

Reset connections



The reset connections object closes all currently open TCP connections by the virtual user to the server.

Virtual users (VU's) use TCP [connection pools](#) to connect to web servers and send HTTP requests. In some instances, it is necessary to recreate the connections. When a VU executes the Reset-connections object, it deletes all cached server connections. The connections will be recreated when the VU needs to send subsequent requests.

Warning:

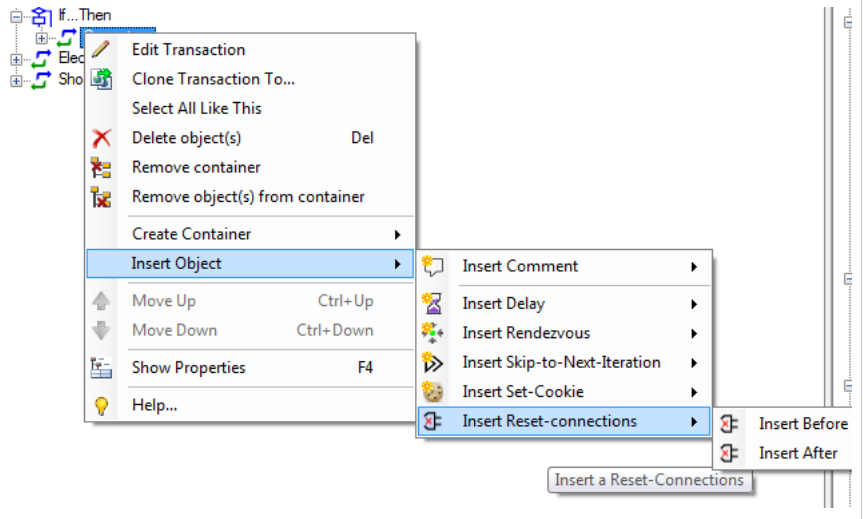


When using this feature, it is recommended to set the **Use a shared connection pool for all VUs?** [property](#) to **No**. Otherwise, each VU will reset connections for all other VUs.

Typically a Reset-connection object will not be executed on every iteration, only when a certain condition is met.

To insert a Reset-connection object

1. Go to the **Build Test Case** node.
2. Select the object where you want to insert the delay.
3. Right-click and select **Insert Object -> Insert Reset-connections**, then select **Insert Before** or **Insert After**.



Note:



The Reset connections object is only available in the standalone version of StresStimulus. It is not available in the Fiddler addon version.