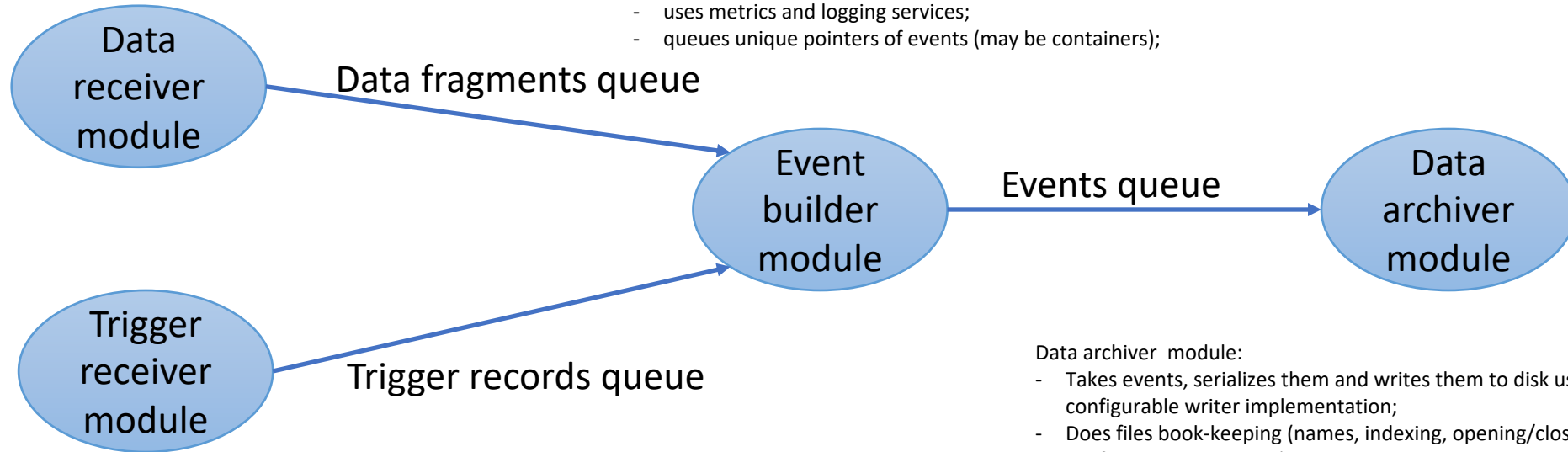Data receiver module:
- uses a configurable implementation of a message passing library;
- uses a configurable thread-pool to handle incoming connections;
- uses metrics and logging services;
- queues unique pointers of data fragments;

Event builder module:
- Takes trigger records and builds a data structure for the specific event (variable number of fragments), if less than a configurable number of events are being built;
- manages the information of events being built;
- uses a configurable implementation of a message passing library;
- uses a configurable thread-pool to send out data requests;
- takes data fragments and fills them into the appropriate event structure;
- decides that the event is complete (complete or timed out);
- uses metrics and logging services;
- queues unique pointers of events (may be containers);

Data receiver module

Data fragments queue

Event builder module

Events queue

Data archiver module

Trigger receiver module

Trigger records queue

Data archiver module:
- Takes events, serializes them and writes them to disk using a configurable writer implementation;
- Does files book-keeping (names, indexing, opening/closing at configurable conditions);
- If needed, uses a configurable thread-pool to perform writing to several streams;
- uses metrics and logging services;

Trigger receiver module:
- uses a configurable implementation of a message passing library to receive records;
- uses a configurable implementation of a message passing library to send back XOFF, if the queue size has grown above a certain limit;
- uses metrics and logging services;
- queues unique pointers of trigger records