

NAME

getsockname – get socket name

SYNOPSIS

```
#include <sys/socket.h>
```

```
int getsockname(int sockfd, struct sockaddr *addr, socklen_t *addrlen);
```

DESCRIPTION

getsockname() returns the current address to which the socket *sockfd* is bound, in the buffer pointed to by *addr*. The *addrlen* argument should be initialized to indicate the amount of space (in bytes) pointed to by *addr*. On return it contains the actual size of the socket address.

The returned address is truncated if the buffer provided is too small; in this case, *addrlen* will return a value greater than was supplied to the call.

RETURN VALUE

On success, zero is returned. On error, -1 is returned, and *errno* is set appropriately.

ERRORS**EBADF**

The argument *sockfd* is not a valid file descriptor.

EFAULT

The *addr* argument points to memory not in a valid part of the process address space.

EINVAL

addrlen is invalid (e.g., is negative).

ENOBUFS

Insufficient resources were available in the system to perform the operation.

ENOTSOCK

The file descriptor *sockfd* does not refer to a socket.

CONFORMING TO

POSIX.1-2001, POSIX.1-2008, SVr4, 4.4BSD (**getsockname()** first appeared in 4.2BSD).

NOTES

For background on the *socklen_t* type, see **accept(2)**.

SEE ALSO

bind(2), **socket(2)**, **getifaddrs(3)**, **ip(7)**, **socket(7)**, **unix(7)**

COLOPHON

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