

# Re: what does SocketOptionName.KeepAlive mean?

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*Source:*

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2006-07/msg02153.html>

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- *From:* "DC" <\*\*\*@\*\*\*.com>
  - *Date:* Sun, 16 Jul 2006 16:42:29 +0100
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"In practice, however, a Socket connection will be closed long before that 2 hour period >if no data is sent within that interval."

Why so Dave? I have never seen that happen.

"Dave Sexton" <dave@jwa[remove.this]online.com> wrote in message <news:uIYBNuOqGHA.3816@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

Hi Ryan,

SocketOptionName.KeepAlive must be associated with a TCP Socket and supplied as a Boolean value, true or false, to the SetSocketOption method.

See section 4.2.3.6 TCP Keep-Alives of RFC 1122 for the standardized design:

<http://www.faqs.org/rfcs/rfc1122.html>

In short, enabling keep-alives causes a packet to be sent every 2 hours, by default, to keep the connection alive when there has been no data sent by the application within that 2 hour period. In practice, however, a Socket connection will be closed long before that 2 hour period if no data is sent within that interval.

– David Sexton

"Ryan Liu" <ad50275324@xxxxxxxxxxxx> wrote in message <news:O0uMqgLqGHA.2304@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>

Hi,

SocketOptionName.KeepAlive is a bool or an int value?

Is it "belongs to" SocketOptionLevel.Socket?

What does value 0 means? Is that meaning always "keep alive", or never

Re: what does SocketOptionName.KeepAlive mean?

"send  
keep-alives"?

And what does "Send keep-alives" mean anyway?

Thanks a million?  
Ryan