

## Set Event Rule Timer Stack Size

### THE INFORMATION IN THIS ARTICLE APPLIES TO:

- EFT Server Enterprise version 6.4 and later

EFT v8.0 and later store 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 more on how to use advanced properties, and a spreadsheet of the advanced properties, please refer to the "Advanced Properties" topic in the help for your version of EFT.

### DISCUSSION

In EFT versions earlier than 7.0, Event Rule Timers default to a 1 MB thread stack size.

In EFT v7.0 and later, Event Rule Timers default to a 385KB thread stack size.

Consult with Globalscape Support before changing this value, as there may be dependent components (such as our OpenPGP) that do not support a non-standard stack size. Changing the stack size may introduce risk of crashes.

Some customers have a large number (>250) of Timers that simply call an AWE task. It is possible to reduce the Timer stack size to 64KB to reduce memory usage.

The following advanced property value will set the stack size in bytes.

#### **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.

```
{  
"TimerStackSize": 65536  
}
```

## Set Event Rule Timer Stack Size

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

**32-bit:** HKEY\_LOCAL\_MACHINE\Software\GlobalSCAPE Inc.\EFT Server 4.0

**64-bit:** HKEY\_LOCAL\_MACHINE\SOFTWARE\Wow6432Node\GlobalSCAPE Inc.\EFT Server 4.0

Create the DWORD: "TimerStackSize"

If no value is set, then the EFT default size of 385 KB is used.

If the value is zero, the system default of 1 MB is used.

Setting the value to 65536 will result in a 64KB stack size.

GlobalSCAPE Knowledge Base

<https://kb.globalscape.com/Knowledgebase/10861/Set-Event-Rule-Timer-Stack-S...>