



# Using Connection Pooling: How and Why

The Barracuda Web Application Firewall provides connection pooling to speed up request handling. For a server, a pool of connections can be maintained so requests to that server can use an available connection in the pool rather than waiting on initiating a connection. Using existing connections delivers requests to that server faster, and decreases connection set up and tear down overhead. Connection Pooling also reduces the server's load, which frees resources to handle other important tasks. The Barracuda Web Application Firewall supports TCP/IP pooling where a single server connection can support multiple client connections.

## Configuring Connection Pooling

Connection Pooling is configured per server. You must add a server before you can configure connection pooling. To configure connection pooling, navigate to the **BASIC > Services** page, click **Edit** next to the desired server in the **Services** section. Scroll down to the **Connection Pooling** section in the **Server Configuration** window and specify values for the following:

1. **Enable Connection Pooling** - Select Yes to allow a connection to the server to be used for multiple requests from clients.
2. **Keepalive Timeout** - Specify the maximum time in milliseconds before expiring an idle connection which was used at least once. This value applies per 1024 connections, when a timeout error occurs before turning off the server.
  1. **Range:** 0 to 86400000
  2. **Recommended:** 900000
  3. **Units:** Milliseconds

For more information on configuring a server, see [Configuring Server Settings](#).

