

NAME

libssh2_keepalive_send - short function description

SYNOPSIS

```
#include <libssh2.h>
```

```
int
```

```
libssh2_keepalive_send(LIBSSH2_SESSION *session,  
                       int *seconds_to_next);
```

DESCRIPTION

Send a keepalive message if needed. **seconds_to_next** indicates how many seconds you can sleep after this call before you need to call it again.

RETURN VALUE

Returns 0 on success, or LIBSSH2_ERROR_SOCKET_SEND on I/O errors.

AVAILABILITY

Added in libssh2 1.2.5

SEE ALSO

libssh2_keepalive_config(3)