

NAME

CURLOPT_TCP_KEEPCNT – Maximum number of TCP keep-alive probes

SYNOPSIS

```
#include <curl/curl.h>
```

```
CURLcode curl_easy_setopt(CURL *handle, CURLOPT_TCP_KEEPCNT, long cnt);
```

DESCRIPTION

Pass a long. Sets the number of probes to send before dropping the connection. Not all operating systems support this option. (Added in 8.9.0)

The maximum value this option accepts is INT_MAX or whatever your system allows. Any larger value is capped to this amount.

DEFAULT

9

PROTOCOLS

This functionality affects tcp only

EXAMPLE

```
int main(void)
{
    CURL *curl = curl_easy_init();
    if(curl) {
        CURLcode result;
        curl_easy_setopt(curl, CURLOPT_URL, "https://example.com");

        /* enable TCP keep-alive for this transfer */
        curl_easy_setopt(curl, CURLOPT_TCP_KEEPALIVE, 1L);

        /* set keep-alive idle time to 120 seconds */
        curl_easy_setopt(curl, CURLOPT_TCP_KEEPIDLE, 120L);

        /* interval time between keep-alive probes: 60 seconds */
        curl_easy_setopt(curl, CURLOPT_TCP_KEEPINTVL, 60L);

        /* maximum number of keep-alive probes: 3 */
        curl_easy_setopt(curl, CURLOPT_TCP_KEEPCNT, 3L);

        result = curl_easy_perform(curl);
        curl_easy_cleanup(curl);
    }
}
```

AVAILABILITY

Added in curl 8.9.0

RETURN VALUE

curl_easy_setopt(3) returns a CURLcode indicating success or error.

CURLE_OK (0) means everything was OK, non-zero means an error occurred, see *libcurl-errors(3)*.

SEE ALSO

CURLOPT_TCP_KEEPALIVE(3), CURLOPT_TCP_KEEPIDLE(3), CURLOPT_TCP_KEEPINTVL(3)