NAME

curl_easy_upkeep - Perform any connection upkeep checks.

SYNOPSIS

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

CURLcode curl_easy_upkeep(CURL *handle);
```

DESCRIPTION

Some protocols have "connection upkeep" mechanisms. These mechanisms usually send some traffic on existing connections in order to keep them alive; this can prevent connections from being closed due to overzealous firewalls, for example.

Currently the only protocol with a connection upkeep mechanism is HTTP/2: when the connection upkeep interval is exceeded and *curl_easy_upkeep(3)* is called, an HTTP/2 PING frame is sent on the connection.

This function must be explicitly called in order to perform the upkeep work. The connection upkeep interval is set with *CURLOPT_UPKEEP_INTERVAL_MS(3)*.

EXAMPLE

```
int main(void)
{
  CURL *curl = curl_easy_init();
  if(curl) {
    /* Make a connection to an HTTP/2 server. */
    curl_easy_setopt(curl, CURLOPT_URL, "https://example.com");

    /* Set the interval to 30000ms / 30s */
    curl_easy_setopt(curl, CURLOPT_UPKEEP_INTERVAL_MS, 30000L);

    curl_easy_perform(curl);

    /* Perform more work here. */

    /* While the connection is being held open, curl_easy_upkeep() can be
       called. If curl_easy_upkeep() is called and the time since the last
       upkeep exceeds the interval, then an HTTP/2 PING is sent. */
    curl_easy_upkeep(curl);
```

```
    /* Perform more work here. */

    /* always cleanup */
    curl_easy_cleanup(curl);
  }
}
```

AVAILABILITY

Added in 7.62.0.

RETURN VALUE

On success, returns **CURLE_OK**.

On failure, returns the appropriate error code.

SEE ALSO

CURLOPT_TCP_KEEPALIVE(3), **CURLOPT_TCP_KEEPIDLE**(3),