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r/frigate_nvr



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[Log In](#)**r/frigate_nvr** • 7 mo. ago
mattbratt

Frigate much slower going through HA than direct

Connecting to my local instance on my local network via <http://frigate-host:5000/review> is acceptable and fast performance.

Connecting through https://blablalba.ui.nabu.casa/ccab4aaf_frigate-proxy/ingress is slow, taking a minute or two to load a recording and start playing it back.

What do I check or what can I provide if anyone can help?

Thanks.



3



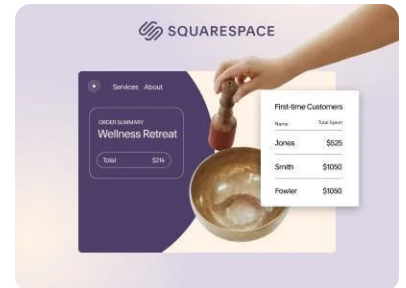
5



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**dmacrye** • 7mo ago

Using the nabu.casa address means your request is going from your phone, to the Nabu Casa servers, then proxying to home assistant, which proxies to Frigate, and then the response traffic follows the same path.

In short, it's not optimal. Ideally if you're on your local network you won't use the nabu.casa address and go direct to home assistant.

Outside the house there's not much you can do.



9



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**mattbratt OP** • 7mo ago

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**bf1zzl3** • 7mo ago

I found the Nabu proxy was causing me a bunch of performance issues when trying to view Frigate content. Like any request would stall out while a video was streaming.

I ended up setting up a Cloudflare reverse tunnel proxy using their docker image. I limit the requests to the path for events. This works for either the HA endpoint or the Frigate API. Performance is much better and Nabu no longer locks up

3 Reply Share ...

**ExtensionShort4418** • 7mo ago

If you have the opportunity then setup a reverse proxy and access your HA directly that way when outside your home network. I do it and its just as fast as if I was using the home network.

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**r/metro_exodus** • 2 mo. ago

I didn't want to clear the ship anyways

57 upvotes · 10 comments



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28 upvotes · 22 comments



r/Medieval2TotalWar • 5 mo. ago

What is its usage and How can I have this?

46 upvotes · 16 comments



r/frigate_nvr • 2 mo. ago

Was wondering why that snow pile was getting so big

34 upvotes · 5 comments



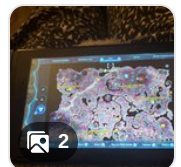
r/CoSRants • 2 mo. ago

Terrible update

50 upvotes · 17 comments



r/ZeldaTearsOfKingdom • 2 mo. ago

Help please

97 upvotes · 14 comments



r/LandroverDefender • 3 mo. ago

HELP

129 upvotes · 24 comments



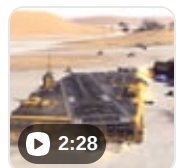
r/FromTheDepths • 2 mo. ago

What else should i put here?

39 upvotes · 20 comments



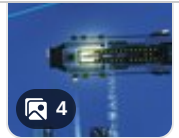
r/homeworld • 2 mo. ago

Improved the range and missiles of the carrier - may as well get them used

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I need help

31 upvotes · 44 comments



r/Warshipcraft • 2 mo. ago

My flagship

72 upvotes · 14 comments



r/OpenBambu • 3 mo. ago

my deleted post / offline calibration

22 upvotes · 14 comments



r/KerbalAcademy • 2 mo. ago

im trying to dock but cant, someone suggested mods to fix this issue, does anyone have any suggestions

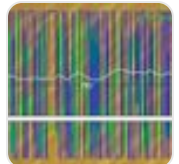
50 upvotes · 42 comments



r/FromTheDepths • 6 mo. ago

I don't think that's right

126 upvotes · 19 comments



r/signalis • 2 mo. ago

how to reduce expenses

297 upvotes · 19 comments



r/EndeavourOS • 6 mo. ago

It just works

59 upvotes · 17 comments



r/frigate_nvr • 7 mo. ago

Birdseye in 0.14

9 upvotes · 22 comments

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4 upvotes · 25 comments



r/KoboldAI • 9 mo. ago

Attempting to use a DeepSeek-Lite-V2 GGUF with Kobold CPP and getting nonsense outputs when prompts are somewhat long

2 upvotes · 8 comments



r/allthemods • 9 mo. ago

ATM9 - Random but consistent crashing when out exploring

2 upvotes · 1 comment



r/KerbalAcademy • 4 mo. ago

How do I fix this without using a bigger engine?



24 upvotes · 20 comments



r/HomeNetworking • 8 mo. ago

My LAN is worst/slower than my WAN

23 upvotes · 71 comments



r/WarOfRights • 7 mo. ago

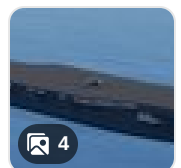
New graphics update when?

225 upvotes · 10 comments



r/flyoutgame • 7 mo. ago

Carrier Progress Update (WIP)

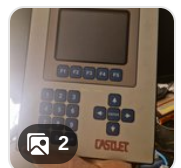


68 upvotes · 10 comments



r/shittyaskelectronics • 2 mo. ago

Does somebody have idea how do i give voltage to this thing?



234 upvotes · 107 comments

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