

**NAME**

curl\_multi\_add\_handle - add an easy handle to a multi session

**SYNOPSIS**

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

```
CURLMcode curl_multi_add_handle(CURLM *multi_handle, CURL *easy_handle);
```

**DESCRIPTION**

Adds a standard easy handle to the multi stack. This function call will make this *multi\_handle* control the specified *easy\_handle*. Furthermore, libcurl now initiates the connection associated with the specified *easy\_handle*.

While an easy handle is added to a multi stack, you can not and you must not use *curl\_easy\_perform(3)* on that handle. After having removed the handle from the multi stack again, it is perfectly fine to use it with the easy interface again.

If the easy handle is not set to use a shared (CURLOPT\_SHARE) or global DNS cache (CURLOPT\_DNS\_USE\_GLOBAL\_CACHE), it will be made to use the DNS cache that is shared between all easy handles within the multi handle when *curl\_multi\_add\_handle(3)* is called.

If you have CURLOPT\_TIMERFUNCTION set in the multi handle (and you really should if you're working event-based with *curl\_multi\_socket\_action(3)* and friends), that callback will be called from within this function to ask for an updated timer so that your main event loop will get the activity on this handle to get started.

The easy handle will remain added until you remove it again with *curl\_multi\_remove\_handle(3)*. You should remove the easy handle from the multi stack before you terminate first the easy handle and then the multi handle:

1 - *curl\_multi\_remove\_handle(3)*

2 - *curl\_easy\_cleanup(3)*

3 - *curl\_multi\_cleanup(3)*

**RETURN VALUE**

CURLMcode type, general libcurl multi interface error code.

**SEE ALSO**

**curl\_multi\_cleanup(3), curl\_multi\_init(3)**