

**NAME**

CURLOPT\_STREAM\_WEIGHT – set numerical stream weight

**SYNOPSIS**

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

```
CURLcode curl_easy_setopt(CURL *handle, CURLOPT_STREAM_WEIGHT, long weight);
```

**DESCRIPTION**

Set the long *weight* to a number between 1 and 256.

When using HTTP/2, this option sets the individual weight for this particular stream used by the easy *handle*. Setting and using weights only makes sense and is only usable when doing multiple streams over the same connections, which thus implies that you use *CURLMOPT\_PIPELINING(3)*.

This option can be set during transfer and will then cause the updated weight info get sent to the server the next time a HTTP/2 frame is sent to the server.

See section 5.3 of RFC 7540 for protocol details: <https://httpwg.github.io/specs/rfc7540.html#StreamPriority>

Streams with the same parent should be allocated resources proportionally based on their weight. So if you have two streams going, stream A with weight 16 and stream B with weight 32, stream B will get two thirds (32/48) of the available bandwidth (assuming the server can send off the data equally for both streams).

**DEFAULT**

If nothing is set, the HTTP/2 protocol itself will use its own default which is 16.

**PROTOCOLS**

HTTP/2

**EXAMPLE**

TODO

**AVAILABILITY**

Added in 7.46.0

**RETURN VALUE**

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

**SEE ALSO**

**CURLOPT\_STREAM\_DEPENDS(3), CURLOPT\_STREAM\_DEPENDS\_E(3), CURLOPT\_PIPEWAIT(3), CURLMOPT\_PIPELINING(3),**