Abstract

This guide describes how to install and configure the client, run hands-on examples, and use your client with other AMQ components.
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MAKING OPEN SOURCE MORE INCLUSIVE

Red Hat is committed to replacing problematic language in our code, documentation, and web properties. We are beginning with these four terms: master, slave, blacklist, and whitelist. Because of the enormity of this endeavor, these changes will be implemented gradually over several upcoming releases. For more details, see our CTO Chris Wright’s message.
CHAPTER 1. OVERVIEW

AMQ .NET is a lightweight AMQP 1.0 library for the .NET platform. It enables you to write .NET applications that send and receive AMQP messages.

AMQ .NET is part of AMQ Clients, a suite of messaging libraries supporting multiple languages and platforms. For an overview of the clients, see AMQ Clients Overview. For information about this release, see AMQ Clients 2.10 Release Notes.

AMQ .NET is based on AMQP.Net Lite. For detailed API documentation, see the AMQ .NET API reference.

1.1. KEY FEATURES

- SSL/TLS for secure communication
- Flexible SASL authentication
- Seamless conversion between AMQP and native data types
- Access to all the features and capabilities of AMQP 1.0
- An integrated development environment with full IntelliSense API documentation

1.2. SUPPORTED STANDARDS AND PROTOCOLS

AMQ .NET supports the following industry-recognized standards and network protocols:

- Version 1.0 of the Advanced Message Queueing Protocol (AMQP)
- Versions 1.0, 1.1, 1.2, and 1.3 of the Transport Layer Security (TLS) protocol, the successor to SSL
- Simple Authentication and Security Layer (SASL) mechanisms ANONYMOUS, PLAIN, and EXTERNAL
- Modern TCP with IPv6

1.3. SUPPORTED CONFIGURATIONS

Refer to Red Hat AMQ 7 Supported Configurations on the Red Hat Customer Portal for current information regarding AMQ .NET supported configurations.

1.4. TERMS AND CONCEPTS

This section introduces the core API entities and describes how they operate together.

Table 1.1. API terms

<table>
<thead>
<tr>
<th>Entity</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Connection</td>
<td>A channel for communication between two peers on a network</td>
</tr>
<tr>
<td>Session</td>
<td>A context for sending and receiving messages</td>
</tr>
</tbody>
</table>
AMQ .NET sends and receives messages. Messages are transferred between connected peers over links. Links are established over sessions. Sessions are established over connections.

A sending peer creates a sender link to send messages. The sender link has a target that identifies a queue or topic at the remote peer. A receiving client creates a receiver link to receive messages. The receiver link has a source that identifies a queue or topic at the remote peer.

1.5. DOCUMENT CONVENTIONS

The sudo command
In this document, sudo is used for any command that requires root privileges. Exercise caution when using sudo because any changes can affect the entire system. For more information about sudo, see Using the sudo command.

File paths
In this document, all file paths are valid for Linux, UNIX, and similar operating systems (for example, /home/andrea). On Microsoft Windows, you must use the equivalent Windows paths (for example, C:\Users\andrea).

Variable text
This document contains code blocks with variables that you must replace with values specific to your environment. Variable text is enclosed in arrow braces and styled as italic monospace. For example, in the following command, replace <project-dir> with the value for your environment:

```bash
$ cd <project-dir>
```
CHAPTER 2. INSTALLATION

This chapter guides you through the steps to install AMQ .NET in your environment.

2.1. PREREQUISITES

- You must have a subscription to access AMQ release files and repositories.
- To use AMQ .NET on Red Hat Enterprise Linux, you must install the .NET Core 3.1 developer tools. For information, see the .NET Core 3.1 getting started guide.
- To build programs using AMQ .NET on Microsoft Windows, you must install Visual Studio.

2.2. INSTALLING ON RED HAT ENTERPRISE LINUX

Procedure

1. Open a browser and log in to the Red Hat Customer Portal Product Downloads page at access.redhat.com/downloads.
2. Locate the Red Hat AMQ Clients entry in the INTEGRATION AND AUTOMATION category.
4. Download the AMQ Clients 2.10.0 .NET Core.zip file.
5. Use the unzip command to extract the file contents into a directory of your choosing.

   $ unzip amq-clients-2.10.0-dotnet-core.zip

   When you extract the contents of the .zip file, a directory named amq-clients-2.10.0-dotnet-core is created. This is the top-level directory of the installation and is referred to as <install-dir> throughout this document.

6. Use a text editor to create the file $HOME/.nuget/NuGet/NuGet.Config and add the following content:

   <?xml version="1.0" encoding="utf-8"?>
   <configuration>
   <packageSources>
     <add key="nuget.org" value="https://api.nuget.org/v3/index.json" protocolVersion="3"/>
     <add key="amq-clients" value="<install-dir>/nupkg"/>
   </packageSources>
   </configuration>

   If you already have a NuGet.Config file, add the amq-clients line to it.

   Alternatively, you can move the .nupkg file inside the <install-dir>/nupkg directory to an existing package source location.

2.3. INSTALLING ON MICROSOFT WINDOWS

Procedure
1. Open a browser and log in to the Red Hat Customer Portal Product Downloads page at access.redhat.com/downloads.

2. Locate the Red Hat AMQ Clients entry in the INTEGRATION AND AUTOMATION category.

3. Click Red Hat AMQ Clients The Software Downloads page opens.

4. Download the AMQ Clients 2.10.0 .NET.zip file.

5. Extract the file contents into a directory of your choosing by right-clicking on the zip file and selecting Extract All.

When you extract the contents of the .zip file, a directory named amq-clients-2.10.0-dotnet is created. This is the top-level directory of the installation and is referred to as <install-dir> throughout this document.
CHAPTER 3. GETTING STARTED

This chapter guides you through the steps to set up your environment and run a simple messaging program.

3.1. PREREQUISITES

- You must complete the installation procedure for your environment.
- You must have an AMQP 1.0 message broker listening for connections on interface localhost and port 5672. It must have anonymous access enabled. For more information, see Starting the broker.
- You must have a queue named amq.topic. For more information, see Creating a queue.

3.2. RUNNING HELLOWORLD ON RED HAT ENTERPRISE LINUX

The Hello World example creates a connection to the broker, sends a message containing a greeting to the amq.topic queue, and receives it back. On success, it prints the received message to the console.

Change to the <install-dir>/examples/netcoreapp3/HelloWorld-simple and use dotnet run to build and execute the program.

```
$ cd <install-dir>/examples/netcoreapp3/HelloWorld-simple
$ dotnet run
Hello World!
```

3.3. RUNNING HELLO WORLD ON MICROSOFT WINDOWS

The Hello World example creates a connection to the broker, sends a message containing a greeting to the amq.topic queue, and receives it back. On success, it prints the received message to the console.

Procedure

1. Navigate to <install-dir> and open the amqp.sln solution file in Visual Studio.
2. Select Build Solution from the Build menu to compile the solution.
3. Open a command prompt window and execute the following commands to send and receive a message:

```
> cd <install-dir>/bin\Debug
> HelloWorld-simple
Hello World!
```
CHAPTER 4. EXAMPLES

This chapter demonstrates the use of AMQ .NET through example programs.

For more examples, see the AMQ .NET example suite and the AMQP.Net Lite examples.

4.1. SENDING MESSAGES

This client program connects to a server using `<connection-url>`, creates a sender for target `<address>`, sends a message containing `<message-body>`, closes the connection, and exits.

Example: Sending messages

```csharp
namespace SimpleSend
{
    using System;
    using Amqp;

    class SimpleSend
    {
        static void Main(string[] args)
        {
            string url = (args.Length > 0) ? args[0] :
                "amqp://guest:guest@127.0.0.1:5672";
            string target = (args.Length > 1) ? args[1] : "examples";
            int count = (args.Length > 2) ? Convert.ToInt32(args[2]) : 10;

            Address peerAddr = new Address(url);
            Connection connection = new Connection(peerAddr);
            Session session = new Session(connection);
            SenderLink sender = new SenderLink(session, "send-1", target);

            for (int i = 0; i < count; i++)
            {
                Message msg = new Message("simple " + i);
                sender.Send(msg);
            }

            sender.Close();
            session.Close();
            connection.Close();
        }
    }
}
```

1. `using Amqp;` Imports types defined in the Amqp namespace. Amqp is defined by a project reference to library file `Amqp.Net.dll` and provides all the classes, interfaces, and value types associated with AMQ .NET.

2. Command line arg[0] `url` is the network address of the host or virtual host for the AMQP connection. This string describes the connection transport, the user and password credentials, and the port number for the connection on the remote host. `url` may address a broker, a standalone...
peer, or an ingress point for a router network.

3 Command line arg[1] **target** is the name of the message destination endpoint or resource in the remote host.

4 Command line arg[2] **count** is the number of messages to send.

5 **peerAddr** is a structure required for creating an AMQP connection.

6 Create the AMQP connection.

7 **sender** is a client **SenderLink** over which messages may be sent. The link is arbitrarily named send-1. Use link names that make sense in your environment and will help to identify traffic in a busy system. Link names are not restricted but must be unique within the same session.

8 In the message send loop a new message is created.

9 The message is sent to the AMQP peer.

10 After all messages are sent then the protocol objects are shut down in an orderly fashion.

### Running the example

To run the example program, compile it and execute it from the command line. For more information, see Chapter 3, Getting started.

```
<install-dir>\bin\Debug>simple_send "amqp://guest:guest@localhost" service_queue
```

## 4.2. RECEIVING MESSAGES

This client program connects to a server using **<connection-url>**, creates a receiver for source **<address>**, and receives messages until it is terminated or it reaches **<count>** messages.

### Example: Receiving messages

```csharp
namespace SimpleRecv
{
    using System;
    using Amqp;

    class SimpleRecv
    {
        static void Main(string[] args)
        {
            string url = (args.Length > 0) ? args[0] : "amqp://guest:guest@127.0.0.1:5672";
            string source = (args.Length > 1) ? args[1] : "examples";
            int count = (args.Length > 2) ? Convert.ToInt32(args[2]) : 10;

            Address peerAddr = new Address(url);
            Connection connection = new Connection(peerAddr);
            Session session = new Session(connection);
            ReceiverLink receiver = new ReceiverLink(session, "recv-1", source);
        }
    }
}
```
using Amqp; Imports types defined in the Amqp namespace. Amqp is defined by a project reference to library file Amqp.Net.dll and provides all the classes, interfaces, and value types associated with AMQ .NET.

Command line arg[0] url is the network address of the host or virtual host for the AMQP connection. This string describes the connection transport, the user and password credentials, and the port number for the connection on the remote host. url may address a broker, a standalone peer, or an ingress point for a router network.

Command line arg[1] source is the name of the message source endpoint or resource in the remote host.

Command line arg[2] count is the number of messages to send.

peerAddr is a structure required for creating an AMQP connection.

Create the AMQP connection.

receiver is a client ReceiverLink over which messages may be received. The link is arbitrarily named recv-1. Use link names that make sense in your environment and will help to identify traffic in a busy system. Link names are not restricted but must be unique within the same session.

A message is received.

The messages is accepted. This transfers ownership of the message from the peer to the receiver.

After all messages are received then the protocol objects are shut down in an orderly fashion.

Running the example
To run the example program, compile it and execute it from the command line. For more information, see Chapter 3, Getting started.

<install-dir>/bin\Debug>simple_recv "amqp://guest:guest@localhost" service_queue
CHAPTER 5. NETWORK CONNECTIONS

5.1. CONNECTION URIS

This section describes the standard format of the Connection URI string used to connect to an AMQP remote peer.

```
scheme = ( "amqp" | "amqps" )
host = ( <fully qualified domain name> | <hostname> | <numeric IP address> )
URI = scheme "://" [user ":" [password] "@"] host [":" port]
```

- **scheme amqp** - connection uses TCP transport and sets the default port to 5672.
- **scheme amqps** - connection uses SSL/TLS transport and sets the default port to 5671.
- **user** - optional connection authentication user name. If the **user** name is present then the client initiates an AMQP SASL user credential exchange during connection startup.
- **password** - optional connection authentication password.
- **host** - network host to which the connection is directed.
- **port** - optional network port to which the connection is directed. The default **port** value is determined by the AMQP transport scheme.

Connection URI Examples

```
amqp://127.0.0.1
amqp://amqpserver.example.com:5672
amqps://joe:somepassword@bigbank.com
amqps://sue:secret@test.example.com:21000
```

5.2. RECONNECT AND FAILOVER

AMQ .NET does not offer reconnect and failover, but it can be implemented in your application by intercepting connection errors and reconnecting. For example code, see the ReconnectSender.cs example.
CHAPTER 6. SECURITY

6.1. CONNECTING WITH A USER AND PASSWORD

AMQ .NET can authenticate connections with a user and password.

To specify the credentials used for authentication, set the user and password fields in the connection URL.

Example: Connecting with a user and password

```csharp
Address addr = new Address("amqp://<user>:<password>@example.com");
Connection conn = new Connection(addr);
```

6.2. CONFIGURING SASL AUTHENTICATION

Client connections to remote peers may exchange SASL user name and password credentials. The presence of the user field in the connection URI controls this exchange. If user is specified then SASL credentials are exchanged; if user is absent then the SASL credentials are not exchanged.

By default the client supports EXTERNAL, PLAIN, and ANONYMOUS SASL mechanisms.

6.3. CONFIGURING AN SSL/TLS TRANSPORT

Secure communication with servers is achieved using SSL/TLS. A client may be configured for SSL/TLS Handshake only or for SSL/TLS Handshake and client certificate authentication. See the Managing Certificates section for more information.

NOTE

TLS Server Name Indication (SNI) is handled automatically by the client library. However, SNI is signaled only for addresses that use the amqps transport scheme where the host is a fully qualified domain name or a host name. SNI is not signaled when the host is a numeric IP address.
CHAPTER 7._SENDERS AND RECEIVERS

The client uses sender and receiver links to represent channels for delivering messages. Senders and receivers are unidirectional, with a source end for the message origin, and a target end for the message destination.

Sources and targets often point to queues or topics on a message broker. Sources are also used to represent subscriptions.

7.1. CREATING QUEUES AND TOPICS ON DEMAND

Some message servers support on-demand creation of queues and topics. When a sender or receiver is attached, the server uses the sender target address or the receiver source address to create a queue or topic with a name matching the address.

The message server typically defaults to creating either a queue (for one-to-one message delivery) or a topic (for one-to-many message delivery). The client can indicate which it prefers by setting the `queue` or `topic` capability on the source or target.

To select queue or topic semantics, follow these steps:

1. Configure your message server for automatic creation of queues and topics. This is often the default configuration.

2. Set either the `queue` or `topic` capability on your sender target or receiver source, as in the examples below.

Example: Sending to a queue created on demand

```csharp
Target target = new Target() {
    Address = "jobs",
    Capabilities = new Symbol[] {"queue"},
};

SenderLink sender = new SenderLink(session, "s1", target, null);
```

Example: Receiving from a topic created on demand

```csharp
Source source = new Source() {
    Address = "notifications",
    Capabilities = new Symbol[] {"topic"},
};

ReceiverLink receiver = new ReceiverLink(session, "r1", source, null);
```

For more information, see the following examples:

- QueueSend.cs
- QueueReceive.cs
- TopicSend.cs
- TopicReceive.cs
7.2. CREATING DURABLE SUBSCRIPTIONS

A durable subscription is a piece of state on the remote server representing a message receiver. Ordinarily, message receivers are discarded when a client closes. However, because durable subscriptions are persistent, clients can detach from them and then re-attach later. Any messages received while detached are available when the client re-attaches.

Durable subscriptions are uniquely identified by combining the client container ID and receiver name to form a subscription ID. These must have stable values so that the subscription can be recovered.

To create a durable subscription, follow these steps:

1. Set the connection container ID to a stable value, such as `client-1`:

   ```csharp
   Connection conn = new Connection(new Address(connUrl),
                                    SaslProfile.Anonymous,
                                    new Open() { ContainerId = "client-1" },
                                    null);
   ```

2. Configure the receiver source for durability by setting the `Durable` and `ExpiryPolicy` properties:

   ```csharp
   Source source = new Source()
   {   
       Address = "notifications",
       Durable = 2,
       ExpiryPolicy = new Symbol("never"),
   }
   ```

3. Create a receiver with a stable name, such as `sub-1`, and apply the source properties:

   ```csharp
   ReceiverLink receiver = new ReceiverLink(session, "sub-1", source, null);
   ```

To detach from a subscription, close the connection without explicitly closing the receiver. To terminate the subscription, close the receiver directly.

For more information, see the `DurableSubscribe.cs` example.

7.3. CREATING SHARED SUBSCRIPTIONS

A shared subscription is a piece of state on the remote server representing one or more message receivers. Because it is shared, multiple clients can consume from the same stream of messages.

The client configures a shared subscription by setting the `shared` capability on the receiver source.

Shared subscriptions are uniquely identified by combining the client container ID and receiver name to form a subscription ID. These must have stable values so that multiple client processes can locate the same subscription. If the `global` capability is set in addition to `shared`, the receiver name alone is used to identify the subscription.

To create a shared subscription, follow these steps:

1. Set the connection container ID to a stable value, such as `client-1`:

   ```csharp
   Connection conn = new Connection(new Address(connUrl),
                                    SaslProfile.Anonymous,
                                    new Open() { ContainerId = "client-1" },
                                    null);
   ```

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Configure the receiver source for sharing by setting the `shared` capability:

```csharp
SaslProfile.Anonymous,
new Open() { ContainerId = "client-1" },
null);
```

2. Configure the receiver source for sharing by setting the `shared` capability:

```csharp
Source source = new Source()
{
    Address = "notifications",
    Capabilities = new Symbol[] {"shared"},
};
```

3. Create a receiver with a stable name, such as `sub-1`, and apply the source properties:

```csharp
ReceiverLink receiver = new ReceiverLink(session, "sub-1", source, null);
```

For more information, see the `SharedSubscribe.cs` example.
CHAPTER 8. MESSAGE DELIVERY

8.1. SENDING MESSAGES
To send a message, create a connection, session, and sender link, then call the `Sender.Send()` method with a `Message` object.

Example: Sending messages

```csharp
Connection connection = new Connection(new Address("amqp://example.com"));
Session session = new Session(connection);
SenderLink sender = new SenderLink(session, "sender-1", "jobs");
Message message = new Message("job-content");
sender.Send(message);
```

For more information, see the Send.cs example.

8.2. RECEIVING MESSAGES
To receive a message, create a connection, session, and receiver link, then call the `Receiver.Receive()` method and use the returned `Message` object.

Example: Receiving messages

```csharp
Connection connection = new Connection(new Address("amqp://example.com"));
Session session = new Session(connection);
ReceiverLink receiver = new ReceiverLink(session, "receiver-1", "jobs");
Message message = receiver.Receive();
receiver.Accept(message);
```

The `Receiver.Accept()` call tells the remote peer that the message was received and processed.

For more information, see the Receive.cs example.
CHAPTER 9. LOGGING

Logging is important in troubleshooting and debugging. By default logging is turned off. To enable logging, you must set a logging level and provide a delegate function to receive the log messages.

9.1. SETTING THE LOG OUTPUT LEVEL

The library emits log traces at different levels:

- Error
- Warning
- Information
- Verbose

The lowest log level, Error, traces only error events and produces the fewest log messages. A higher log level includes all the log levels below it and generates a larger volume of log messages.

// Enable Error logs only.
Trace.TraceLevel = TraceLevel.Error

// Enable Verbose logs. This includes logs at all log levels.
Trace.TraceLevel = TraceLevel.Verbose

9.2. ENABLING PROTOCOL LOGGING

The Log level Frame is handled differently. Setting trace level Frame enables tracing outputs for AMQP protocol headers and frames.

Tracing at one of the other log levels must be logically ORed with Frame to get normal tracing output and AMQP frame tracing at the same time. For example

// Enable just AMQP frame tracing
Trace.TraceLevel = TraceLevel.Frame;

// Enable AMQP Frame logs, and Warning and Error logs
Trace.TraceLevel = TraceLevel.Frame | TraceLevel.Warning;

The following code writes AMQP frames to the console.

Example: Logging delegate

Trace.TraceLevel = TraceLevel.Frame;
Trace.TraceListener = (f, a) => Console.WriteLine(
    DateTime.Now.ToString("[hh:mm:ss.fff]") + " " + string.Format(f, a));
CHAPTER 10. INTEROPERABILITY

This chapter discusses how to use AMQ .NET in combination with other AMQ components. For an overview of the compatibility of AMQ components, see the product introduction.

10.1. INTEROPERATING WITH OTHER AMQP CLIENTS

AMQP messages are composed using the AMQP type system. This common format is one of the reasons AMQP clients in different languages are able to interoperate with each other.

When sending messages, AMQ .NET automatically converts language-native types to AMQP-encoded data. When receiving messages, the reverse conversion takes place.

NOTE

More information about AMQP types is available at the interactive type reference maintained by the Apache Qpid project.

Table 10.1. AMQP types

<table>
<thead>
<tr>
<th>AMQP type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>null</code></td>
<td>An empty value</td>
</tr>
<tr>
<td><code>boolean</code></td>
<td>A true or false value</td>
</tr>
<tr>
<td><code>char</code></td>
<td>A single Unicode character</td>
</tr>
<tr>
<td><code>string</code></td>
<td>A sequence of Unicode characters</td>
</tr>
<tr>
<td><code>binary</code></td>
<td>A sequence of bytes</td>
</tr>
<tr>
<td><code>byte</code></td>
<td>A signed 8-bit integer</td>
</tr>
<tr>
<td><code>short</code></td>
<td>A signed 16-bit integer</td>
</tr>
<tr>
<td><code>int</code></td>
<td>A signed 32-bit integer</td>
</tr>
<tr>
<td><code>long</code></td>
<td>A signed 64-bit integer</td>
</tr>
<tr>
<td><code>ubyte</code></td>
<td>An unsigned 8-bit integer</td>
</tr>
<tr>
<td><code>ushort</code></td>
<td>An unsigned 16-bit integer</td>
</tr>
<tr>
<td><code>uint</code></td>
<td>An unsigned 32-bit integer</td>
</tr>
<tr>
<td><code>ulong</code></td>
<td>An unsigned 64-bit integer</td>
</tr>
<tr>
<td><code>float</code></td>
<td>A 32-bit floating point number</td>
</tr>
<tr>
<td>AMQP type</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>double</td>
<td>A 64-bit floating point number</td>
</tr>
<tr>
<td>array</td>
<td>A sequence of values of a single type</td>
</tr>
<tr>
<td>list</td>
<td>A sequence of values of variable type</td>
</tr>
<tr>
<td>map</td>
<td>A mapping from distinct keys to values</td>
</tr>
<tr>
<td>uuid</td>
<td>A universally unique identifier</td>
</tr>
<tr>
<td>symbol</td>
<td>A 7-bit ASCII string from a constrained domain</td>
</tr>
<tr>
<td>timestamp</td>
<td>An absolute point in time</td>
</tr>
</tbody>
</table>

Table 10.2. AMQP .NET types before encoding and after decoding

<table>
<thead>
<tr>
<th>AMQP type</th>
<th>AMQP .NET type before encoding</th>
<th>AMQP .NET type after decoding</th>
</tr>
</thead>
<tbody>
<tr>
<td>null</td>
<td>null</td>
<td>null</td>
</tr>
<tr>
<td>boolean</td>
<td>System.Boolean</td>
<td>System.Boolean</td>
</tr>
<tr>
<td>char</td>
<td>System.Char</td>
<td>System.Char</td>
</tr>
<tr>
<td>string</td>
<td>System.String</td>
<td>System.String</td>
</tr>
<tr>
<td>binary</td>
<td>System.Byte[]</td>
<td>System.Byte[]</td>
</tr>
<tr>
<td>byte</td>
<td>System.SByte</td>
<td>System.SByte</td>
</tr>
<tr>
<td>short</td>
<td>System.Int16</td>
<td>System.Int16</td>
</tr>
<tr>
<td>int</td>
<td>System.Int32</td>
<td>System.Int32</td>
</tr>
<tr>
<td>long</td>
<td>System.Int64</td>
<td>System.Int64</td>
</tr>
<tr>
<td>ubyte</td>
<td>System.Byte</td>
<td>System.Byte</td>
</tr>
<tr>
<td>ushort</td>
<td>System.UInt16</td>
<td>System.UInt16</td>
</tr>
<tr>
<td>uint</td>
<td>System.UInt32</td>
<td>System.UInt32</td>
</tr>
<tr>
<td>ulong</td>
<td>System.UInt64</td>
<td>System.UInt64</td>
</tr>
<tr>
<td>AMQP type</td>
<td>AMQ .NET type before encoding</td>
<td>AMQ .NET type after decoding</td>
</tr>
<tr>
<td>-----------</td>
<td>-------------------------------</td>
<td>-----------------------------</td>
</tr>
<tr>
<td>float</td>
<td>System.Single</td>
<td>System.Single</td>
</tr>
<tr>
<td>double</td>
<td>System.Double</td>
<td>System.Double</td>
</tr>
<tr>
<td>list</td>
<td>Amqp.List</td>
<td>Amqp.List</td>
</tr>
<tr>
<td>map</td>
<td>Amqp.Map</td>
<td>Amqp.Map</td>
</tr>
<tr>
<td>uuid</td>
<td>System.Guid</td>
<td>System.Guid</td>
</tr>
<tr>
<td>symbol</td>
<td>Amqp.Symbol</td>
<td>Amqp.Symbol</td>
</tr>
<tr>
<td>timestamp</td>
<td>System.DateTime</td>
<td>System.DateTime</td>
</tr>
</tbody>
</table>

Table 10.3. AMQ .NET and other AMQ client types (1 of 2)

<table>
<thead>
<tr>
<th>AMQ .NET type before encoding</th>
<th>AMQ C++ type</th>
<th>AMQ JavaScript type</th>
</tr>
</thead>
<tbody>
<tr>
<td>null</td>
<td>nullptr</td>
<td>null</td>
</tr>
<tr>
<td>System.Boolean</td>
<td>bool</td>
<td>boolean</td>
</tr>
<tr>
<td>System.Char</td>
<td>wchar_t</td>
<td>number</td>
</tr>
<tr>
<td>System.String</td>
<td>std::string</td>
<td>string</td>
</tr>
<tr>
<td>System.Byte[]</td>
<td>proton::binary</td>
<td>string</td>
</tr>
<tr>
<td>System.SByte</td>
<td>int8_t</td>
<td>number</td>
</tr>
<tr>
<td>System.Int16</td>
<td>int16_t</td>
<td>number</td>
</tr>
<tr>
<td>System.Int32</td>
<td>int32_t</td>
<td>number</td>
</tr>
<tr>
<td>System.Int64</td>
<td>int64_t</td>
<td>number</td>
</tr>
<tr>
<td>System.Byte</td>
<td>uint8_t</td>
<td>number</td>
</tr>
<tr>
<td>System.UInt16</td>
<td>uint16_t</td>
<td>number</td>
</tr>
<tr>
<td>System.UInt32</td>
<td>uint32_t</td>
<td>number</td>
</tr>
<tr>
<td>System.UInt64</td>
<td>uint64_t</td>
<td>number</td>
</tr>
<tr>
<td>AMQ .NET type before encoding</td>
<td>AMQ C++ type</td>
<td>AMQ JavaScript type</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>--------------</td>
<td>---------------------</td>
</tr>
<tr>
<td>System.Single</td>
<td>float</td>
<td>number</td>
</tr>
<tr>
<td>System.Double</td>
<td>double</td>
<td>number</td>
</tr>
<tr>
<td>Amqp.List</td>
<td>std::vector</td>
<td>Array</td>
</tr>
<tr>
<td>Amqp.Map</td>
<td>std::map</td>
<td>object</td>
</tr>
<tr>
<td>System.Guid</td>
<td>proton::uuid</td>
<td>number</td>
</tr>
<tr>
<td>Amqp.Symbol</td>
<td>proton::symbol</td>
<td>string</td>
</tr>
<tr>
<td>System.DateTime</td>
<td>proton::timestamp</td>
<td>number</td>
</tr>
</tbody>
</table>

Table 10.4. AMQ .NET and other AMQ client types (2 of 2)

<table>
<thead>
<tr>
<th>AMQ .NET type before encoding</th>
<th>AMQ Python type</th>
<th>AMQ Ruby type</th>
</tr>
</thead>
<tbody>
<tr>
<td>null</td>
<td>None</td>
<td>nil</td>
</tr>
<tr>
<td>System.Boolean</td>
<td>bool</td>
<td>true, false</td>
</tr>
<tr>
<td>System.Char</td>
<td>unicode</td>
<td>String</td>
</tr>
<tr>
<td>System.String</td>
<td>unicode</td>
<td>String</td>
</tr>
<tr>
<td>System.Byte[]</td>
<td>bytes</td>
<td>String</td>
</tr>
<tr>
<td>System.SByte</td>
<td>int</td>
<td>Integer</td>
</tr>
<tr>
<td>System.Int16</td>
<td>int</td>
<td>Integer</td>
</tr>
<tr>
<td>System.Int32</td>
<td>long</td>
<td>Integer</td>
</tr>
<tr>
<td>System.Int64</td>
<td>long</td>
<td>Integer</td>
</tr>
<tr>
<td>System.Byte</td>
<td>long</td>
<td>Integer</td>
</tr>
<tr>
<td>System.UInt16</td>
<td>long</td>
<td>Integer</td>
</tr>
<tr>
<td>System.UInt32</td>
<td>long</td>
<td>Integer</td>
</tr>
<tr>
<td>System.UInt64</td>
<td>long</td>
<td>Integer</td>
</tr>
</tbody>
</table>
10.2. INTEROPERATING WITH AMQ JMS

AMQP defines a standard mapping to the JMS messaging model. This section discusses the various aspects of that mapping. For more information, see the AMQ JMS Interoperability chapter.

**JMS message types**
AMQ .NET provides a single message type whose body type can vary. By contrast, the JMS API uses different message types to represent different kinds of data. The table below indicates how particular body types map to JMS message types.

For more explicit control of the resulting JMS message type, you can set the `x-opt-jms-msg-type` message annotation. See the AMQ JMS Interoperability chapter for more information.

Table 10.5. AMQ .NET and JMS message types

<table>
<thead>
<tr>
<th>AMQ .NET body type</th>
<th>JMS message type</th>
</tr>
</thead>
<tbody>
<tr>
<td>System.String</td>
<td>TextMessage</td>
</tr>
<tr>
<td>null</td>
<td>TextMessage</td>
</tr>
<tr>
<td>System.Byte[]</td>
<td>BytesMessage</td>
</tr>
<tr>
<td>Any other type</td>
<td>ObjectMessage</td>
</tr>
</tbody>
</table>

10.3. CONNECTING TO AMQ BROKER

AMQ Broker is designed to interoperate with AMQP 1.0 clients. Check the following to ensure the broker is configured for AMQP messaging:

- Port 5672 in the network firewall is open.

- The AMQ Broker AMQP acceptor is enabled. See Default acceptor settings.
• The necessary addresses are configured on the broker. See Addresses, Queues, and Topics.

• The broker is configured to permit access from your client, and the client is configured to send the required credentials. See Broker Security.

10.4. CONNECTING TO AMQ INTERCONNECT

AMQ Interconnect works with any AMQP 1.0 client. Check the following to ensure the components are configured correctly:

• Port 5672 in the network firewall is open.

• The router is configured to permit access from your client, and the client is configured to send the required credentials. See Securing network connections.
APPENDIX A. MANAGING CERTIFICATES

A.1. INSTALLING CERTIFICATE AUTHORITY CERTIFICATES

SSL/TLS authentication relies on digital certificates issued by trusted Certificate Authorities (CAs). When an SSL/TLS connection is established by a client, the AMQP peer sends a server certificate to the client. This server certificate must be signed by one of the CAs in the client’s Trusted Root Certification Authorities certificate store.

If the user is creating self-signed certificates for use by Red Hat AMQ Broker, then the user must create a CA to sign the certificates. Then the user can enable the client SSL/TLS handshake by installing the self-signed CA file ca.crt.

1. From an administrator command prompt, run the MMC Certificate Manager plugin, certmgr.msc.
2. Expand the Trusted Root Certification Authorities folder on the left to expose Certificates.
3. Right-click Certificates and select All Tasks and then Import.
4. Click Next.
5. Browse to select file ca.crt.
6. Click Next.
7. Select Place all certificates in the following store
8. Select certificate store Trusted Root Certification Authorities.
9. Click Next.
10. Click Finish.

For more information about installing certificates, see Managing Microsoft Certificate Services and SSL.

A.2. INSTALLING CLIENT CERTIFICATES

In order to use SSL/TLS and client certificates, the certificates with the client’s private keys must be imported into the proper certificate store on the client system.

1. From an administrator command prompt, run the MMC Certificate Manager plugin, certmgr.msc.
2. Expand the Personal folder on the left to expose Certificates.
3. Right-click Certificates and select All Tasks and then Import.
4. Click Next.
5. Click Browse.
6. In the file type pulldown, select Personal Information Exchange (.pfx;*.p12).
7. Select file client.p12 and click Open.
8. Click **Next**.

9. Enter the password for the private key password field. Accept the default import options.

10. Click **Next**.

11. Select **Place all certificates in the following store**

12. Select certificate store **Personal**.

13. Click **Next**.

14. Click **Finish**.

**A.3. HELLO WORLD USING CLIENT CERTIFICATES**

Before a client will return a certificate to the broker, the AMQ .NET library must be told which certificates to use. The client certificate file **client.crt** is added to the list of certificates to be used during **SChannel** connection startup.

```csharp
factory.SSL.ClientCertificates.Add(
    X509Certificate.CreateFromCertFile(certfile)
);
```

In this example, **certfile** is the full path to the **client.p12** certificate installed in the **Personal** certificate store. A complete example is found in **HelloWorld-client-certs.cs**. This source file and the supporting project files are available in the SDK.
APPENDIX B. EXAMPLE PROGRAMS

B.1. PREREQUISITES

- Red Hat AMQ Broker with queue named `amq.topic` and with a queue named `service_queue` both with read/write permissions. For this illustration the broker was at IP address 10.10.1.1.

- Red Hat AMQ Interconnect with source and target name `amq.topic` with suitable permissions. For this illustration the router was at IP address 10.10.2.2.

All the examples run from `<install-dir>\bin\Debug`.

B.2. HELLOWORLD SIMPLE

HelloWorld-simple is a simple example that creates a Sender and a Receiver for the same address, sends a message to the address, reads a message from the address, and prints the result.

HelloWorld-simple command line options

Command line:
HelloWorld-simple [brokerUrl [brokerEndpointAddress]]
Default:
HelloWorld-simple amqp://localhost:5672 amq.topic

HelloWorld-simple sample invocation

$ HelloWorld-simple
Hello world!

By default, this program connects to a broker running on localhost:5672. Specify a host and port, and the AMQP endpoint address explicitly on the command line:

$ HelloWorld-simple amqp://someotherhost.com:5672 endpointname

By default, this program addresses its messages to `amq.topic`. In some Amqp brokers `amq.topic` is a predefined endpoint address and is immediately available with no broker configuration. If this address does not exist in the broker then use a broker management tool to create it.

B.3. HELLOWORLD ROBUST

HelloWorld-robust shares all the features of the simple example with additional options and processing:

- Accessing message properties beyond the simple payload:
  - Header
  - DeliveryAnnotations
  - MessageAnnotations
  - Properties
  - ApplicationProperties
HelloWorld-robust command line options

Command line:
HelloWorld-robust [brokerUrl [brokerEndpointAddress [payloadText [enableTrace]]]]
Default:
HelloWorld-robust amqp://localhost:5672 amq.topic "Hello World"

NOTE
The simple presence of the enableTrace argument enables tracing. The argument may hold any value.

HelloWorld-robust sample invocation

$ HelloWorld-robust
body: Hello World!

HelloWorld-robust allows the user to specify a payload string and to enable trace protocol logging.

$ HelloWorld-robust amqp://localhost:5672 amq.topic "My Hello" loggingOn

B.4. INTEROP.DRAIN.CS, INTEROP.SPOUT.CS (PERFORMANCE EXERCISER)

AMQ .NET examples Interop.Drain and Interop.Spout illustrate interaction with Red Hat AMQ Interconnect. In this case there is no message broker. Instead the Red Hat AMQ Interconnect registers the addresses requested by the client programs and routes messages between them.

Interop.Drain command line options

$ Interop.Drain.exe --help
Usage: interop.drain [OPTIONS] --address STRING
Create a connection, attach a receiver to an address, and receive messages.

Options:
--broker [amqp://guest:guest@127.0.0.1:5672] - AMQP 1.0 peer connection address
--address STRING [] - AMQP 1.0 terminus name
--timeout SECONDS [1] - time to wait for each message to be received
--forever [false] - use infinite receive timeout
--count INT [1] - receive this many messages and exit; 0 disables count based exit
--initial-credit INT [10] - receiver initial credit
--reset-credit INT [5] - reset credit to initial-credit every reset-credit messages
--quiet [false] - do not print each message’s content
--help [false] - do not print each message’s content
--help - print this message and exit

Exit codes:
0 - successfully received all messages
1 - timeout waiting for a message
2 - other error

Interop.Spout command line options

$ interop.spout --help
Usage: Interop.Spout [OPTIONS] --address STRING
Create a connection, attach a sender to an address, and send messages.

Options:
--broker [amqp://guest:password@127.0.0.1:5672] - AMQP 1.0 peer connection address
--address STRING [] - AMQP 1.0 terminus name
--timeout SECONDS [0] - send for N seconds; 0 disables timeout
--durable [false] - send messages marked as durable
--count INT [1] - send this many messages and exit; 0 disables count based exit
--id STRING [guid] - message id
--replyto STRING [] - message ReplyTo address
--content STRING [] - message content
--print [false] - print each message's content
--help - print this message and exit

Exit codes:
0 - successfully received all messages
2 - other error

Interop.Spout and Interop.Drain sample invocation

In one window run Interop.drain. Drain waits forever for one message to arrive.

$ Interop.Drain.exe --broker amqp://10.10.2.2:5672 --forever --count 1 --address amq.topic

In another window run Interop.spout. Spout sends a message to the broker address and exits.

$ interop.spout --broker amqp://10.10.2.2:5672 --address amq.topic

Now in the first window drain will have received the message from spout and then exited.

$ Interop.Drain.exe --broker amqp://10.10.2.2:5672 --forever --count 1 --address amq.topic
Message(Properties=properties(message-id:9803e781-14d3-4fa7-8e39-c65e18f3e8ea:0), ApplicationProperties=, Body=

B.5. INTEROP.CLIENT, INTEROP.SERVER (REQUEST-RESPONSE)

This example shows a simple broker-based server that will accept strings from a client, convert them to upper case, and send them back to the client. It has two components:

- client - sends lines of poetry to the server and prints responses.
- server - a simple service that will convert incoming strings to upper case and return them to the requester.

In this example the server and client share a service endpoint in the broker named service_queue. The
server listens for messages at the service endpoint. Clients create temporary dynamic ReplyTo queues, embed the temporary name in the requests, and send the requests to the server. After receiving and processing each request the server sends the reply to the client’s temporary ReplyTo address.

**Interop.Client command line options**

- Command line: Interop.Client [peerURI [loopcount]]
- Default: Interop.Client amqp://guest:guest@localhost:5672 1

**Interop.Server command line options**

- Command line: Interop.Server [peerURI]
- Default: Interop.Server amqp://guest:guest@localhost:5672

**Interop.Client, Interop.Server sample invocation**
The programs may be launched with these command lines:

- $ Interop.Server.exe amqp://guest:guest@localhost:5672
- $ Interop.Client.exe amqp://guest:guest@localhost:5672

PeerToPeer.Server creates a listener on the address given in the command line. This address initializes a ContainerHost class object that listens for incoming connections. Received messages are forwarded asynchronously to a RequestProcessor class object.

PeerToPeer.Client opens a connection to the server and starts sending messages to the server.

**PeerToPeer.Client command line options**

- Command line: PeerToPeer.Client [peerURI]
- Default: PeerToPeer.Client amqp://guest:guest@localhost:5672

**PeerToPeer.Server command line options**

- Command line: PeerToPeer.Server [peerURI]
- Default: PeerToPeer.Server amqp://guest:guest@localhost:5672

**PeerToPeer.Client, PeerToPeer.Server sample invocation**

In one window run the PeerToPeer.Server:

- $ PeerToPeer.Server.exe
  - Container host is listening on 127.0.0.1:5672
  - Request processor is registered on request_processor
  - Press enter key to exist...
  - Received a request hello 0
  - ...

**APPENDIX B. EXAMPLE PROGRAMS**
In another window run PeerToPeer.Client. PeerToPeer.Client sends messages to the server and prints responses as they are received.

```
$ PeerToPeer.Client.exe
Running request client...
Sent request properties(message-id:command-request,reply-to:client-57db8f65-6e3d-474c-a05e-8ca63b69d7c0) body hello 0
Received response:  body reply0
Received response:  body reply1
^C
```
APPENDIX C. USING YOUR SUBSCRIPTION

AMQ is provided through a software subscription. To manage your subscriptions, access your account at the Red Hat Customer Portal.

C.1. ACCESSING YOUR ACCOUNT

Procedure

1. Go to access.redhat.com.
2. If you do not already have an account, create one.
3. Log in to your account.

C.2. ACTIVATING A SUBSCRIPTION

Procedure

1. Go to access.redhat.com.
2. Navigate to My Subscriptions.
3. Navigate to Activate a subscription and enter your 16-digit activation number.

C.3. DOWNLOADING RELEASE FILES

To access .zip, .tar.gz, and other release files, use the customer portal to find the relevant files for download. If you are using RPM packages or the Red Hat Maven repository, this step is not required.

Procedure

1. Open a browser and log in to the Red Hat Customer Portal Product Downloads page at access.redhat.com/downloads.
2. Locate the Red Hat AMQ entries in the INTEGRATION AND AUTOMATION category.
3. Select the desired AMQ product. The Software Downloads page opens.
4. Click the Download link for your component.

C.4. REGISTERING YOUR SYSTEM FOR PACKAGES

To install RPM packages for this product on Red Hat Enterprise Linux, your system must be registered. If you are using downloaded release files, this step is not required.

Procedure

1. Go to access.redhat.com.
2. Navigate to Registration Assistant.
3. Select your OS version and continue to the next page.
4. Use the listed command in your system terminal to complete the registration.

For more information about registering your system, see one of the following resources:

- Red Hat Enterprise Linux 7 - Registering the system and managing subscriptions
- Red Hat Enterprise Linux 8 - Registering the system and managing subscriptions
APPENDIX D. USING AMQ BROKER WITH THE EXAMPLES

The AMQ .NET examples require a running message broker with a queue named amq.topic. Use the procedures below to install and start the broker and define the queue.

D.1. INSTALLING THE BROKER

Follow the instructions in Getting Started with AMQ Broker to install the broker and create a broker instance. Enable anonymous access.

The following procedures refer to the location of the broker instance as <broker-instance-dir>.

D.2. STARTING THE BROKER

Procedure

1. Use the artemis run command to start the broker.

   $ <broker-instance-dir>/bin/artemis run

2. Check the console output for any critical errors logged during startup. The broker logs Server is now live when it is ready.

   $ example-broker/bin/artemis run

   Red Hat AMQ <version>

   2020-06-03 12:12:11,807 INFO [org.apache.activemq.artemis.integration.bootstrap] AMQ101000: Starting ActiveMQ Artemis Server ...
   2020-06-03 12:12:12,336 INFO [org.apache.activemq.artemis.core.server] AMQ221007: Server is now live ...

D.3. CREATING A QUEUE

In a new terminal, use the artemis queue command to create a queue named amq.topic.

   $ <broker-instance-dir>/bin/artemis queue create --name amq.topic --address amq.topic --auto-create-address --anycast

You are prompted to answer a series of yes or no questions. Answer N for no to all of them.

Once the queue is created, the broker is ready for use with the example programs.

D.4. STOPPING THE BROKER
When you are done running the examples, use the `artemis stop` command to stop the broker.

```
$ <broker-instance-dir>/bin/artemis stop
```

*Revised on 2021-08-24 14:23:27 UTC*