

**NAME**

CURLMOPT\_SOCKETFUNCTION – callback informed about what to wait for

**SYNOPSIS**

#include &lt;curl/curl.h&gt;

```
int socket_callback(CURL *easy, /* easy handle */
                   curl_socket_t s, /* socket */
                   int what, /* see above */
                   void *userp, /* private callback pointer */
                   void *socketp); /* private socket pointer */
```

```
CURLMcode curl_multi_setopt(CURLM *handle, CURLMOPT_SOCKETFUNCTION, socket_callback);
```

**DESCRIPTION**

Pass a pointer to your callback function, which should match the prototype shown above.

When the *curl\_multi\_socket\_action(3)* function runs, it informs the application about updates in the socket (file descriptor) status by doing none, one, or multiple calls to the **socket\_callback**. The callback gets status updates with changes since the previous time the callback was called. If the given callback pointer is NULL, no callback will be called. Set the callback's **userp** argument with *CURLMOPT\_SOCKETDATA(3)*. See *curl\_multi\_socket\_action(3)* for more details on how the callback is used and should work.

**DEFAULT**

NULL (no callback)

**PROTOCOLS**

All

**EXAMPLE**

TODO

**AVAILABILITY**

Added in 7.15.4

**RETURN VALUE**

Returns CURLM\_OK.

**SEE ALSO**

**CURLMOPT\_SOCKETDATA(3)**,      **curl\_multi\_socket\_action(3)**,      **CURLMOPT\_TIMERFUNCTION(3)**