

Filter

Table of contents

1 Filter..... 2

1. Filter

A filter is a 1:1 node whose function is to connect one node to another, filtering messages between them at high speed. It may use local store as a message pool. Messages will be filtered according to a policy, part of which is determined by the filter module used and part by a configuration file of some sort.

Filters will normally be positioned at network (lattice) boundaries. The filter will enforce the message filtering policy of the network which controls it. Because a filter is a 1:1 device, there will normally be a router on each of its interfaces in this application.

A filter has much the same functionality as an Internet **firewall** and is best understood as such.

Throughout this document, the term **filter** will always mean an XLattice filter as described in this section, except where otherwise qualified.