

Glacier2 Request Buffering

A Glacier2 router can forward requests in buffered or unbuffered mode. In addition, the buffering mode can be set independently for each direction (client-to-server and server-to-client).

The configuration properties `Glacier2.Client.Buffered` and `Glacier2.Server.Buffered` govern the buffering behavior. The former affects buffering of requests from clients to servers, and the latter affects buffering of requests from servers to clients. If a property is not specified, the default value is 1, which enables buffering. A property value of 0 selects the unbuffered mode.

The primary difference between the two modes is in the way requests are forwarded:

- **Buffered**
The router queues incoming requests and outgoing replies for delivery in a separate thread.
- **Unbuffered**
The router forwards requests in the same thread that received the request.

Although unbuffered mode consumes fewer resources than buffered mode, certain features such as [request overriding](#) and [request batching](#) are available only in buffered mode.

See Also

- [How Glacier2 uses Request Contexts](#)