

Why does my client machine need too much time to connect when the authentication is required?

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On Linux/Unix, in order to encrypt passwords, Java access to /dev/random, a special file that serves as a random number generator.

It allows access to environmental noise collected from device drivers and other sources.

The bits of noise are stored in a pool. When the pool is empty, reads from /dev/random will block until additional environmental noise is gathered.

A counterpart to /dev/random is /dev/urandom which reuses the internal pool to produce more pseudo-random bits.

This means that the call will not block, but the output may contain less entropy than the corresponding read from /dev/random.

If your client needs too much time to connect when the authentication is required, you might consider to instruct Java to use /dev/urandom instead of /dev/random, by adding the following option to the Application Server startup command-line:

```
-Djava.security.egd=file:///dev/urandom
```