



Informatica® Ultra Messaging Streaming,  
Persistence, and Queuing Editions

6.11.1

# Documentation Introduction

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# Informatica Resources

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# CHAPTER 1

## Introduction

This chapter includes the following topics:

- [Getting Started, 7](#)
- [Read About Ultra Messaging Concepts, 7](#)
- [Review Example Source Code, 8](#)
- [Browse API Reference Information, 8](#)
- [Review the Ultra Messaging Configuration Guide, 8](#)
- [Access the Ultra Messaging Knowledgebase, 8](#)

## Getting Started

See the *UM Quick Start Guide* to get started quickly using an Ultra Messaging binary distribution. This is the best starting place for those interested in performance measurement or for those interested in getting a feel for how Ultra Messaging works without actually writing any code.

## Read About Ultra Messaging Concepts

Read *Ultra Messaging Concepts* to learn some of the fundamental concepts and features of Ultra Messaging. The *Ultra Messaging Manager Guide* shows you how to use the UMM GUI to more easily configure Ultra Messaging for your applications.

*The Ultra Messaging Guide for Persistence* presents concepts, tutorials, implementation and configuration information about Ultra Messaging persistence.

*The Ultra Messaging Guide for Queuing* presents concepts, tutorials, implementation and configuration information about Ultra Messaging queuing.

## Review Example Source Code

After considering the examples in the *UM Quick Start Guide* and familiarizing yourself with Ultra Messaging concepts, we suggest digging right into more complex source code examples to see how to use Ultra Messaging. See the following examples:

- *examples of C source code*
- *Java source code examples*
- *.NET source code examples*

When you're ready to start writing your own code, you may want to start with `minsrc.c` and `minrcv.c` from the *Quick Start Guide*. Then cut and paste code from the more complicated examples mentioned above, such as `lbmprice.c`. It demonstrates not only the API usage, but also some common design patterns used with Ultra Messaging.

## Browse API Reference Information

As you read through the code, refer to the following for details on the functions and data structures.

- *C Application Programming Interface*
- *Java Application Programming Interface*
- *.NET Application Programming Interface*

## Review the Ultra Messaging Configuration Guide

Refer to the *UM Configuration Guide* to learn how to set configuration options in order to tune your messaging applications and make the most of your operating environment.

## Access the Ultra Messaging Knowledgebase

Be sure to visit the [UM Knowledgebase](#). It contains a wealth of excellent information.



## CHAPTER 2

# UM Documentation Table of Contents

This chapter includes the following topic:

- [Overview, 9](#)

## Overview

And more ... refer to the *Documentation Table of Contents* below for more helpful documents about Ultra Messaging.

Document	Description
<i>Release Notes</i>	Information about changes in the current release.
<i>Quick Start Guide</i>	Step-by-step guide to running binary evaluation tools and to building minimal programs.
<i>Concepts Guide</i>	Fundamental concepts behind Ultra Messaging.
<i>Configuration Guide</i>	A guide to the configuration options for Ultra Messaging and examples.
<i>Operations Guide</i>	Contains monitoring strategies, troubleshooting information and error message descriptions for supporting the operation of Ultra Messaging.
<i>Ultra Messaging Manager Guide</i>	Information about using the UMM GUI to create configuration templates, application configurations and assign applications to users. Also contains information about running the UMM daemon, <code>ummd</code> .
<i>Guide for Persistence</i>	Concepts, tutorials and configuration information for UMP along with discussions about designing persistent applications.
<i>Guide for Queuing</i>	Concepts, tutorials and configuration information for UMQ.
<a href="#">Informatica Knowledge Base and How-To Library</a>	A collection of notes on Ultra Messaging. Includes a list of frequently asked questions (FAQ), articles answering common support questions, new hardware issues, source code examples and more.

<b>Document</b>	<b>Description</b>
<i>C Application Programming Interface</i>	Documentation for the UM C API
<i>Java Application Programming Interface</i>	Documentation for the UM Java API
<i>.NET Application Programming Interface</i>	Documentation for the UM .NET API (Note - the Windows doc package also contains a standard Windows help package for the .Net API. See LBMCS in the LBM program group.)
<i>UMM Java Application Programming Interface</i>	Documentation for the UM Manager Java API
<i>C Example Source Code</i>	Source code for many complete example programs using the UM C API.
<i>Java Example Source Code</i>	Source code for many complete example programs using the UM Java API.
<i>C# Example Source Code</i>	Source code for many complete example programs using the UM .NET API.

## CHAPTER 3

# Ultra Messaging Code

This chapter includes the following topics:

- [Overview, 11](#)
- [Unix Packages, 11](#)
- [Java Packages, 12](#)
- [Microsoft Windows Packages, 12](#)

## Overview

Within each platform directory, the `bin/`, `lib/`, and `include/` directories contain the binary files, library files, and include files respectively.

## Unix Packages

The following Unix packages are self-extracting archives that contain the Ultra Messaging code for the corresponding platform/ABI. If you transfer these packages with FTP, you must use binary mode. For Linux, select the package that matches your glibc. After download, make these files executable with the following command.

```
chmod +x *.sh
```

Run the archives from a central directory intended for Ultra Messaging products as in the following example.

```
mkdir Informatica
cd Informatica
../UMQ_5.3_Linux-glibc-2.3-ia64.sh
```

If you have multiple packages of different platforms and ABIs, and different releases, they can all reside in the same directory without conflict.

# Java Packages

When downloading jar files, some browsers offer to open the file with a java application. Override this and save the jar files to disk. After downloading the appropriate jar files for your version of Java, save them in the directory where you normally keep your Java class and/or jar files.

**Important:** Please make certain that your Java API package version matches your base library Ultra Messaging version.

The Ultra Messaging Java API supports Java versions 1.5, 1.6, and 1.7.

# Microsoft Windows Packages

The Microsoft® Windows® packages are standard installation executables which contain the Ultra Messaging code. These packages have dependencies on the Microsoft VC++ 2012 libraries.

**Important:** All current Ultra Messaging installation packages for Microsoft Windows might cause the install process to replace the value of the Windows Path system variable. This happens when the length of the variable string exceeds 1024 bytes before you install Ultra Messaging. See the Informatica Knowledge Base for more information.

# CHAPTER 4

## Legal Notices

This chapter includes the following topic:

- [Third Party Notices, 13](#)

### Third Party Notices

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Written by: Philip Hazel  
Email local part: ph10  
Email domain: cam.ac.uk

University of Cambridge Computing Service,  
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