

Logical Message

[Return to L Terms](#)

Discussion

A Logical Message represents a Logical Data Structure Instance exchanged through a Logical Communication Endpoint.

The Logical Message concept focuses on communication. It identifies information moving from one logical participant to another, whether the implementation later uses publish/subscribe, request/response, RPC, REST, message queues, event streams, files, shared services, or another exchange mechanism.

A Logical Message carries information governed by a Logical Data Structure Definition and participates in a logical Runtime Plane. It also supports traceability to the producing Logical Node, the consuming Logical Node, the Communication Endpoint, the interaction pattern, and the evidence expectation.

Definition

Logical Data Structure Instance exchanged through a Logical Communication Endpoint.

Source

Specialisation of Data Structure Instance and Communication Endpoint from Part 1, Sections 7.8 and 7.6; generalised from message, topic, and exchange material in the original FX Demo Reference Architecture.

Note

A Logical Message is not a wire-format packet, network frame, DDS sample, HTTP request, RPC payload, queue message, file, or serialised byte stream. Implementation profiles select those realisations.

Example

A logical health-status message carries Node Status information from a reporting Logical Node to a Health Monitoring Node.

[Return to Top](#)

From:
<https://wiki.didosolutions.com/> - **Dido Solutions, Inc Wiki**

Permanent link:
https://wiki.didosolutions.com/dido/99_annexes/annex-b-terms-and-definitions/l/logical_message?rev=1783793709

Last update: **2026/07/11 11:15**

