**Increase SSH server/client timeout**

* By sending null packet between client and server at a specified interval that is smaller than the timeout value, SSH timeout can be avoided.
* Make changes in ClientAliveInterval and ClientAliveCountMax or server parameters.

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| **Parameter** | **Changes to be made at server/client end** | **Description** | **Default Value** |
| ClientAliveInterval | Server | Number of seconds that the server will wait before sending a null packet (encrypted) to the client to keep the connection alive. | 0 |
| ClientAliveCountMax | Server | Number of times/interval, the server will send null packets (encrypted) to the client if no communication between client and server. | 3 |
| ServerAliveInterval | Client | Number of seconds that the client will wait before sending a null packet (encrypted) to the server to keep the connection alive. | 0 |
| ServerAliveCountMax | Client | Number of times/interval, the client will send null packets (encrypted) to the server if no communication between client and server. | 3 |

* Example:

ClientAliveInterval 120

ClientAliveCountMax 720

Here,

Server will send null packets to client every 120 seconds and not disconnect them until client have been inactive for 720 intervals (120 seconds \* 720 = 24 hours). It means that if there is no communication between client and server, connection will be disconnected after 2 hours.

* **TCPKeepAlive**
* System sends TCP alive message (**not encrypted**) to connecting clients to test connection issues.
* If they are sent, death of the connection or crash of one of the machines will be properly noticed.
* If they are not sent, sessions may hang indefinitely on the server, leaving “ghost” users and consuming server resources.
* Default value is yes.