

Disabling Reconnect

You can disable automatic reconnect with connection options:

Go

```
// Disable reconnect attempts
nc, err := nats.Connect("demo.nats.io", nats.NoReconnect())
if err != nil {
    log.Fatal(err)
}
defer nc.Close()

// Do something with the connection
```

Java

```
Options options = new Options.Builder()
    .server("nats://demo.nats.io:4222")
    .noReconnect() // Disable reconnect attempts
    .build();
Connection nc = Nats.connect(options);

// Do something with the connection

nc.close();
```

JavaScript

```
const nc = await connect({
  reconnect: false,
  servers: ["demo.nats.io"],
});
```

Python

```
nc = NATS()
await nc.connect()
```

```

servers=[
    "nats://demo.nats.io:1222",
    "nats://demo.nats.io:1223",
    "nats://demo.nats.io:1224"
],
allow_reconnect=False,
)

# Do something with the connection

await nc.close()

```

C#

```

// dotnet add package NATS.Net
using NATS.Net;
using NATS.Client.Core;

await using var client = new NatsClient(new NatsOpts
{
    Url = "nats://demo.nats.io:4222",

    // .NET client does not support disabling reconnects,
    // but you can set the maximum number of reconnect attempts
    MaxReconnectRetry = 1,
});

```

Ruby

```

require 'nats/client'

NATS.start(servers: ["nats://127.0.0.1:1222", "nats://127.0.0.1:1223",
"nats://127.0.0.1:1224"], reconnect: false) do |nc|
    # Do something with the connection

    # Close the connection
    nc.close
end

```

C

```
natsConnection      *conn    = NULL;
natsOptions          *opts    = NULL;
natsStatus           s        = NATS_OK;

s = natsOptions_Create(&opts);
if (s == NATS_OK)
    s = natsOptions_SetAllowReconnect(opts, false);
if (s == NATS_OK)
    s = natsConnection_Connect(&conn, opts);

(...)

// Destroy objects that were created
natsConnection_Destroy(conn);
natsOptions_Destroy(opts);
```

```
## #1
cocobook-sync ## 2026-10-28 11:12:26 UTC
cocobook-sync ## 2026-10-28 11:12:26 UTC
```