**Revision History**

**V1.4 of Basic RMP API**

Added the following functions:

unsigned short int queryMaximumPacketSize()

unsigned short int queryRecommendedPacketSize()

Changed all of the data fields from char * to void *.

Changed the arguments section of the join method, to reflect what I think the naming policy should be.

**V1.42 of Basic RMP API**

Added support for 4095 locks. Changed the lock methods in the RMPGroup class to do this, as well as the names of two of the events.

Added in a call to get the current membership list for a group

RMPEvent returnCurrentMembership()

**V1.2 of Messaging Layer API**

Added in a replyToSender call to the mRMPEvent classs.

Added in replyRequest fields to send() and sendMultiRPC() methods.

Added to mRMPMessage -- replyRequest access methods.

Added method to mRMPGroup to get the message sequence number of the last message sent.

Added methods to mEvent to query if a message needs a reply, if it is a reply, and what message sequence number it is a reply to.

Changed all of the data fields from char * to void *.

Changed the arguments section of the join method, to reflect what I think the naming policy should be.

**V1.21 of Messaging Layer API**

Clarified that all clients are in the same process.

Put a restriction on QoS values for send() and sendMultiRPC() methods, so that UNRELIABLE packets can not be sent.

**V1.21 of Messaging Layer Header File**

Added a reply bit to the messaging header

Cleaned it up some, fixed an error in data structure spec for client and domain filtering.

Was going to change message squence number to 4 bytes, but decided this was not needed. Reply should not be valid after 64K messages have been sent to a group.

Changed message sequence number, so that it is kept internally by the RMP Group.