NAME

CURLMOPT_PIPELINING − enable/disable HTTP pipelining

SYNOPSIS

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

CURLMcode curl_multi_setopt(CURLM *handle, CURLMOPT_PIPELINING, long bits);
```

DESCRIPTION

Set the **bits** parameter to 1 to make libcurl use HTTP pipelining for HTTP/1.1 transfers done using this multi handle, as far as possible. This means that if you add a second request that can use an already existing connection, the second request will be "piped" on the same connection rather than being executed in parallel.

When using pipelining, there are also several other related options that are interesting to tweak and adjust to alter how libcurl spreads out requests on different connections or not etc.

Starting in 7.43.0, the **bits** parameter's bit 1 also has a meaning and libcurl is now offering symbol names for the bits:

CURLPIPE_NOTHING
Default, which means doing no attempts at pipelining or multiplexing.

CURLPIPE_HTTP1
If this bit is set, libcurl will try to pipeline HTTP/1.1 requests on connections that are already established and in use to hosts.

CURLPIPE_MULTIPLEX
If this bit is set, libcurl will try to multiplex the new transfer over an existing connection if possible. This requires HTTP/2.

DEFAULT

0 (off)

PROTOCOLS

HTTP(S)

EXAMPLE

TODO

AVAILABILITY

Added in 7.16.0. Multiplex support bit added in 7.43.0.

RETURN VALUE

Returns CURLM_OK if the option is supported, and CURLM_UNKNOWN_OPTION if not.

SEE ALSO

CURLMOPT_MAX_PIPELINE_LENGTH(3), **CURLMOPT_PIPELINING_SITE_BL**(3), **CURLMOPT_CONTENT_LENGTH_PENALTY_SIZE**(3), **CURLMOPT_CHUNK_LENGTH_PENALTY_SIZE**(3), **CURLMOPT_MAX_HOST_CONNECTIONS**(3), **CURLMOPT_MAXCONNECTS**(3), **CURLMOPT_MAX_HOST_CONNECTIONS**(3),