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        <comment>The number of objects to be examined on each run of idle
        evictor thread (if applicable). A value less than zero indicates
        that ceil(numIdle)/abs(numTestsPerEvictionRun) will be run.</comment>
    </param>
    <param name="jdbcDriverClass" value="com.mysql.jdbc.Driver">
        <comment>The JDBC driver class name.</comment>
    </param>
    <param name="maxWait" value="-1">
        <comment>The maximum amount of time in milliseconds the
        borrowObject() method should wait before throwing an Exception when
        whenExhaustedAction is set to WHEN_EXHAUSTED_BLOCK. A value less
        than zero indicates block indefinitely.</comment>
    </param>
    <param name="minIdle" value="0">
        <comment>The minimum of idle instances in pool.</comment>
    </param>
    <param name="minEvictableIdleTimeMillis" value="1800000">
        <comment>The minimum amount of time in milliseconds an object can be
        idle in pool before eligible for eviction (if applicable). A value
        less than zero indicates no object will be evicted due to idle time
        alone.</comment>
    </param>
    <param name="timeBetweenEvictionRunsMillis" value="-1">
        <comment>The time in milliseconds to sleep between runs of the idle
        object evictor thread. A value less than zero indicates no idle
        evictor thread is run.</comment>
    </param>
</datastore>
<datastore id="localDerbyPool">
    <comment>Derby database on localhost running on port 1527 Each
    connection pool instance has several configuration parameter that
    can be used to tune the options for the connection pool. It is
    recommended that you not change the default values unless you are
    trying to address a specific performance issue. For additional
    information regarding connection pool options, refer to the Apache
    Commons Pool API documentation at
    http://jakarta.apache.org/commons/pool/apidocs/index.html.</comment>
    <param name="maxIdle" value="10">
        <comment>The maximum number of idle instances in pool.</comment>
    </param>
    <param name="testOnBorrow" value="true">
        <comment>When true objects are validated before borrowed from the
        pool.</comment>
    </param>
    <param name="testWhileIdle" value="true">
        <comment>When true, objects are validated by the idle object evictor
        thread.</comment>
    </param>
    <param name="ddlConverter" value="org.fcrepo.server.utilities.DerbyDDLConverter"/>
    <param name="dbUsername" value="fedoraAdmin">
        <comment>The database user name.</comment>
    </param>
    <param name="testOnReturn" value="true">
        <comment>When true, objects are validated before returned to the
        pool.</comment>
    </param>
    <param name="maxActive" value="100">
        <comment>The maximum number of active instances in pool.</comment>
    </param>
    <param name="dbPassword" value="fedoraAdmin">
        <comment>The database password.</comment>
    </param>
    <param name="jdbcURL" value="jdbc:derby:/opt/fedora/current/derby/fedora3;create=true">
        <comment>The JDBC connection URL.</comment>
    </param>
    <param name="whenExhaustedAction" value="1">
        <comment>Action to take when a new object is requested and the the pool has
        reached maximum number of active objects. Valid values are:
        0 (fail i.e., throw Exception)
        1 (block i.e., wait until pool resources are freed)
        2 (grow i.e., increase the size of the pool).</comment>
    </param>
    <param name="numTestsPerEvictionRun" value="3">
        <comment>The number of objects to be examined on each run of idle
        evictor thread (if applicable). A value less than zero indicates
        that ceil(numIdle)/abs(numTestsPerEvictionRun) will be run.</comment>
    </param>
    <param name="jdbcDriverClass" value="org.apache.derby.jdbc.EmbeddedDriver">
        <comment>The JDBC driver class name.</comment>
    </param>
    <param name="maxWait" value="-1">
        <comment>The maximum amount of time in milliseconds the
        borrowObject() method should wait before throwing an Exception when
        whenExhaustedAction is set to WHEN_EXHAUSTED_BLOCK. A value less
        than zero indicates block indefinitely.</comment>
    </param>
    <param name="minIdle" value="0">
        <comment>The minimum of idle instances in pool.</comment>
    </param>
    <param name="minEvictableIdleTimeMillis" value="1800000">
        <comment>The minimum amount of time in milliseconds an object can be
        idle in pool before eligible for eviction (if applicable). A value
        less than zero indicates no object will be evicted due to idle time
        alone.</comment>
    </param>
    <param name="timeBetweenEvictionRunsMillis" value="-1">

```