



Developer Guide

<http://mom4j.sourceforge.net>

- in process -

The mom4j development team

© 01.12.2004

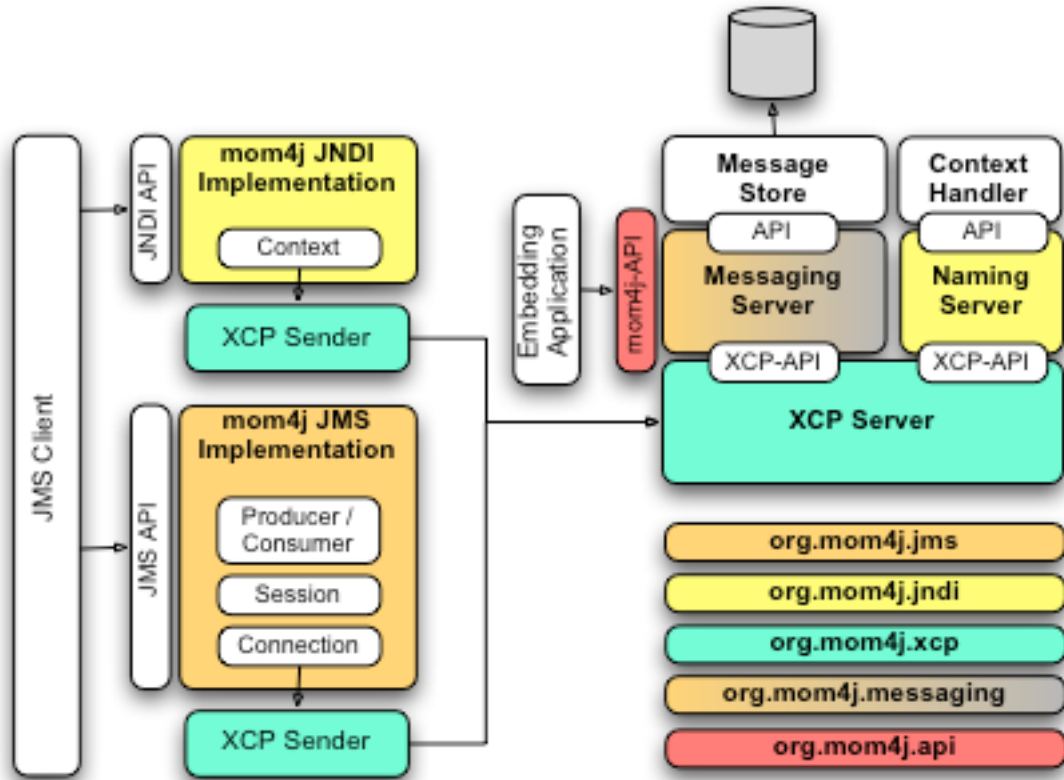


Table of contents

1. ARCHITECTURE	3
2. OBJECT STORE	4
2.1. FILE STRUCTURE.....	4
2.1.1. <i>Header Section</i>	4
2.1.2. <i>Data Section</i>	5



1. Architecture





2. Object Store

2.1. File Structure

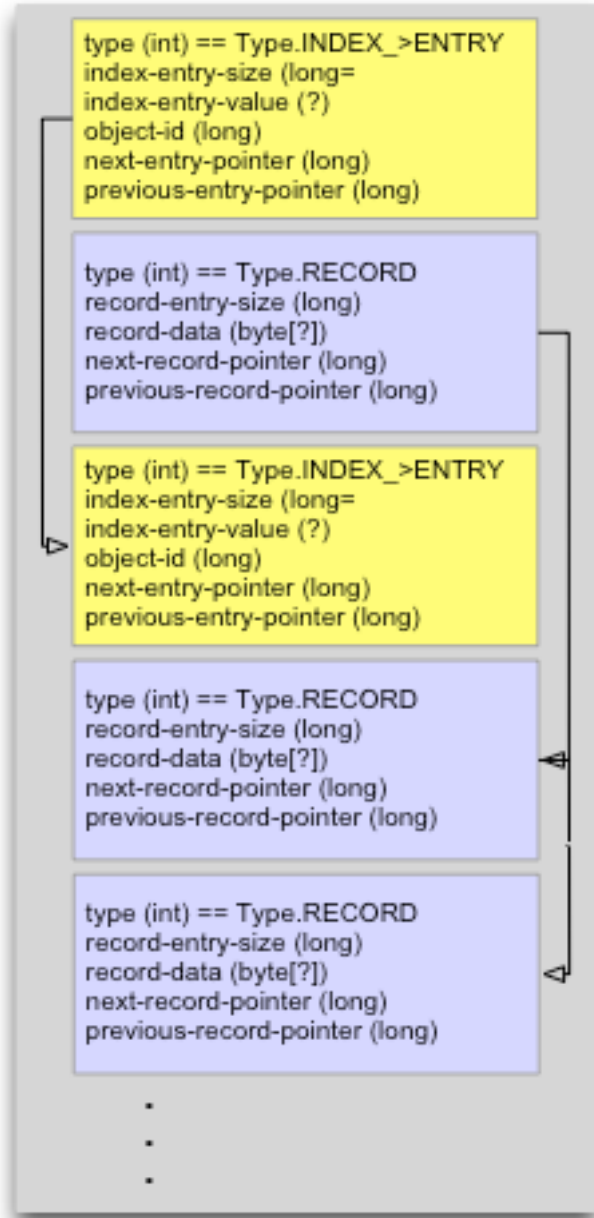
2.1.1. Header Section

```
"@ostore"  
data-section-start-pointer (long)  
first-free-space-pointer (long)  
last-free-space-pointer (long)  
number-of-sequences (int)  
sequence-name (char[16])  
sequence-value (long)  
number-of-indices (int)  
index-name (char[16])  
index-type (int)  
first-entry-pointer (long) 'offset'  
last-entry-pointer (long) 'offset'
```

There is at least one index, the master index. It holds the object ids and maps them to the location in the file.



2.1.2. Data Section



The data type of a location pointer is always long and relative to the own section of the file.



References

- [mom4j] <http://mom4j.sourceforge.net>
- [jms] <http://java.sun.com/products/jms>
- [jms-spec] Java Message Service, Mark Hapner et al, April 2002, Sun
Microsystems (available at [jms])
- [jmx] Java Management Extension,
<http://www.java.sun.com/products/JavaManagement>