

## Changing the amount of time EFT Server waits between reconnect attempts

### THE INFORMATION IN THIS ARTICLE APPLIES TO:

- EFT Server Enterprise version 6.3 and later
- **EFT v4.x to v7.4.x** stores advanced properties in the registry.
- **EFT v8.x** stores Advanced Properties in a JSON file.

When you upgrade from EFT v7.4.x to EFT v8, the *non*-default settings that you have defined in the registry will be added to the Advanced Properties file during upgrade. (Default settings become part of the EFT configuration files.)

For a spreadsheet of advanced properties, please refer to the help for your version of EFT.

### DISCUSSION

Using the advanced property below, you can control the amount of time EFT waits between reconnect attempts once a "lost" folder monitor rule has been detected. The default is 1 second.

#### In EFT v8 and later:

Add the name:value pair to the AdvancedProperties.JSON file in EFT's \ProgramData\ directory as described in the "Advanced Properties" topic in the online help for your version of EFT.

```
{
```

```
"FolderMonitorWaitBeforeReconnect"": number of seconds
```

```
}
```

#### In versions prior to v8.0:

You can change the default in the following registry setting:

#### On 32-bit systems:

## Changing the amount of time EFT Server waits between reconnect attempts

[HKEY\_LOCAL\_MACHINE\SOFTWARE\GlobalSCAPE Inc.\EFT Server 4.0\Config\]

On 64-bit systems:

[HKEY\_LOCAL\_MACHINE\SOFTWARE\Wow6432Node\GlobalSCAPE Inc.\EFT Server 4.0\Config\]

"FolderMonitorWaitBeforeReconnect"= number of seconds

Property Details

- **Name:** FolderMonitorWaitBeforeReconnect
- **Type:** uint32\_t
- **Default value:** 1
- **Minimum value:** 0
- **Maximum value:** 4,294,967,295
- **Description:** Specifies the delay, in seconds, before EFT Server attempts to reconnect after a Folder Monitor rule detects a disconnect. If the value is not present, EFT uses the default of 1 second.

GlobalSCAPE Knowledge Base

<https://kb.globalscape.com/Knowledgebase/10681/Changing-the-amount-of-time-...>