

# IcePatch2Client Properties

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## IcePatch2Client.ChunkSize

### Synopsis

`IcePatch2Client.ChunkSize=kilobytes`

### Description

The IcePatch2 client uses this property to determine how many kilobytes are retrieved with each call to `getFileCompressed`.

The default value is 100.

## IcePatch2Client.Directory

### Synopsis

`IcePatch2Client.Directory=dir`

### Description

The IcePatch2 client uses this property to determine the local data directory.

## IcePatch2Client.Proxy

### Synopsis

`IcePatch2Client.Proxy=proxy`

### Description

The IcePatch2 client uses this property to locate the IcePatch2 server.

## IcePatch2Client.Remove

### Synopsis

`IcePatch2Client.Remove=num`

### Description

This property determines whether IcePatch2 clients delete files that exist locally, but not on the server. A negative or zero value prevents removal of files. A value of 1 enables removal and causes the client to halt with an error if removal of a file fails. A value of 2 or greater also enables removal, but causes the client to silently ignore errors during removal.

The default value is 1.

## IcePatch2Client.Thorough

## Synopsis

`IcePatch2Client.Thorough=num`

## Description

This property determines whether IcePatch2 clients recompute checksums. Any value greater than zero is interpreted as true. The default value is 0 (false).