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:



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:



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