

How to use "RejectMessageWhileNoConnection" parameter

In **FIX Antenna C++** and **FIXEdge** there is an option to reject messages that should be routed into the session, which exists, but currently isn't available (i.e., it can be acceptor's session, which is waiting for incoming connection, or initiator's session in reconnecting or initial state; logs for this session should exist).

In order to configure it you should use **RejectMessageWhileNoConnection** parameter in the **engine.properties** file or in the **FixEdge.properties** file. This parameter can be set for each session individually in the **FixEdge.properties** file.

The default value of this parameter is "false".

- if **RejectMessageWhileNoConnection = false**, then each message, that should be routed to the unavailable session, will be stored in the *.out log of this session and will be resent when the session connects. If you want that messages will be resent after each terminate you should configure **the following parameters**:

```
RecreateOnLogout = true
TerminateOnLogout = false
```

- if **RejectMessageWhileNoConnection = true**, then each message, that should be routed to the unavailable session, will be stored in the *.out log of this session and will be resent if the session connects during the **MessageTimeToLive** interval. But if the **MessageTimeToLive** interval had been elapsed before the session connected, then such messages will be substituted with the **Heartbeat** messages, and when the session connects, these message will not be resent in response to **ResendRequest** message.

The **MessageTimeToLive** interval is an interval during which messages can be resent in response to **ResendRequest**, when the session connects.

The default value of this parameter is 500.

In the **FIXEdge** there is a special event, which we can use to indicate, that messages, that was sent, are not delivered to the target session and was rejected, - **OnUndeliveredMessageEvent**.

This event will be fired if **RejectMessageWhileNoConnection** parameter for the session is set to true only.