

Questions to the SRM client developers:

1- Should the clients expose the `DesiredTotalRequestTime` and `RemainingRequestTime` to users ?

- This would allow for a more optimized polling loop for asynchronous operations since the client can stop making status request to the server if the request time has already expired.

About the same topic, see also the questions to SRM server developers.

2- What kind of flow control do we want to implement?

Client receiving the busy signal shall retry the same operation later, preferably with an exponential timeout? How to handle this situation? First of all, let's consider separately the 2 cases:

- Synchronous requests: the server returns `SRM_FILE_BUSY` at request level (TO BE VERIFIED). Should the client re-try later? How long should it wait before re-trying the request?
- Asynchronous requests: should the algorithm used for polling on asynchronous request be changed if the server is busy and if so, how ?

About the same topic, see also the questions to SRM server developers.

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