

**NAME**

`if_nameindex`, `if_freenameindex` – get network interface names and indexes

**SYNOPSIS**

```
#include <net/if.h>

struct if_nameindex *if_nameindex(void);
void if_freenameindex(struct if_nameindex *ptr);
```

**DESCRIPTION**

The `if_nameindex()` function returns an array of `if_nameindex` structures, each containing information about one of the network interfaces on the local system. The `if_nameindex` structure contains at least the following entries:

```
unsigned int if_index; /* Index of interface (1, 2, ...) */
char        *if_name; /* Null-terminated name ("eth0", etc.) */
```

The `if_index` field contains the interface index. The `if_name` field points to the null-terminated interface name. The end of the array is indicated by entry with `if_index` set to zero and `if_name` set to NULL.

The data structure returned by `if_nameindex()` is dynamically allocated and should be freed using `if_freenameindex()` when no longer needed.

**RETURN VALUE**

On success, `if_nameindex()` returns pointer to the array; on error, NULL is returned, and `errno` is set appropriately.

**ERRORS**

`if_nameindex()` may fail and set `errno` if:

**ENOBUFS**

Insufficient resources available.

`if_nameindex()` may also fail for any of the errors specified for `socket(2)`, `bind(2)`, `ioctl(2)`, `getsockname(2)`, `recvmsg(2)`, `sendto(2)`, or `malloc(3)`.

**VERSIONS**

The `if_nameindex()` function first appeared in glibc 2.1, but before glibc 2.3.4, the implementation supported only interfaces with IPv4 addresses. Support of interfaces that don't have IPv4 addresses is available only on kernels that support netlink.

**ATTRIBUTES**

For an explanation of the terms used in this section, see `attributes(7)`.

Interface	Attribute	Value
<code>if_nameindex()</code> , <code>if_freenameindex()</code>	Thread safety	MT-Safe

**CONFORMING TO**

POSIX.1-2001, POSIX.1-2008, RFC 3493.

This function first appeared in BSDi.

**EXAMPLE**

The program below demonstrates the use of the functions described on this page. An example of the output this program might produce is the following:

```
$ ./a.out
1: lo
2: wlan0
3: em1
```

**Program source**

```
#include <net/if.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>

int
main(int argc, char *argv[])
{
    struct if_nameindex *if_ni, *i;

    if_ni = if_nameindex();
    if (if_ni == NULL) {
        perror("if_nameindex");
        exit(EXIT_FAILURE);
    }

    for (i = if_ni; ! (i->if_index == 0 && i->if_name == NULL); i++)
        printf("%u: %s\n", i->if_index, i->if_name);

    if_freenameindex(if_ni);

    exit(EXIT_SUCCESS);
}
```

**SEE ALSO**

**getsockopt(2), setsockopt(2), getifaddrs(3), if\_indextoname(3), if\_nametoindex(3), ifconfig(8)**

**COLOPHON**

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