

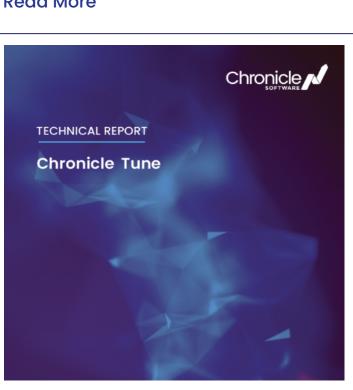
New Product Releases

RUST Language Addition

Chronicle Queue Enterprise is accessible in Java, C++ and Python libraries, and now also available in Rust, with Golang in development.

Our clients, some of the world's largest financial institutions, are already seeing greater user flexibility, interoperability and performance with throughputs of millions of events per second, and stable, sub microsecond latencies.

Read More





Chronicle Tune

Experience immediate jitter reduction with the new Chronicle Tune which is now available to trial and benchmark in your own environment.

Chronicle Tune is straightforward to install and configure in the cloud, or on bare metal hosts, and delivers immediate improvements in latency, throughput and jitter.

Read more

In Case You Missed It | Release Notes

chronicle-services-framework: 3.24ea10

- Allow queue creation interception in inheritors of ChronicleServicesCfg [#454]
- Consolidate loop block monitor properties [#450]

chronicle-fix: 4.24ea22

- Organize the invocations to DtoAlias.init [#1667]
- FIX logging truncates invalid messages [#1666]

Disclaimer: you will need a Chronicle license gain access to these notes.

Want to stay up-to-date with product releases?

Click below to receive release notes:

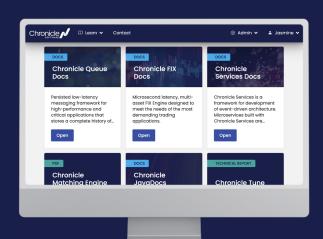
RELEASE NOTES

NEW Chronicle Documentation Portal

Get access to all of our documentation, in one place.

Read Chronicle docs, technical reports, and more.

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Recent Blogs and Tutorials



Chronicle Matching Engine forms the backbone for a resilient and scalable exchange solution. Click image to read.



Is it better to buy or build in-house? Rob Austin explores this discussion by reflecting on his own experience. Click image to read.



In this short video, you can learn how to navigate our user friendly Chronicle FIX UI, which helps you to quickly add, edit, delete and manage FIX sessions.