

NAME

`ne_set_useragent`, `ne_set_read_timeout`, `ne_set_connect_timeout`, `ne_get_scheme`,
`ne_get_server_hostport` - common properties for HTTP sessions

SYNOPSIS

```
#include <ne_session.h>
```

```
void ne_set_useragent(ne_session *session, const char *product);
```

```
void ne_set_read_timeout(ne_session *session, int timeout);
```

```
void ne_set_connect_timeout(ne_session *session, int timeout);
```

```
const char *ne_get_scheme(ne_session *session);
```

```
const char *ne_get_server_hostport(ne_session *session);
```

DESCRIPTION

The User-Agent request header is used to identify the software which generated the request for statistical or debugging purposes. neon does not send a User-Agent header unless a call is made to the **`ne_set_useragent`**. **`ne_set_useragent`** must be passed a product string conforming to RFC2616's product token grammar; of the form "Product/Version".

When neon reads from a socket, by default the read operation will time out after 60 seconds, and the request will fail giving an **`NE_TIMEOUT`** error. To configure this timeout interval, call **`ne_set_read_timeout`** giving the desired number of seconds as the *timeout* parameter.

When a connection is being established to a server, normally only the system's TCP timeout handling will apply. To configure a specific (and probably shorter) timeout, the **`ne_set_connect_timeout`** can be used, giving the desired number of seconds as the *timeout* parameter. If 0 is passed, then the default behaviour of using the system TCP timeout will be used.

The scheme used to initially create the session will be returned by **`ne_get_scheme`**.

The hostport pair with which the session is associated will be returned by the **`ne_get_server_hostport`**; for example `www.example.com:8080`. Note that the `:port` will be omitted if the default port for the scheme is used.

EXAMPLES

Set a user-agent string:

```
ne_session *sess = ne_session_create(...);
ne_set_useragent(sess, "MyApplication/2.1");
```

Set a 30 second read timeout:

```
ne_session *sess = ne_session_create(...);
ne_set_read_timeout(sess, 30);
```

SEE ALSO

ne_session_create, ne_set_session_flag.

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