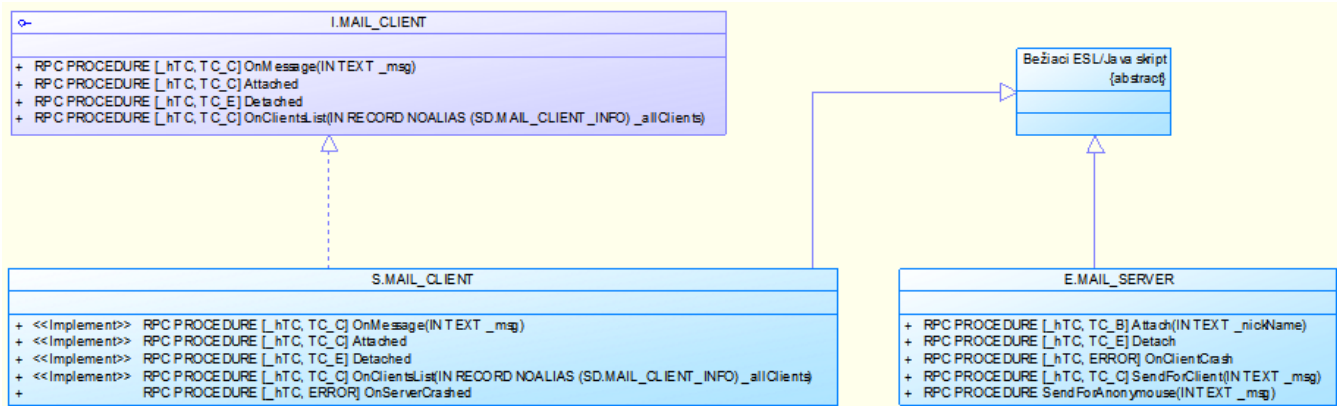


# E.MAIL\_SERVER example

This example describes an implementation of simple version of server that is used to send messages between the clients. The main purpose of the example is to present how you can avoid the errors, described [here](#), by using the conversations.

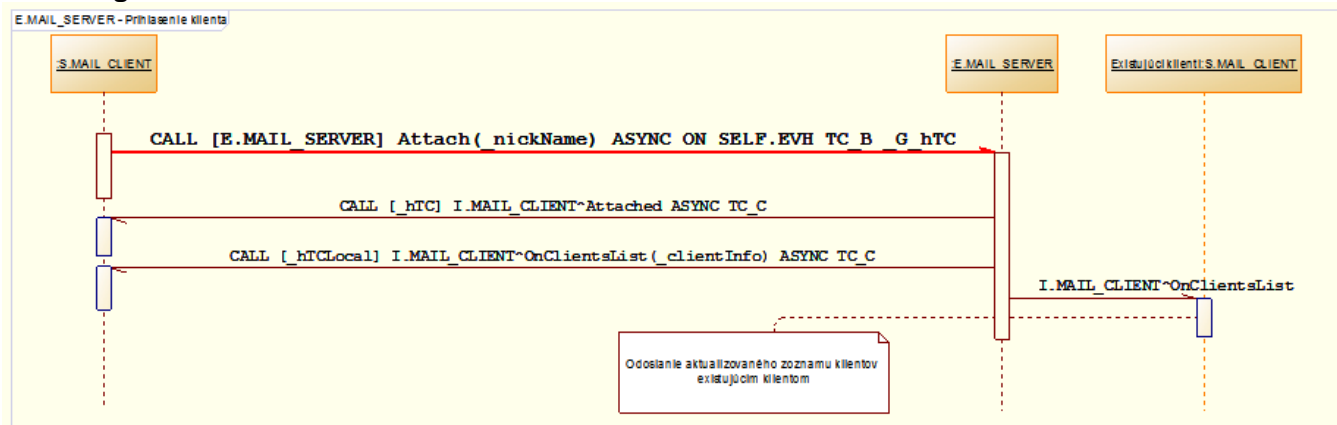
The implementation consists of server, which is represented by the object **E.MAIL\_SERVER**, and client **S.MAIL\_CLIENT**. **E.MAIL\_SERVER** provides an interface (realized by RPC procedures) that is used by the clients. The only requirement for client is to implement ESL interface **I.MAIL\_CLIENT**, which uses the structure definition **SD.MAIL\_CLIENT\_INFO**.

The figure below displays the described condition.

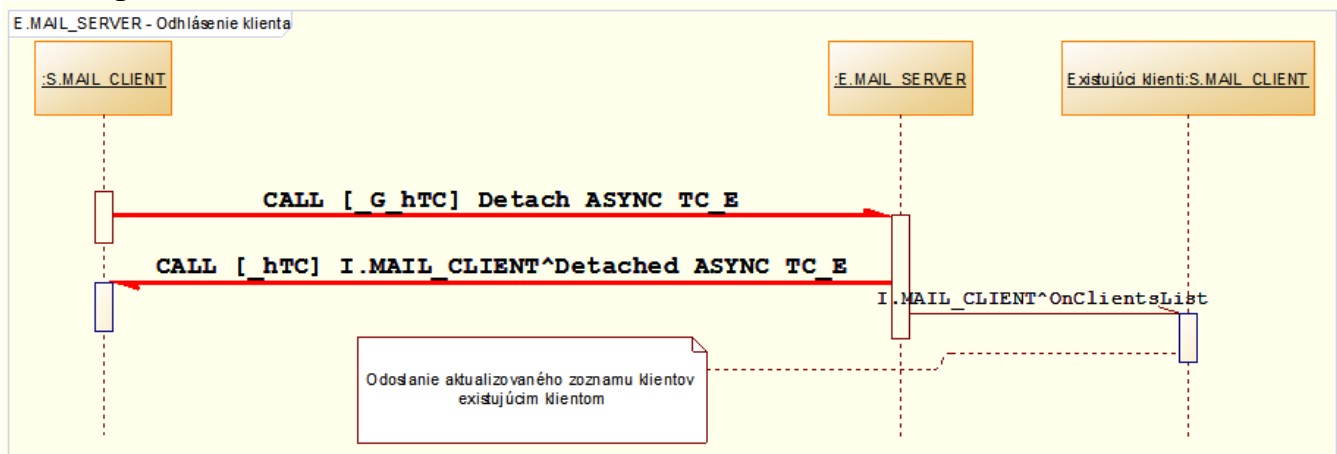


The interactions between the client and server are depicted below:

## Client login



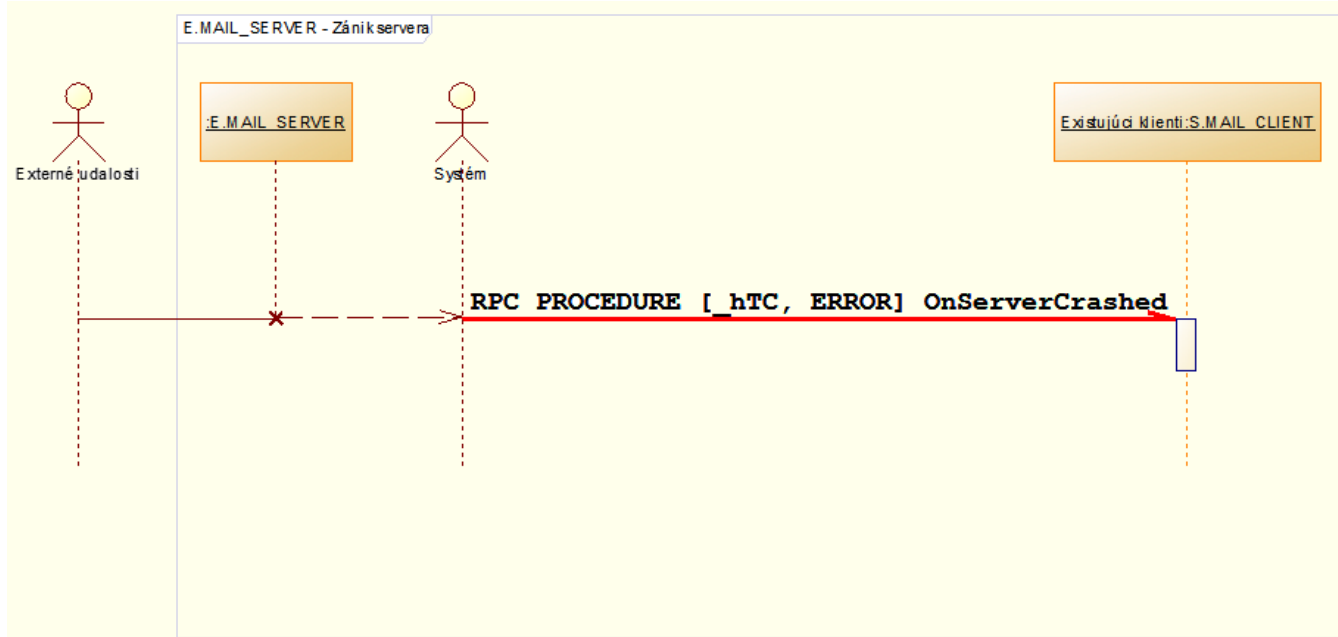
## Client logon



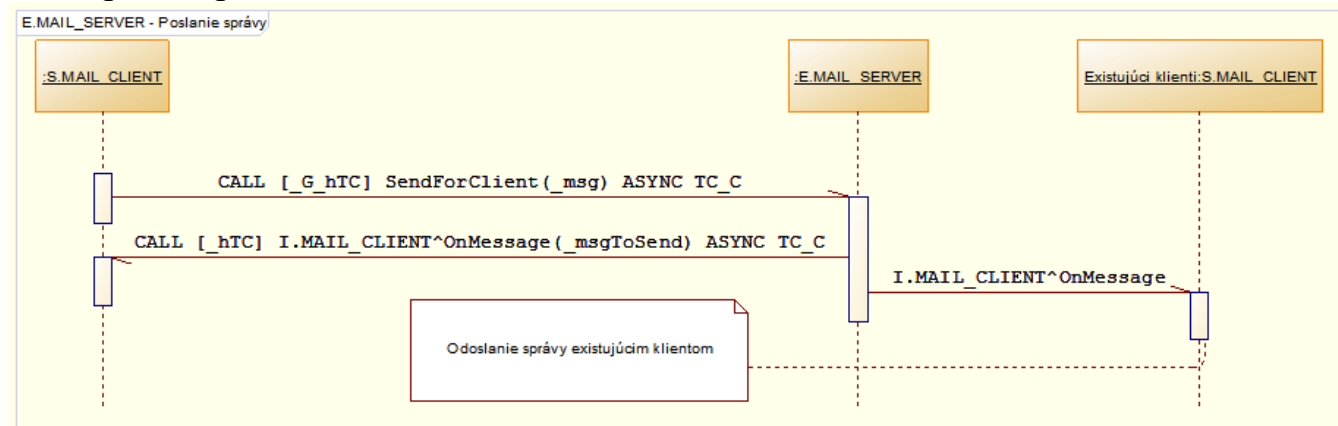
## Client crash



## Server crash



## Sending message



Related pages:

[Application-defined conversations](#)  
[Using conversations](#)