

[JobsRedis](#) / RedisJobQueue

Class

RedisJobQueue

Redis implementation of job queue driver

```
final class RedisJobQueue
```

Topics

Structures

`struct Configuration`

Redis Job queue configuration

`struct JobID`

`struct JobOptions`

Options for job pushed to queue

Initializers

`init(RedisConnectionPool, configuration: Configuration, logger: Logger) async throws`

Initialize redis job queue

Instance Methods

```
func cleanup(failedJobs: JobCleanup, processingJobs: JobCleanup,  
pendingJobs: JobCleanup) async throws
```

Cleanup job queues

```
func failed(jobID: JobID, error: Error) async throws
```

Flag job failed to process

```
func finished(jobID: JobID) async throws
```

Flag job is done

```
func getMetadata(String) async throws -> ByteBuffer?
```

Get job queue metadata

```
func push<Parameters>(JobRequest<Parameters>, options: JobOptions)  
async throws -> JobID
```

Push job data onto queue

```
func registerJob<Parameters>(JobDefinition<Parameters>)
```

Register job

```
func retry<Parameters>(JobID, jobRequest: JobRequest<Parameters>,  
options: JobRetryOptions) async throws
```

Retry job data onto queue

```
func setMetadata(key: String, value: ByteBuffer) async throws
```

Set job queue metadata

```
func shutdownGracefully() async
```

```
func stop() async
```

Enumerations

```
enum JobCleanup
```

what to do with failed/processing jobs from last time queue was handled

```
enum RedisQueueError
```

Default Implementations

- ☰ AsyncSequence Implementations
 - ☰ CancellableJobQueue Implementations
 - ☰ JobQueueDriver Implementations
 - ☰ ResumableJobQueue Implementations
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Relationships

Conforms To

CancellableJobQueue

JobQueueDriver

ResumableJobQueue

Swift.Copyable

Swift.Sendable

_Concurrency.AsyncSequence
