

Connecting to a Specific Server

The NATS client libraries can take a full URL, `nats://demo.nats.io:4222`, to specify a specific server host and port to connect to.

Libraries are removing the requirement for an explicit protocol and may allow `demo.nats.io:4222` or just `demo.nats.io`. In the later example the default port 4222 will be used. Check with your specific client library's documentation to see what URL formats are supported.

For example, to connect to the demo server with a URL you can use:

Go

```
// If connecting to the default port, the URL can be simplified
// to just the hostname/IP.
// That is, the connect below is equivalent to:
// nats.Connect("nats://demo.nats.io:4222")
nc, err := nats.Connect("demo.nats.io")
if err != nil {
    log.Fatal(err)
}
defer nc.Close()

// Do something with the connection nc = Nats.connect("nats://demo.nats.io:4222");
```

Java

```
// Connection is AutoCloseable
try (Connection nc = Nats.connect("nats://demo.nats.io:4222")) {
    // Do something with the connection
}
```

JavaScript

```
const nc = await connect({ servers: "demo.nats.io" });
// Do something with the connection
```

```
doSomething();  
await nc.close();
```

Python

```
nc = NATS()  
await nc.connect(servers=["nats://demo.nats.io:4222"])  
  
# Do something with the connection  
  
await nc.close()
```

C#

```
// dotnet add package NATS.Net  
using NATS.Net;  
  
await using var client = new NatsClient("nats://demo.nats.io:4222");  
  
// It's optional to call ConnectAsync()  
// as it will be called when needed automatically  
await client.ConnectAsync();
```

Ruby

```
require 'nats/client'  
  
NATS.start(servers: ["nats://demo.nats.io:4222"]) do |nc|  
  # Do something with the connection  
  
  # Close the connection  
  nc.close  
end
```

C

```
natsConnection      *conn = NULL;  
natsStatus           s;  
  
// If connecting to the default port, the URL can be simplified  
// to just the hostname/IP.  
// That is, the connect below is equivalent to:
```

```
// natsConnection_ConnectTo(&conn, "nats://demo.nats.io:4222");  
s = natsConnection_ConnectTo(&conn, "demo.nats.io");  
if (s != NATS_OK)  
    // handle error  
  
// Destroy connection, no-op if conn is NULL.  
natsConnection_Destroy(conn);
```

```
### #1  
[] cocobook-sync [] 2026-10-28 11:11:04 UTC  
[] cocobook-sync [] 2026-10-28 11:11:04 UTC
```