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Platform SDK Developer's Guide

Introductory Topics

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Introductory Topics

The following articles give information about common Platform SDK functionality and protocol usage that all developers should be aware of:

- [Introducing the Platform SDK](#)
- [Architecture of the Platform SDK](#)
- [Connecting to a Server](#)
- [Configure Platform SDK Channel Encoding for String Values](#)
- [Using the Warm Standby Application Block](#)
- [Using the Application Template Application Block](#)
- [Using the Cluster Protocol Application Block](#)
- [Event Handling](#)
- [Setting Up Logging in Platform SDK](#)
- [Additional Logging Features](#)
- [Log4j2 Configuration with the Application Template Application Block](#)