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System Properties

Below is a list of the system properties. Values for encrypted and sensitive fields are hidden. Long property names and values are clipped. Hold your mouse over the property name to see the full value or to see both the full name and value, click the edit icon next to the property.

System Properties
 Total number of properties: 193 -- Properties per page:

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Property Name	Property Value	Default Value	Plugin	Description	Dynamic	Set by User	Edit	Encrypt	Delete
admin.authorizedJIDs	none	none	Openfire	The bare JID of every admin user for the DefaultAdminProvider	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
adminConsole.servlet-request-authenticator	none	none	Openfire	The class to use to authenticate requests made to the admin console. If not supplied, normal username/password authentication will be used.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
adminConsole.sessionTimeout	1800 (30 minutes)	30 minutes	Openfire	The maximum idle time of a HTTP session in the admin console.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
archive.FORCE_RSM	true	true	Monitoring Service	Force Result Set Management to be applied to MAM queries (XEP-0313)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
archive.ignore-retrieval-exceptions	false	false	Monitoring Service	Suppress any database errors when retrieving MAM results (XEP-0313)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.GroupMetadataCache.maxLifetime	15	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.GroupMetadataCache.size	524288	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.MUCService'conference'Rooms.maxLife...	-1	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.MUCService'conference'Rooms.size	-1	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.OfflinePresenceCache.size	-1	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.Roster.maxLifetime	-1	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.Roster.size	-1	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.User.maxLifetime	3600	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.User.size	-1	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.VCard.size	-1	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.checks.consistency.delay	20000 (20 seconds)	20 seconds	Openfire	The duration after which the first consistency check is executed after system start or reconfiguration.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.checks.consistency.enabled	false	false	Openfire	Controls if caches are periodically checked for consistency (beware: this can be very resource intensive).	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.checks.consistency.period	1800000 (30 minutes)	30 minutes	Openfire	The frequency in which consistency checks for caches is executed.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.group.maxLifetime	3600	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.group.size	-1	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.groupMeta.maxLifetime	3600	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.groupMeta.size	-1	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.offlinePresence.size	-1	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.userCache.maxLifetime	3600	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.userCache.size	-1	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.userGroup.maxLifetime	3600	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.usename2roster.maxLifetime	-1	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.usename2roster.size	-1	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cache.vcardCache.size	10021440	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cert.storewatcher.enabled	true	true	Openfire	Automatically reloads certificate stores when they're modified on disk.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
cluster-monitor.service.enabled	true	true	Openfire	Set to true to send messages to admins on cluster events, otherwise false	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.archiver.conversation.grace-period	50 (50 ms)	50 ms	Monitoring Service	Maximum amount of milliseconds to wait for more conversations to arrive, before committing the batch to permanent storage.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.archiver.conversation.max-purge-i...	1000 (1 second)	1 second	Monitoring Service	Do not delay longer than this amount before storing conversation data in the database	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.archiver.conversation.max-work-...	500	500	Monitoring Service	Maximum number of conversations before committing to the database	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.archiver.message.grace-period	50 (50 ms)	50 ms	Monitoring Service	Maximum amount of milliseconds to wait for more messages work to arrive, before committing the batch to permanent storage.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.archiver.message.max-purge-interval	1000 (1 second)	1 second	Monitoring Service	Do not delay longer than this amount before storing message data in the database	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.archiver.message.max-work-queu...	500	500	Monitoring Service	Maximum number of messages before committing to the database	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.archiver.participant.grace-period	50 (50 ms)	50 ms	Monitoring Service	Maximum amount of milliseconds to wait for more participants to arrive, before committing the batch to permanent storage.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.archiver.participant.max-purge-int...	1000 (1 second)	1 second	Monitoring Service	Do not delay longer than this amount before storing participant data in the database	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.archiver.participant.max-work-qu...	500	500	Monitoring Service	Maximum number of participants before committing to the database	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.database.jid-columns-have-been-...	true	false	Monitoring Service	One-time migration to split full JID values into bare JID and resource-part components	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.database.use-openfire-tables	false	false	Monitoring Service	Store archived messages in first-party Openfire tables, rather than tables created by the Monitoring plugin	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.idleTime	10 (10 minutes)	10 minutes	Monitoring Service	The max number of minutes a conversation can be idle before it's ended	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.maxAge	0 (0 ms)	0 ms	Monitoring Service	The maximum number of days to keep messages before purging them from the database	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.maxRetrievable	0 (0 ms)	0 ms	Monitoring Service	The number of days worth of messages a user is allowed to retrieve	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.maxTime	60 (1 hour)	1 hour	Monitoring Service	The max number of minutes a conversation can last before it's ended	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.messageArchiving	true	false	Monitoring Service	Enable archiving of one-to-one messages	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.metadataArchiving	true	true	Monitoring Service	Enable archiving of conversation metadata	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.roomArchiving	true	false	Monitoring Service	Enable archiving of MUC messages	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.roomArchiving.PMinPersonalArc...	false	false	Monitoring Service	Controls whether MUC PMs are stored in the Personal Archive for the purposes of Message Archiving (XEP-0313)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.roomArchiving.PMinRoomArchive	true	true	Monitoring Service	Controls whether MUC PMs are stored in the Room Archive for the purposes of Message Archiving (XEP-0313)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.roomArchivingStanzas	true	false	Monitoring Service	Enable storing of full stanzas when MUC messages are archived	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.roomsArchived			Monitoring Service	List of MUC rooms in which to archive messages. When empty, all rooms are archived.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
conversation.search.updateInterval	5 (5 minutes)	5 minutes	Monitoring Service	How often, in minutes, to update the search index	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.CORS.domains	*	*	Openfire	The domain names that are accepted as values for the CORS 'Origin' header in the BOSH endpoint.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Property Name	Property Value	Default Value	Plugin	Description	Dynamic	Set by User	Edit	Encrypt	Delete
httpbind.CORS.enabled	true	true	Openfire	Enable / Disable support for Cross-Origin Resource Sharing (CORS) headers in the BOSH endpoint.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.CORS.headers	Destination,Overwrite,X-Requested-With,Cach...	Destination,Overwrite,X-Requested-...	Openfire	The name of HTTP headers that are accepted in requests to the BOSH endpoint.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.CORS.max_age	86400 (1 day)	1 day	Openfire	How long the results of a preflight request (that is the information contained in the Access-Control-Allow-Methods and Access-Control-Allow-Headers headers) can be cached.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.CORS.methods	CANCELUPLOAD,HEAD,MKCOL,UNCH...	CANCELUPLOAD,HEAD,MKCO...	Openfire	The HTTP methods that are accepted in requests to the BOSH endpoint.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.client.cert.policy	none	none	Openfire	The TLS 'mutual authentication' policy that is applied to the BOSH endpoint.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.client.processing.threads	600	200	Openfire	Maximum amount of threads in the thread pool to perform the network IO related to BOSH traffic. Note: Apart from threads that perform network IO configured in this class, the server also uses a thread pool for threads performing the processing of inbound packets (see property 'xmpp.httpbind.worker.threads'). BOSH installations expecting heavy loads may want to allocate additional threads to this worker pool to ensure timely delivery of inbound packets.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.client.processing.threads-min	8	8	Openfire	Minimum amount of threads in the thread pool to perform the network IO related to BOSH traffic. See also property 'xmpp.httpbind.worker.threads-min'.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.client.processing.threads-timeout	60000 (1 minute)	1 minute	Openfire	Amount of time after which idle, surplus threads are removed from the thread pool to perform the network IO related to BOSH traffic. See also property 'xmpp.httpbind.worker.timeout'.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.enabled	true	true	Openfire	Enable / disable BOSH (HTTP Binding) functionality.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.forwarded.enabled	false	false	Openfire	Enable / Disable parsing a 'X-Forwarded-For' style HTTP header of BOSH requests.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.forwarded.for.header	X-Forwarded-For	X-Forwarded-For	Openfire	The HTTP header name for 'forwarded for'.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.forwarded.host.header	X-Forwarded-Host	X-Forwarded-Host	Openfire	The HTTP header name for 'forwarded hosts'.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.forwarded.host.name	none	none	Openfire	Sets a forced value for the host header.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.forwarded.server.header	X-Forwarded-Server	X-Forwarded-Server	Openfire	The HTTP header name for 'forwarded server'.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.port.plain	7070	7070	Openfire	TCP port on which the non-encrypted (HTTP) BOSH endpoint is exposed.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.port.secure	7443	7443	Openfire	TCP port on which the encrypted (HTTPS) BOSH endpoint is exposed.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
httpbind.request.header.size	32768	32768	Openfire	The maximum size in bytes of request headers in the BOSH endpoint. Larger headers will allow for more and/or larger cookies plus larger form content encoded in a URL. However, larger headers consume more memory and can make a server more vulnerable to denial of service attacks.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
hybridAuthProvider.primaryProvider.className	org.jivesoftware.openfire.auth.DefaultAuthProvi...	org.jivesoftware.openfire.auth.Default...	Openfire	The first class the HybridAuthProvider should use to authenticate users	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
hybridAuthProvider.secondaryProvider.className	none	none	Openfire	The second class the HybridAuthProvider should use to authenticate users	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
hybridAuthProvider.tertiaryProvider.className	none	none	Openfire	The third class the HybridAuthProvider should use to authenticate users	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ldap.override.avatar	false	false	Openfire	Set to true to save avatars in the local database, otherwise false	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ldap.pagedResultsSize	-1	-1	Openfire	The maximum number of records to retrieve from LDAP in a single page. The default value of -1 means rely on the paging of the LDAP server itself. Note that if using ActiveDirectory, this should not be left at the default, and should not be set to more than the value of the ActiveDirectory MaxPageSize; 1,000 by default.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
locale.timeZone	Europe/Helsinki	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
log.debug.enabled	false	false	Openfire	Controls the output of DEBUG level logs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
log.httpbind.enabled	false	false	Openfire	Enable / disable logging of BOSH requests and responses.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
log.trace.enabled	false	false	Openfire	Controls the output of TRACE level logs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
monitoring.search.allow-unrecognized-fields	false	false	Monitoring Service	If 'true', silently ignores unrecognized search filters in queries, which otherwise result in error responses.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
passwordKey	hidden	none	Openfire	Used by the DefaultAuthProvider to encrypt passwords. If this property is changed, it will not be possible to authenticate users until their passwords are reset.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
plugins.servlet.allowLocalFileReading	false	false	Openfire	Determines if the plugin servlets can be used to access files outside of Openfire's home directory.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
provider.admin.className	org.jivesoftware.openfire.admin.DefaultAdminP...	org.jivesoftware.openfire.admin.Default...	Openfire	The class to use to authorise Openfire administrators	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
provider.auth.className	org.jivesoftware.openfire.auth.DefaultAuthProvi...	org.jivesoftware.openfire.auth.Default...	Openfire	The class to use to authenticate users	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
provider.group.className	org.jivesoftware.openfire.group.DefaultGroupP...	org.jivesoftware.openfire.group.Default...	Openfire	The class to use to determine which groups Openfire users belong to	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
provider.group.groupBasedAdminProvider.gro...	openfire-administrators	openfire-administrators	Openfire	The name of the group used to identify administrators by the GroupAdminProvider	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
provider.lockout.className	org.jivesoftware.openfire.lockout.DefaultLock...	org.jivesoftware.openfire.lockout.Defa...	Openfire	The class to use to lock-out Openfire users on repeated authentication failures	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
provider.pubsub-persistence.caching.delegate-c...	org.jivesoftware.openfire.pubsub.DefaultPubSu...	org.jivesoftware.openfire.pubsub.Defa...	Openfire	The class used by the cache delegate to persist pubsub data.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
provider.pubsub-persistence.className	none	none	Openfire	The class used to persist pubsub data.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
provider.securityAudit.className	org.jivesoftware.openfire.security.DefaultSecuri...	org.jivesoftware.openfire.security.Defa...	Openfire	The class to use to audit actions performed by administrators	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
provider.transfer.proxy.threadpool.keeplive	60 (1 minute)	1 minute	Openfire	The number of threads in the thread pool that powers proxy (SOCKS5) connections is greater than the core, this is the maximum time that excess idle threads will wait for new tasks before terminating.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
provider.transfer.proxy.threadpool.size.core	0	0	Openfire	The number of threads to keep in the thread pool that powers proxy (SOCKS5) connections, even if they are idle.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
provider.transfer.proxy.threadpool.size.max	2147483647	2147483647	Openfire	The maximum number of threads to allow in the thread pool that powers proxy (SOCKS5) connections.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
provider.user.className	org.jivesoftware.openfire.user.DefaultUserProvi...	org.jivesoftware.openfire.user.Default...	Openfire	The class to use to provide the Openfire users.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
provider.userproperty.className	org.jivesoftware.openfire.user.property.Default...	org.jivesoftware.openfire.user.property...	Openfire	The class to use to provide user properties	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
provider.vcard.className	org.jivesoftware.openfire.vcard.DefaultVCardP...	org.jivesoftware.openfire.vcard.Default...	Openfire	The class to use to provide vCard handling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
register.inband	false	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
register.password	hidden	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
sasl.mechs.00001	DIGEST-MD5	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
sasl.mechs.00002	CRAM-MD5	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
sasl.scram-sha-1.iteration-count	4096	4096	Openfire	The number of iterations when salting a users password. Changing this value will not affect existing passwords, only when passwords are updated	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
stats.mock.viewer	false	false	Monitoring Service	Displays random stats in Monitoring plugin admin pages	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
stream.management.active	true	true	Openfire	Offer Stream Management (XEP-0198) functionality to clients.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
stream.management.location.enabled	true	true	Openfire	Tell clients that request Stream Management (XEP-0198) to be enabled on what server to resume streams.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
stream.management.max-server.enabled	true	true	Openfire	Announce how long streams are allowed to linger in 'detached' mode before being terminated.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
update.frequency	48 (2 days)	2 days	Openfire	How often, in hours, to check for available updates	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
update.lastCheck	1698127343954 (Tue Oct 24 09:02:23 EEST ...	none	Openfire	The last time a check was made for available updates	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
update.notify-admins	true	true	Openfire	Determines if the administrators receive a message when an update is found	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
update.proxy.host	none	none	Openfire	The proxy to use, if any, when checking for updates	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
update.proxy.port	-1	-1	Openfire	The port on the proxy to use, or -1 if no proxy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
update.service-enabled	true	true	Openfire	Determines if the automatic check for updates is performed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
user-status.historyDays	7	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
userManager.remote-disco-info-timeout-seconds	60 (1 minute)	1 minute	Openfire	The maximum time the UserManager should wait, in seconds, for the a remote server to respond to a disco#info request to confirm the presence of a user	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
				The number of threads in the thread pool that writes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Property Name	Property Value	Default Value	Plugin	Description	Dynamic	Set by User	Edit	Encrypt	Delete
		All	All		All	All			
xmpp.archivemanager.threadpool.keepalive	60 (1 minute)	1 minute	Openfire	messages to the database is greater than the core, this is the maximum time that excess idle threads will wait for new tasks before terminating.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.archivemanager.threadpool.size.core	0	0	Openfire	The number of threads to keep in the thread pool that writes messages to the database, even if they are idle.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.archivemanager.threadpool.size.max	2147483647	2147483647	Openfire	The maximum number of threads to allow in the thread pool that writes messages to the database.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.auth.anonymous	false	false	Openfire	Set to true to allow anonymous login, otherwise false	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.auth.external.client.skip-cert-revalidation	false	false	Openfire	Set to true to avoid validation of the client-provided PKIX certificate (for mutual authentication) other than the validation that happens when the TLS session is established.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.auth.sasl.external.client.suppress-matchin...	true	true	Openfire	Ignore the realm of a SASL EXTERNAL provided username if it matches the XMPP domain name.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.auth.ssl.context_protocol	none	none	Openfire	The TLS protocol to use for encryption context initialization, overriding the Java default.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.auth.ssl.default-trustmanager-impl	org.jivesoftware.openfire.keystore.OpenfireXS...	org.jivesoftware.openfire.keystore.Op...	Openfire	The class to use as the default SSL/TLS TrustManager (which checks certificates from peers).	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.client.backup-packet-delivery.enabled	true	true	Openfire	???system_property.xmpp.client.backup-packet-delivery.enabled???	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.client.idle	-1 (-1 ms)	6 minutes	Openfire	How long, in milliseconds, before idle sessions are dropped. Set to -1 to never drop idle sessions.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.client.idle.ping	true	true	Openfire	Set to true to ping idle clients, otherwise false	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.client.maxReadBufferSize	67108864	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.client.roster.threadpool.keepalive	60 (1 minute)	1 minute	Openfire	The number of threads in the thread pool that is used to invoke roster event listeners is greater than the core, this is the maximum time that excess idle threads will wait for new tasks before terminating.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.client.roster.threadpool.size.core	0	0	Openfire	The number of threads to keep in the thread pool that is used to invoke roster event listeners, even if they are idle.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.client.roster.threadpool.size.max	2147483647	2147483647	Openfire	The maximum number of threads to allow in the thread pool that is used to invoke roster event listeners.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.client.version-query.delay	5000 (5 seconds)	5 seconds	Openfire	After this amount of time has passed since a new client connection has been accepted, a version request is being sent to the peer.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.client.version-query.enabled	true	true	Openfire	Send a version request query to clients when they connect.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.client_ssl.maxReadBufferSize	67108864	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.component.backup-packet-delivery.enabled	true	true	Openfire	???system_property.xmpp.component.backup-packet-delivery.enabled???	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.component.ssl.active	true	true	Openfire	Set to true to enable legacy encrypted connections for external components, otherwise false	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.domain	chat.dom.loc	none	Openfire	The XMPP domain of this server. Do not change this property directly, instead re-run the setup process.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.httbind.client.idle	30 (30 seconds)	30 seconds	Openfire	Period of time a BOSH session has to be idle to be closed. Sending stanzas to the client is not considered as activity. We are only considering the connection active when the client sends some data or heartbeats (i.e. whitespaces) to the server. The reason for this is that sending data will fail if the connection is closed. And if the thread is blocked while sending data (because the socket is closed) then the clean up thread will close the socket anyway.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.httbind.client.idle.polling	30 (30 seconds)	30 seconds	Openfire	Period of time a BOSH polling session has to be idle to be closed. Sending stanzas to the client is not considered as activity. We are only considering the connection active when the client sends some data or heartbeats (i.e. whitespaces) to the server. The reason for this is that sending data will fail if the connection is closed. And if the thread is blocked while sending data (because the socket is closed) then the clean up thread will close the socket anyway.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.httbind.client.maxpause	300 (5 minutes)	5 minutes	Openfire	The maximum length of a temporary session pause that a BOSH client MAY request.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.httbind.client.requests.max	2	2	Openfire	Openfire MAY limit the number of simultaneous requests a BOSH client makes with the 'requests' attribute. The RECOMMENDED value is "2". Servers that only support polling behavior MUST prevent clients from making simultaneous requests by setting the 'requests' attribute to a value of "1" (however, polling is NOT RECOMMENDED). In any case, clients MUST NOT make more simultaneous requests than specified by the Openfire.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.httbind.client.requests.polling	5 (5 seconds)	5 seconds	Openfire	Openfire SHOULD include two additional attributes in the BOSH session creation response element, specifying the shortest allowable polling interval and the longest allowable inactivity period (both in seconds).	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.httbind.client.requests.wait	2147483647 (24855 days, 3 hours, 14 minutes, 7 se...	24855 days, 3 hours, 14 minutes, 7 se...	Openfire	Communication of these parameters enables the client to engage in appropriate behavior (e.g., not sending empty request elements more often than desired, and ensuring that the periods with no requests pending are never too long).	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.httbind.worker.cleanupcheck	30 (30 seconds)	30 seconds	Openfire	Returns the longest time that Openfire is allowed to wait before responding to any request of a BOSH session. This enables the client to prevent its TCP connection from expiring due to inactivity, as well as to limit the delay before it discovers any network failure.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.httbind.worker.threads	32	8	Openfire	Interval in which a check is executed that will cleanup unused/inactive BOSH sessions.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.httbind.worker.threads-min	3	3	Openfire	Maximum number of threads used to process incoming BOSH data. Defaults to the same amount of threads as what's used for non-BOSH/TCP-connected XMPP clients. Note: Apart from the processing threads configured in this class, the server also uses a thread pool to perform the network IO (see property 'httbind.client.processing.threads'). BOSH installations expecting heavy loads may want to allocate additional threads to this worker pool to ensure timely delivery of inbound packets.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.httbind.worker.timeout	60 (1 minute)	1 minute	Openfire	Minimum amount of threads used to process incoming BOSH data. See also property 'httbind.client.processing.threads-min'.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.iqdiscoinfo.xformssoftwareversion	true	true	Openfire	Duration that unused, surplus threads that once processed BOSH data are kept alive. See also property 'httbind.client.processing.threads-timeout'	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.jmx.enabled	false	false	Openfire	Set to false to not allow Software Version DataForm on InfoDisco response.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.jmx.port	1099	1099	Openfire	Enables / disables JMX support in Openfire	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.jmx.secure	true	true	Openfire	Defines the TCP port number for the JMX connector.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.muc.allowprn.blockall	false	false	Openfire	Controls if the JMX connector is configured to require Openfire admin credentials.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.muc.join.presence	true	true	Openfire	Toggles whether to block all packets from users or just messages if they do not have permission to send private messages.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.muc.join.self-presence-timeout	2000 (2 seconds)	2 seconds	Openfire	Setting the presence send of participants joining in MUC rooms.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.muc.muclumbus.v1-0.enabled	true	true	Openfire	Maximum duration to wait for presence to be broadcast while joining a MUC room.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.muc.occupants.clustertask.non-blocking	false	false	Openfire	Determine if the multi-user chat "muclumbus" (v1.0) search feature is enabled.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
				???	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
				system_property.xmpp.muc.occupants.clustertask.non-blocking???	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Property Name	Property Value	Default Value	Plugin	Description	Dynamic	Set by User	Edit	Encrypt	Delete
xmpp.muc.room.fimuc.enabled	false	false	Openfire	Enables Federated MUC for Constrained Environments functionality (XEP-0289)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.muc.vcard.enabled	true	true	Openfire	???system_property.xmpp.muc.vcard.enabled???	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.multiplex.backup-packet-delivery.enabled	true	true	Openfire	???system_property.xmpp.multiplex.backup-packet-delivery.enabled???	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.offline.autoclean.checkinterval	30 (30 minutes)	30 minutes	Openfire	The time in minutes after which the message store will be searched for unread messages to delete.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.offline.autoclean.daystolive	365 (365 days)	365 days	Openfire	The time in days after which unread messages are removed from the offline message store	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.offline.autoclean.enabled	false	false	Openfire	Enable / Disable auto clean of unread messages	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.pep.enabled	true	true	Openfire	Enables / disables PEP support in Openfire.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.pep.threadpool.keealive	60 (1 minute)	1 minute	Openfire	The number of threads in the thread pool used to send PEP notifications is greater than the core, this is the maximum time that excess idle threads will wait for new tasks before terminating.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.pep.threadpool.size.core	0	0	Openfire	The number of threads to keep in the thread pool used to send PEP notifications, even if they are idle.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.pep.threadpool.size.max	6	2	Openfire	The maximum number of threads to allow in the thread pool used to send PEP notifications.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.pubsub.create.anyone	true	true	Openfire	Returns the permission policy for creating nodes. A false value means that not anyone can create a node, only the JIDs listed in 'xmpp.pubsub.create.jid' are allowed to create nodes.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.pubsub.create.jid	none	none	Openfire	Bare JIDs of users that are allowed to create nodes. An empty list means that anyone can create nodes.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.pubsub.enabled	false	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.pubsub.sysadmin.jid	none	none	Openfire	Bare JIDs of users that are system administrators of the PubSub service. A sysadmin has the same permissions as a node owner.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.server.backup-packet-delivery.enabled	true	true	Openfire	???system_property.xmpp.server.backup-packet-delivery.enabled???	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.server.outgoing.max.threads	20	20	Openfire	Minimum amount of threads in the thread pool that is used to establish outbound server-to-server connections.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.server.outgoing.min.threads	0	0	Openfire	Maximum amount of threads in the thread pool that is used to establish outbound server-to-server connections	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.server.outgoing.queue	2000	2000	Openfire	Maximum amount of outbound server-to-server connections that can be in process of establishment in the thread pool (surplus connections will be created on the calling thread, possibly / gracefully slowing down other operations considerably)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.server.outgoing.threads-timeout	60000 (1 minute)	1 minute	Openfire	Amount of time after which idle, surplus threads are removed from the thread pool that is used to establish outbound server-to-server connections.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.server.permission	whitelist	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.server.rewrite.replace-missing-to	true	true	Openfire	If the server receives a message or IQ stanza with no 'to' attribute, set the 'to' attribute to the bare JID representation of the 'from' attribute value.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.server.socket.active	false	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.server.socket.ssl.active	false	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.server.startup.retry.delay	2000 (2 seconds)	2 seconds	Openfire	Set to a positive value to allow a retry of a failed startup after the specified duration.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.server.tls.policy	disabled	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.session.conflict-limit	0	0	Openfire	-1 to never kick off existing sessions when another session with the same full JID joins, otherwise the number of login attempts before the existing session is kicked	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.socket.ssl.active	true	true	Openfire	Set to true to enable legacy encrypted connections for clients, otherwise false	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.socket.ssl.certificate.accept-selfsigned	false	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.socket.ssl.certificate.verify.validity	true	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.socket.ssl.ciphersuites	TLS_AES_256_GCM_SHA384,TLS_AES_1...	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.socket.ssl.protocols	SSLv2Hello,TLSv1.2,TLSv1.3	unknown			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.taskengine.threadpool.keealive	60 (1 minute)	1 minute	Openfire	The number of threads in the thread pool that is used to execute tasks of Openfire's TaskEngine is greater than the core, this is the maximum time that excess idle threads will wait for new tasks before terminating.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.taskengine.threadpool.size.core	0	0	Openfire	The number of threads to keep in the thread pool that is used to execute tasks of Openfire's TaskEngine, even if they are idle.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.taskengine.threadpool.size.max	2147483647	2147483647	Openfire	The maximum number of threads to allow in the thread pool that is used to execute tasks of Openfire's TaskEngine.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.websocket.stream-substitution-enabled	false	false	Openfire	Controls if 'stream' elements that are sent over websockets are renamed to 'open' and 'close' where appropriate. Useful to allow certain non-compliant clients (eg: Tsung) to connect.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.xmlutil.parser.core-pool-size	0	0	Openfire	???system_property.xmpp.xmlutil.parser.core-pool-size???	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.xmlutil.parser.keep_alive_time	60 (1 minute)	1 minute	Openfire	???	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
xmpp.xmlutil.parser.maximum-pool-size	25	25	Openfire	system_property.xmpp.xmlutil.parser.maximum-pool-size???	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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Property Name:

Property Value:

Default Value:

Property Encryption: Encrypt this property value Do not encrypt this property value