Thread pools tuning

Since build 5.2.1992 it is possible to change a thread pools setting for signaling, media publishing and playback.

By default, WCS uses thread pools configured as follows:

thread_pools_config.json

In most cases, the thread pools settings should not be changed. But, they may be tuned to optimize a server CPU and memory load. The configuration file `/usr/local/FlashphonerWebCallserver/conf/thread_pools_config.json` is used to change a parameters. The following example disables Non-blocking IO usage for WebRTC TCP transport to reduce an operative memory consumption:

```
{
      "webRTC_TCP_SERVER": {
        "nio": false
      },
      "webRTC_TCP_CLIENT": {
        "nio": false
      }
}
```

WCS must be restarted to apply the changes.

The following parameters are enough to be changed:

- `nio` - enables/disables Non-blocking IO usage
- `staticPool` - enables/disables static (non-expandable) thread pool usage

An actual settings and current thread pools state may be checked using the following statistics query

```
curl -s 'http://localhost:8081/?
action=stat&format=json&groups=thread_pools_group_param'
```

The response example:

thread_pools_group_param

The following parameters are shown:

- `threads_count` - threads count in the pool
- `tasks_queue_size` - task queue size served by the pool
- `threads_state` - list and current state of threads in the pool
- `thread_pools_config` - current thread pools configuration