

NAME

`pcap_set_immediate_mode` – set immediate mode for a not-yet-activated capture handle

SYNOPSIS

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

```
int pcap_set_immediate_mode(pcap_t *p, int immediate_mode);
```

DESCRIPTION

`pcap_set_immediate_mode()` sets whether immediate mode should be set on a capture handle when the handle is activated. In immediate mode, packets are always delivered as soon as they arrive, with no buffering. If `immediate_mode` is non-zero, immediate mode will be set, otherwise it will not be set.

RETURN VALUE

`pcap_set_immediate_mode()` returns **0** on success or **PCAP_ERROR_ACTIVATED** if called on a capture handle that has been activated.

BACKWARD COMPATIBILITY

This function became available in libpcap release 1.5.0. In previous releases, if immediate delivery of packets is required:

on FreeBSD, NetBSD, OpenBSD, DragonFly BSD, macOS, and Solaris 11, immediate mode must be turned on with a **BIOCIMMEDIATE** `ioctl(2)`, as documented in **bpf(4)**, on the descriptor returned by `pcap_fileno(3PCAP)`, after `pcap_activate(3PCAP)` is called;

on Solaris 10 and earlier versions of Solaris, immediate mode must be turned on by using a read timeout of 0 when opening the device (this will not provide immediate delivery of packets on other platforms, so don't assume it's sufficient);

on Digital UNIX/Tru64 UNIX, immediate mode must be turned on by doing a **BIOCMBIC** `ioctl`, as documented in **packetfilter(7)**, to clear the **ENBATCH** flag on the descriptor returned by `pcap_fileno(3PCAP)`, after `pcap_activate(3PCAP)` is called;

on Windows, immediate mode must be turned on by calling `pcap_setmintocopy()` with a size of 0.

On Linux, with previous releases of libpcap, capture devices are always in immediate mode; however, in 1.5.0 and later, they are, by default, **not** in immediate mode, so if `pcap_set_immediate_mode()` is available, it should be used.

On other platforms, capture devices are always in immediate mode.

SEE ALSO

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