

Topics A serverless event messaging system you can take to prod today.

Topics delivers a scalable, serverless messaging solution that transforms how your full stack communicates. Seamlessly synchronize states, power chat applications, and connect everything from user interfaces to backend services with only a few lines of code and none of the complexity of WebSockets. Don't let infrastructure slow you down—start building responsive, state-of-the-art systems with Momento Topics.



## **Connect Everywhere**

Connect browser sessions, backend services, and everything in between with our comprehensive SDKs and HTTP API.



## **Scale Elastically**

Seamlessly scale from one to millions of subscribers, handling spiky workloads instantly.



## **Publish Without Limits**

Launch async jobs and workflows with webhooks or create stateful connections with resources like browsers and containers.



## **Get Simple Pricing**

Pick between usagebased, flat monthly, or custom enterprise pricing options—all with a generous free tier.

### **Use Cases**

- **†** Instant Messaging
  - Deliver messages, reactions, and status indicators in real-time, whether it's chat rooms or private messages.
- **tive Scoring** 
  - Stream stats, goals, and player updates in real-time to millions of fans.
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Get data to your users as fast as possible by streaming responses from your favorite large language models.

# **Upcoming Enhancements**

- Triggers: Respond instantly to environmental data changes.
  Automatically publish events on topics as they happen, like hitting a milestone count or when a cache item expires.
- Buffer and replay: Miss a message? With an event buffer you can replay messages dropped because of poor connectivity or other network issues.

Momento is trusted by







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Get started with Momento Topics today at gomomento.co/topics.



Contact us to discuss how Momento Topics can work for you.

