

# How to use 'TerminateOnLogout' and 'RecreateOnLogout' properties

[TOL\\_ROL\\_Matrix.xlsx](#)

If **TerminateOnLogout = false** and session receives Logout:

1. If our session is acceptor and current time > ConnectTime and < DisconnectTime – session goes into WAITING\_FOR\_FIRST\_LOGON state until DisconnectTime, after terminate time it goes into PLANNED state.
2. If our session is initiator and current time > ConnectTime and < DisconnectTime, and RecreateOnLogout = false – session goes into DISCONNECTED state until DisconnectTime, after TerminateTime it goes into PLANNED state.
3. If our session is initiator and current time > ConnectTime and < DisconnectTime, and RecreateOnLogout = true – session goes into RECONNECTING state.

If **TerminateOnLogout = true** and session receives Logout:

1. If our session is acceptor and current time > ConnectTime and < TerminateTime – session goes into PLANNED state.
2. If our session is initiator and current time > ConnectTime and < TerminateTime, and RecreateOnLogout = false – session goes into PLANNED state.
3. If our session is initiator and current time > ConnectTime and < TerminateTime, and RecreateOnLogout = true – session goes into RECONNECTING state.

Session life cycle:

1. StartTime -> create session. State: DISCONNECTED. Session able to store messages from FE
2. ConnectTime -> session connects to client. State: ESTABLISHED (or RECONNECTING if client not allowing connection)  
If ConnectTime < StartTime wait next day.
3. DisconnectTime -> session disconnects. State: DISCONNECTED. Session able to store messages from FE. waiting ConnectTime at next day
4. TerminateTime -> remove session from FE. State: PLANNED waiting StartTime at next day

What **recreateOnLogout** parameter is?

recreateOnLogout=true for reconnecting to session after logout. (if FE is Initiator use ForceReconnect=true, with Reconnect.MaxTries, Reconnect.Interval)

What **TerminateOnLogout** parameter is?

TerminateOnLogout -> set session to PLANNED state after disconnect

after DisconnectTime -> send logout -> DISCONNECTED / PLANNED (if TerminateOnLogout=true)

TerminateOnLogout	RecreateOnLogout	FE State	Description
false	false	DISCONNECTED	Session exist in FE. (can be handled)
true	false	PLANNED	Session doesn't exist in FE (can't be handled)
false	true	RECONNECTING	RecreateOnLogout has more priority than TerminateOnLogout
true	true	RECONNECTING	WAITING_FOR_FIRST_LOGON for Acceptor, ESTABLISHED* for initiator. PLANNED after TerminateTime.

