example

```
ClientCallbackQueue := Session.CreateQueue('Callback?auto-delete=true');  
Consumer := Session.CreateConsumer(ClientCallbackQueue);
```

The admin interface will show that the **auto-delete** feature is enabled.

## Sending a message to the auto-delete queue

Sending a message to this queue requires to specify that the auto-delete feature is enabled:

#### Code example

```
Msg := Session.CreateTextMessage;  
Msg.SetStringProperty('auto-delete', 'true');  
Producer.Send(Msg);
```

---

## Queues with x-max-priority

The RabbitMQ STOMP plug-in supports advanced queue features, which can be defined in the management interface but also from clients when the queue is created. No matter how these features have been declared, RabbitMQ requires that the client specifies the same feature settings anytime when this queue is used.

## Creation of the queue

If the queue does not exist yet, it may be created dynamically by subscribing

#### Code example

```
PriorityQueue := Session.CreateQueue('Priority?x-max-priority=20');  
Consumer := Session.CreateConsumer(PriorityQueue);
```

The admin interface will show that the **maximum priority** is 20.

## Sending a message to the queue

Sending a message to this queue requires to specify that the maximum priority is 20:

**Code example**

```
Msg := Session.CreateTextMessage;

Msg.SetIntProperty('x-max-priority', 20);

Producer.Send(Msg);
```

**Hint: check the broker log**

If your STOMP client code works with special destination features and does not work as expected, always check the RabbitMQ broker log file. On Windows, you may find it in %APPDATA%\RabbitMQ\log. On Unix, it is located in \${install\_prefix}/var/log/rabbitmq ([File Locations documentation](#)).

---

**Quorum queues**

Quorum queues can be read, if the type is specified in the subscription STOMP frame. To do this, append the x-queue-type parameter to the queue name:

**Code example**

```
// create a destination
Queue := Session.CreateQueue('my-queue?x-queue-type=quorum');

// read the quorum queue value
Consumer := Session.CreateConsumer(Queue);
Msg := Consumer.Receive(10000);
```

**Send a value to a quorum queue****Code example**

```
// create a destination (but do not specify the queue type)
Queue := Session.CreateQueue('my-queue');

// send the quorum queue value
Producer := Session.CreateProducer(Queue);
Producer.Send(Session.CreateTextmessage('42'));
```

---

**Temporary queues**

RabbitMQ does not support message acknowledge with temporary queues.

To notify about this limitation, Habari STOMP Client for RabbitMQ raises an exception when `Msg.Acknowledge` is called on a temporary destination (queue or topic).

## **Special character encoding in STOMP headers**

If a client sends a STOMP header to the RabbitMQ message broker which contains a colon character, the broker will escape it according to the STOMP 1.1 specification as `\c`.

However this happens independent of the STOMP version – even if the library uses STOMP 1.0 for the connection.

The Habari Client for RabbitMQ will not translate this non-standard escape sequence back to the colon character.

As a workaround, client applications should prefer STOMP 1.2 as this will activate correct escape sequence conversion.

## Durable subscriptions with RabbitMQ

---

### Description

If a client needs to receive all the messages published on a topic, including the ones published while the subscriber is inactive, it uses a durable `TopicSubscriber`.

The broker retains a record of this durable subscription and insures that all messages from the topic's publishers are retained until they are acknowledged by this durable subscriber or they have expired.<sup>38</sup>

In RabbitMQ, the combination of **the topic name and the durable subscriber name** uniquely identifies the durable topic subscription.<sup>39</sup>

#### AMQP Semantics

For `SUBSCRIBE` frames, a *shared* queue is created for each distinct subscription ID x destination pair, and bound to the `amq.topic` exchange with routing key `<name>`. A subscription is created against the queue.

After you restart your program and re-subscribe, the broker will know which messages you need that were published while you were away.

Note: if the same combination of topic name and durable subscriber name is used by more than one client, the broker behavior is undefined – messages can be distributed between clients, or one client will receive all messages and other clients never see a message.

### Creation

The `ISession` interface contains the `CreateDurableSubscriber` method which creates a durable subscriber to the specified topic.

A durable subscriber `MessageConsumer` is created with a unique durable subscriber name.

#### Code example

```
// create a durable subscription
Topic := Session.CreateTopic('ExampleTopic');

Consumer := Session.CreateDurableSubscriber(Topic, 'my-subscription-id');
```

38 <https://download.oracle.com/javaee/5/api/javax/jms/TopicSession.html>

39 <https://www.rabbitmq.com/stomp.html>

## Deletion

To delete a durable subscriber, RabbitMQ requires that the client first subscribes and then unsubscribes.

### Code example

```
// first subscribe, then unsubscribe

Topic := Session.CreateTopic('ExampleTopic');
Session.CreateDurableSubscriber(Topic, 'my-subscription-id');

Session.Unsubscribe(Topic, 'my-subscription-id');
```

## Test tool example

With the `ProducerTool` and `ConsumerTool` demo applications, you can send messages to a durable topic:

```
ProducerTool --MessageCount=1000 --Topic --Persistent --Subject=test-durable
```

and receive them from a client:

```
ConsumerTool --MaximumMessages=1000 --Topic --Subject=test-durable --Durable --
ConsumerName=12345 -Verbose
```

## Connection troubleshooting

---

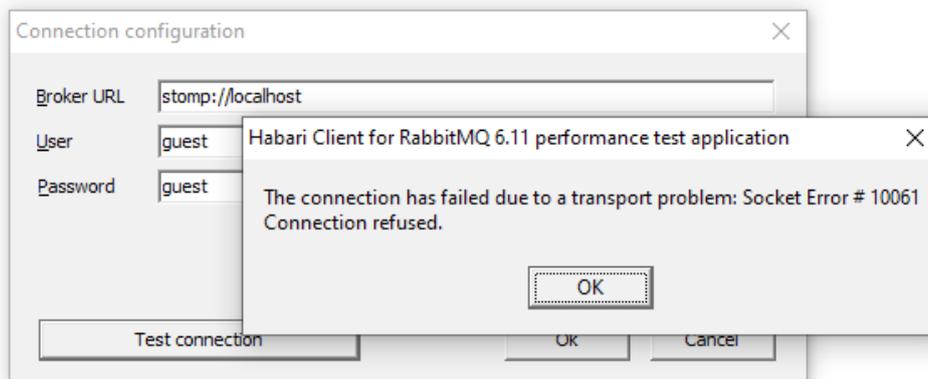
### Performance demo

#### Socket error 10060 (Connection timed out)

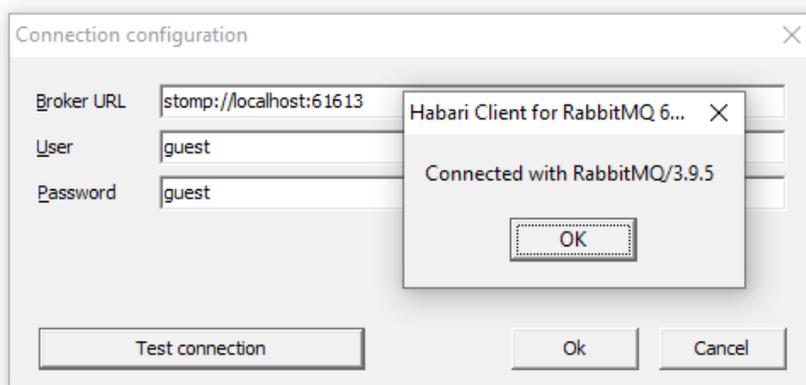
If the specified host is unreachable, a „Connection timed out“ error will occur.

#### Socket error 10061 (Connection refused)

If the broker service is not running on the specified host and port, a „Connection refused“ error will occur:

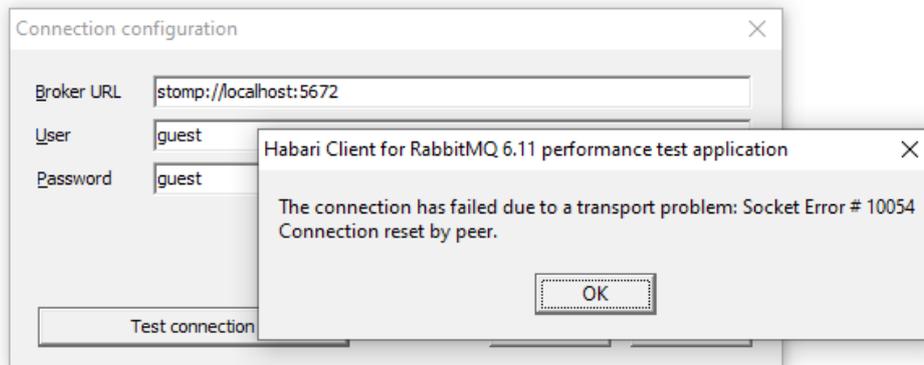


The default port for STOMP on RabbitMQ is 61613. The port can be specified in the Broker UR:



## Socket error 10054 (Connection reset by peer)

If the broker service is running on the specified host and port, but the port does not accept STOMP client connections, a „Connection reset by peer“ error will occur:



In this case the broker log contains a 'bad\_header' <<"CONNECT\n">> error message. The IP address of the client and the port number used by the client are included in the log messages, so they can be identified.

Note that in the example below, client and host are on localhost (127.0.0.1).

```
... [info] <0.1233.0> accepting AMQP connection <0.1233.0> (127.0.0.1:56184 ->
127.0.0.1:5672)
... [error] <0.1233.0> closing AMQP connection <0.1233.0> (127.0.0.1:56184 ->
127.0.0.1:5672):
... [error] <0.1233.0> {bad_header,<<"CONNECT\n">>}
```

## References

See also:

- <https://www.rabbitmq.com/troubleshooting-networking.html>
- <https://www.rabbitmq.com/stomp.html>
- <https://www.rabbitmq.com/networking.html>

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