#

# From oslo.messaging

#

# ZeroMQ bind address. Should be a wildcard (\*), an ethernet interface, or IP.

# The "host" option should point or resolve to this address. (string value)

#rpc\_zmq\_bind\_address = \*

# MatchMaker driver. (string value)

# Possible values:

# redis - <No description provided>

# sentinel - <No description provided>

# dummy - <No description provided>

#rpc\_zmq\_matchmaker = redis

# Number of ZeroMQ contexts, defaults to 1. (integer value)

#rpc\_zmq\_contexts = 1

# Maximum number of ingress messages to locally buffer per topic. Default is

# unlimited. (integer value)

#rpc\_zmq\_topic\_backlog = <None>

# Directory for holding IPC sockets. (string value)

#rpc\_zmq\_ipc\_dir = /var/run/openstack

# Name of this node. Must be a valid hostname, FQDN, or IP address. Must match

# "host" option, if running Nova. (string value)

#rpc\_zmq\_host = localhost

# Number of seconds to wait before all pending messages will be sent after

# closing a socket. The default value of -1 specifies an infinite linger

# period. The value of 0 specifies no linger period. Pending messages shall be

# discarded immediately when the socket is closed. Positive values specify an

# upper bound for the linger period. (integer value)

# Deprecated group/name - [DEFAULT]/rpc\_cast\_timeout

#zmq\_linger = -1

# The default number of seconds that poll should wait. Poll raises timeout

# exception when timeout expired. (integer value)

#rpc\_poll\_timeout = 1

# Expiration timeout in seconds of a name service record about existing target

# ( < 0 means no timeout). (integer value)

#zmq\_target\_expire = 300

# Update period in seconds of a name service record about existing target.

# (integer value)

#zmq\_target\_update = 180

# Use PUB/SUB pattern for fanout methods. PUB/SUB always uses proxy. (boolean

# value)

#use\_pub\_sub = false

# Use ROUTER remote proxy. (boolean value)

#use\_router\_proxy = false

# This option makes direct connections dynamic or static. It makes sense only

# with use\_router\_proxy=False which means to use direct connections for direct

# message types (ignored otherwise). (boolean value)

#use\_dynamic\_connections = false

# How many additional connections to a host will be made for failover reasons.

# This option is actual only in dynamic connections mode. (integer value)

#zmq\_failover\_connections = 2

# Minimal port number for random ports range. (port value)

# Minimum value: 0

# Maximum value: 65535

#rpc\_zmq\_min\_port = 49153

# Maximal port number for random ports range. (integer value)

# Minimum value: 1

# Maximum value: 65536

#rpc\_zmq\_max\_port = 65536

# Number of retries to find free port number before fail with ZMQBindError.

# (integer value)

#rpc\_zmq\_bind\_port\_retries = 100

# Default serialization mechanism for serializing/deserializing

# outgoing/incoming messages (string value)

# Possible values:

# json - <No description provided>

# msgpack - <No description provided>

#rpc\_zmq\_serialization = json

# This option configures round-robin mode in zmq socket. True means not keeping

# a queue when server side disconnects. False means to keep queue and messages

# even if server is disconnected, when the server appears we send all

# accumulated messages to it. (boolean value)

#zmq\_immediate = true

# Enable/disable TCP keepalive (KA) mechanism. The default value of -1 (or any

# other negative value) means to skip any overrides and leave it to OS default;

# 0 and 1 (or any other positive value) mean to disable and enable the option

# respectively. (integer value)

#zmq\_tcp\_keepalive = -1

# The duration between two keepalive transmissions in idle condition. The unit

# is platform dependent, for example, seconds in Linux, milliseconds in Windows

# etc. The default value of -1 (or any other negative value and 0) means to

# skip any overrides and leave it to OS default. (integer value)

#zmq\_tcp\_keepalive\_idle = -1

# The number of retransmissions to be carried out before declaring that remote

# end is not available. The default value of -1 (or any other negative value

# and 0) means to skip any overrides and leave it to OS default. (integer

# value)

#zmq\_tcp\_keepalive\_cnt = -1

# The duration between two successive keepalive retransmissions, if

# acknowledgement to the previous keepalive transmission is not received. The

# unit is platform dependent, for example, seconds in Linux, milliseconds in

# Windows etc. The default value of -1 (or any other negative value and 0)

# means to skip any overrides and leave it to OS default. (integer value)

#zmq\_tcp\_keepalive\_intvl = -1

# Maximum number of (green) threads to work concurrently. (integer value)

#rpc\_thread\_pool\_size = 100

# Expiration timeout in seconds of a sent/received message after which it is

# not tracked anymore by a client/server. (integer value)

#rpc\_message\_ttl = 300

# Wait for message acknowledgements from receivers. This mechanism works only

# via proxy without PUB/SUB. (boolean value)

#rpc\_use\_acks = false

# Number of seconds to wait for an ack from a cast/call. After each retry

# attempt this timeout is multiplied by some specified multiplier. (integer

# value)

#rpc\_ack\_timeout\_base = 15

# Number to multiply base ack timeout by after each retry attempt. (integer

# value)

#rpc\_ack\_timeout\_multiplier = 2

# Default number of message sending attempts in case of any problems occurred:

# positive value N means at most N retries, 0 means no retries, None or -1 (or

# any other negative values) mean to retry forever. This option is used only if

# acknowledgments are enabled. (integer value)

#rpc\_retry\_attempts = 3

# List of publisher hosts SubConsumer can subscribe on. This option has higher

# priority then the default publishers list taken from the matchmaker. (list

# value)

#subscribe\_on =