

# Server Configuration Hot Update

English (United States)

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**Keywords:** Configuration, Hot Update

This feature allow you to update the server instance's configuration immediately without restarting. **(only for version 1.6.5 or above)**

## The configuration options which support hot update

SuperSocket supports the server configuration options below to be updated hotly:

- \* logCommand
- \* idleSessionTimeOut
- \* maxRequestLength
- \* logBasicSessionActivity
- \* logAllSocketException

## SuperSocket supports hot update for all customized configuration attributes and child nodes

The code below will show you how hot update can be supported for your customized configuration:

```
public class PushServer : AppServer
{
    private int m_Interval;

    protected override bool Setup(IRootConfig rootConfig, IServerConfig config)
    {
        RegisterConfigHandler(config, "pushInterval", (value) =>
        {
            // the code in this scope will be executed automatically
            // after the configuration attribute "pushInterval" is changed

            var interval = 0;
            int.TryParse(value, out interval);

            if (interval <= 0)
                interval = 60;// 60 seconds by default

            m_Interval = interval * 1000;
            return true;
        });

        return true;
    }

    /// Other code
}
```

You can find the full sample code in the PushServer project in the QuickStart.

- [Prev: Extend Server Configuration \(/v1-6/en-US/Extend-Server-Configuration\)](#)
- [Next: Command Filter \(/v1-6/en-US/Command-Filter\)](#)

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**2 電子記録の参照文書**

データ管理の自動化:不要な作業を排除して、コンプライアンスを確保。 [METTLER 1](#)

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