## NAME

muroar_close – Disconnect stream from RoarAudio sound server

## SYNOPSIS

#include <muroar.h>

int muroar_close(int fh);

## DESCRIPTION

This function disconnects a data connection (stream) from the sound server in a clean way. The socket is closed by this function. No additional **close**(2) is needed.

Open control connections which are not created by **muroar_stream**(3) must not be closed using this function. They must be closed using **muroar_quit**(3).

## RETURN VALUE

On success this call return 0. On error, −1 is returned.

## HISTORY

This function first appeared in muRoar version 0.1beta0.

## SEE ALSO

**muroar_connect**(3), **muroar_stream**(3), **muroar_quit**(3), **RoarAudio**(7).