

**NAME**

`pcap_set_timeout` – set the packet buffer timeout for a not-yet-activated capture handle

**SYNOPSIS**

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

```
int pcap_set_timeout(pcap_t *p, int to_ms);
```

**DESCRIPTION**

`pcap_set_timeout()` sets the packet buffer timeout that will be used on a capture handle when the handle is activated to *to\_ms*, which is in units of milliseconds. (See `pcap(3PCAP)` for an explanation of the packet buffer timeout.)

The behavior, if the timeout isn't specified, is undefined, as is the behavior if the timeout is set to zero or to a negative value. We recommend always setting the timeout to a non-zero value unless immediate mode is set, in which case the timeout has no effect.

**RETURN VALUE**

`pcap_set_timeout()` returns **0** on success or **PCAP\_ERROR\_ACTIVATED** if called on a capture handle that has been activated.

**SEE ALSO**

`pcap_create(3PCAP)`, `pcap_activate(3PCAP)`, `pcap_set_immediate_mode(3PCAP)`