

**NAME**

CURLOPT\_REDIR\_PROTOCOLS – set protocols allowed to redirect to

**SYNOPSIS**

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

```
CURLcode curl_easy_setopt(CURL *handle, CURLOPT_REDIR_PROTOCOLS, long bitmask);
```

**DESCRIPTION**

Pass a long that holds a bitmask of `CURLPROTO_*` defines. If used, this bitmask limits what protocols libcurl may use in a transfer that it follows to in a redirect when `CURLOPT_FOLLOWLOCATION(3)` is enabled. This allows you to limit specific transfers to only be allowed to use a subset of protocols in redirections.

By default libcurl will allow all protocols on redirect except several disabled for security reasons: Since 7.19.4 FILE and SCP are disabled, and since 7.40.0 SMB and SMBS are also disabled. `CURLPROTO_ALL` enables all protocols on redirect, including those disabled for security.

These are the available protocol defines:

```
CURLPROTO_DICT  
CURLPROTO_FILE  
CURLPROTO_FTP  
CURLPROTO_FTPS  
CURLPROTO_GOPHER  
CURLPROTO_HTTP  
CURLPROTO_HTTPS  
CURLPROTO_IMAP  
CURLPROTO_IMAPS  
CURLPROTO_LDAP  
CURLPROTO_LDAPS  
CURLPROTO_POP3  
CURLPROTO_POP3S  
CURLPROTO_RTMP  
CURLPROTO_RTMPE  
CURLPROTO_RTMP  
CURLPROTO_RTMPTE  
CURLPROTO_RTMPPTS  
CURLPROTO_RTSP  
CURLPROTO_SCP  
CURLPROTO_SFTP  
CURLPROTO_SMB  
CURLPROTO_SMBS  
CURLPROTO_SMTP  
CURLPROTO_SMTPS  
CURLPROTO_TELNET  
CURLPROTO_TFTP
```

**DEFAULT**

All protocols except for FILE, SCP and since 7.40.0 SMB and SMBS.

**PROTOCOLS**

All

**EXAMPLE**

```
curl = curl_easy_init();  
if(curl) {
```

```
/* pass in the URL from an external source */
curl_easy_setopt(curl, CURLOPT_URL, argv[1]);

/* only allow redirects to HTTP and HTTPS URLs */
curl_easy_setopt(curl, CURLOPT_REDIR_PROTOCOLS,
                  CURLPROTO_HTTP | CURLPROTO_HTTPS);

/* Perform the request */
curl_easy_perform(curl);
}
```

**AVAILABILITY**

Added in 7.19.4, before then it would follow all protocols.

**RETURN VALUE**

Returns CURLE\_OK if the option is supported, and CURLE\_UNKNOWN\_OPTION if not.

**SEE ALSO**

**CURLOPT\_PROTOCOLS(3),**