

Server only listen  
and it doesnt have a  
container

InActivityTimeout  
(ms)  
default 15000  
minimum 10secs

if communicating,  
idle time will be  
altered automatically

Without echo, if 1  
side keeps receiving  
< 4secs, it will not  
have time to inform  
the other socket am  
alive.

Once echoed but  
side will have more  
elapsed time before  
communicating

echo should not be  
sync since if not able  
to reply it means it is  
communicating with  
other side or  
disconnected

