

截器的创建和配置由 Channel 处理器来处理。同样地，所有其他组件，包括那些子组件，通过 `configure` 方法获得参数和值。

#### 例2-2 典型Flume Agent配置

```
agent.sources = httpSrc
agent.channels = memory1 memory2
agent.sinks = hdfsSink hbaseSink

agent.sources.httpSrc.type = http
agent.sources.httpSrc.channels = memory1 memory2

# Bind to all interfaces
agent.sources.httpSrc.bind = 0.0.0.0
agent.sources.httpSrc.port = 4353

# Removing this line will disable SSL
agent.sources.httpSrc.ssl = true
agent.sources.httpSrc.keystore = /tmp/keystore
agent.sources.httpSrc.keystore-password = UsingFlume

agent.sources.httpSrc.handler = usingflume.ch03.HTTPSourceXMLHandler
agent.sources.httpSrc.handler.insertTimestamp = true

agent.sources.httpSrc.interceptors = hostInterceptor
agent.sources.httpSrc.interceptors.hostInterceptor.type = host

# Initializes a memory channel with default configuration
agent.channels.memory1.type = memory

17 # Initializes a memory channel with default configuration
agent.channels.memory2.type = memory

# HDFS Sink
agent.sinks.hdfsSink.type = hdfs
agent.sinks.hdfsSink.channel = memory1
agent.sinks.hdfsSink.hdfs.path = /Data/UsingFlume/%{topic}/%Y/%m/%d/%H/%M
agent.sinks.hdfsSink.hdfs.filePrefix = UsingFlumeData

agent.sinks.hbaseSink.type = asynchbase
agent.sinks.hbaseSink.channel = memory2
agent.sinks.hbaseSink.serializer = usingflume.ch05.AsynchHBaseDirectSerializer
agent.sinks.hbaseSink.table = usingFlumeTable
```