

Simple (or Streaming) Text Oriented Message Protocol (STOMP)

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Simple (or Streaming) Text Oriented Message Protocol (STOMP), formerly known as Text Oriented Messaging Protocol (TTMP), is a simple text-based [Protocol](#), designed for working with [Message-Oriented Middleware \(MOM\)](#). It provides an interoperable [Wire Protocol](#) format that allows **STOMP Clients** to talk with any [Message Broker](#) supporting the protocol.

The protocol is broadly similar to [Hypertext Transfer Protocol \(HTTP\)](#), and works over [Transmission Control Protocol \(TCP\)](#) using the following commands:

- CONNECT
- SEND
- SUBSCRIBE
- UNSUBSCRIBE
- BEGIN
- COMMIT
- ABORT
- ACK
- NACK
- DISCONNECT

Communication between [Client-Server](#) is through a “frame” consisting of a number of lines. The first line contains the command, followed by headers in the form **<key>: <value>** (one per line), followed by a blank line and then the body content, ending in a null character. Communication between server and client is through a MESSAGE, RECEIPT or ERROR frame with a similar format of headers and body content.

Source: https://en.wikipedia.org/wiki/Streaming_Text_Oriented_Messaging_Protocol

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Last update: **2022/01/11 01:33**

