

Apache.NMS

An Overview of NMS

The [NMS API](#) (*.Net Message Service API*) provides a standard .NET interface to Messaging Systems. There could be multiple implementations to different [providers](#) (including MSMQ). The NMS API This allows you to build .NET applications in C#, VB, or any other .NET language, using a single API to connect to multiple different providers using a JMS style API.

NMS API currently supports all of the features of JMS in a simple pure C# API and implementation apart from XA. Current features include

- creating & disposing of connections, sessions, producers, consumers
- sending of messages to topics, queues with durable or non durable along with temporary destination support
- synchronous consuming (blocking receive, receive with no wait or receive with a timeout)
- asynchronous consuming (adding a MessageListener to be dispatched in the thread pool)
- message header support along with custom properties
- Text, Bytes, Stream and Map message support
- support for transactions (sending and acknowledging multiple messages in an atomic transaction)
- redelivery of messages in rollbacks up to some configured maximum redelivery count
- Optional Queue browser interface for providers that can support it.
- Optional .NET Distributed Transaction Support for providers that can support that.

A provider implementation based on a pure C# implementation of [OpenWire](#) is provided for working with the Apache ActiveMQ broker. There are other [provider implementations](#) for working with Stomp, TIBCO, Microsoft Message Queue (MSMQ), and Windows Communication Foundation (WCF).

If you are curious you can browse the [source code and tests](#) for the entire project or download an [NMS Provider](#).

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- [NMS FAQ](#)
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- [NMS URI Configuration](#)