

# SocketToJMSEndpoint Service for SonicESB

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## □ Q: So what is this service?

This service allows you connect client(s) through a socket and this service will produce a JMS message and dispatch it to a JMS endpoint. (Multithreaded...)

## □ Q: How does it work?

This Service takes one service configuration parameter.

1. **Port Number-- This will be the port which the service listens for connections on.**

The screenshot shows the configuration interface for the `SocketToJMSEndpointInstance` service. At the top, the service name and its entry point are displayed. Below this are 'New' and 'Delete' buttons. The 'Service Maintenance' section contains several fields: 'Service Name' (set to `SocketToJMSEndpointInstance`), 'Entry Endpoint' (set to `Endpoint : SocketToJMSEndpointInstance.Entry`), 'Exit Endpoints' (set to `Endpoint : Sample.T01`), 'Fault Endpoint' (set to `Endpoint : Sample.T01`), 'Rejected Message Endpoint' (set to `Endpoint : dev.RME`), and 'WSDL URL' (empty). The 'Init Parameters' section at the bottom has a 'Port' field set to `4444`. Red circles highlight the 'Exit Endpoints' and 'Port' fields.

Service Maintenance	
* Service Name:	SocketToJMSEndpointInstance
Entry Endpoint:	Endpoint : SocketToJMSEndpointInstance.Entry
Exit Endpoints:	Endpoint : Sample.T01
Fault Endpoint:	Endpoint : Sample.T01
Rejected Message Endpoint:	Endpoint : dev.RME
WSDL URL:	

Init Parameters	
* Port:	4444

The exit endpoint will be the JMS Endpoint which will receive the Socket to JMS Message.

Thanks,  
Derek