In this article, I identify filter configurations based on filter objects for OO distributed systems. The configurations are based on the notion of first class filter objects that transparently intercept messages in a client-server object architecture. Transparency primitives for filtering are described and various filter configurations are illustrated using the transparency primitives. The paper identifies six filter configurations, namely Replacer, Router, Repeater, Value Transformer, Message Transformer, and Logger. Each filter configuration is demonstrated through an example implementation template. I also discuss the consequences of filter configurations for design patterns and evolutionary systems.

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