NAME

curl_easy_recv - receives raw data on an "easy" connection

SYNOPSIS

#include <curl/easy.h>

CURLcode curl_easy_recv(CURL *curl, void *buffer, size_t buflen, size_t *n);

DESCRIPTION

This function receives raw data from the established connection. You may use it together with *curl_easy_send(3)* to implement custom protocols using libcurl. This functionality can be particularly useful if you use proxies and/or SSL encryption: libcurl will take care of proxy negotiation and connection setup.

buffer is a pointer to your buffer that will get the received data. **buffen** is the maximum amount of data you can get in that buffer. The variable **n** points to will receive the number of received bytes.

To establish the connection, set **CURLOPT_CONNECT_ONLY** option before calling *curl_easy_per-form(3)*. Note that *curl_easy_recv(3)* does not work on connections that were created without this option.

You must ensure that the socket has data to read before calling <code>curl_easy_recv(3)</code>, otherwise the call will return <code>CURLE_AGAIN</code> - the socket is used in non-blocking mode internally. Use <code>curl_easy_getinfo(3)</code> with <code>CURLINFO_LASTSOCKET</code> to obtain the socket; use your operating system facilities like <code>select(2)</code> to check if it has any data you can read.

AVAILABILITY

Added in 7.18.2.

RETURN VALUE

On success, returns **CURLE_OK**, stores the received data into **buffer**, and the number of bytes it actually read into *n.

On failure, returns the appropriate error code.

If there is no data to read, the function returns **CURLE_AGAIN**. Use your operating system facilities to wait until the data is ready, and retry.

Reading exactly 0 bytes would indicate a closed connection.

If there's no socket available to use from the previous transfer, this function returns CURLE_UNSUP-PORTED_PROTOCOL.

EXAMPLE

See **sendrecv.c** in **docs/examples** directory for usage example.

SEE ALSO

 $\pmb{curl_easy_setopt(3), curl_easy_perform(3), curl_easy_getinfo(3), curl_easy_send(3)}\\$