

NAME

connect – initiate a connection on a socket

SYNOPSIS

```
#include <sys/types.h>      /* See NOTES */
#include <sys/socket.h>
```

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

DESCRIPTION

The **connect()** system call connects the socket referred to by the file descriptor *sockfd* to the address specified by *addr*. The *addrlen* argument specifies the size of *addr*. The format of the address in *addr* is determined by the address space of the socket *sockfd*; see **socket(2)** for further details.

If the socket *sockfd* is of type **SOCK_DGRAM** then *addr* is the address to which datagrams are sent by default, and the only address from which datagrams are received. If the socket is of type **SOCK_STREAM** or **SOCK_SEQPACKET**, this call attempts to make a connection to the socket that is bound to the address specified by *addr*.

Generally, connection-based protocol sockets may successfully **connect()** only once; connectionless protocol sockets may use **connect()** multiple times to change their association. Connectionless sockets may dissolve the association by connecting to an address with the *sa_family* member of *sockaddr* set to **AF_UNSPEC** (supported on Linux since kernel 2.2).

RETURN VALUE

If the connection or binding succeeds, zero is returned. On error, **-1** is returned, and *errno* is set appropriately.

ERRORS

The following are general socket errors only. There may be other domain-specific error codes.

EACCES

For Unix domain sockets, which are identified by pathname: Write permission is denied on the socket file, or search permission is denied for one of the directories in the path prefix. (See also **path_resolution(7)**.)

EACCES, EPERM

The user tried to connect to a broadcast address without having the socket broadcast flag enabled or the connection request failed because of a local firewall rule.

EADDRINUSE

Local address is already in use.

EAFNOSUPPORT

The passed address didn't have the correct address family in its *sa_family* field.

EADDRNOTAVAIL

Non-existent interface was requested or the requested address was not local.

EALREADY

The socket is non-blocking and a previous connection attempt has not yet been completed.

EBADF

The file descriptor is not a valid index in the descriptor table.

ECONNREFUSED

No-one listening on the remote address.

EFAULT

The socket structure address is outside the user's address space.

EINPROGRESS

The socket is non-blocking and the connection cannot be completed immediately. It is possible to **select(2)** or **poll(2)** for completion by selecting the socket for writing. After **select(2)** indicates writability, use **getsockopt(2)** to read the **SO_ERROR** option at level **SOL_SOCKET** to determine whether **connect()** completed successfully (**SO_ERROR** is zero) or unsuccessfully (**SO_ERROR** is one of the usual error codes listed here, explaining the reason for the failure).

EINTR

The system call was interrupted by a signal that was caught; see **signal(7)**.

EISCONN

The socket is already connected.

ENETUNREACH

Network is unreachable.

ENOTSOCK

The file descriptor is not associated with a socket.

ETIMEDOUT

Timeout while attempting connection. The server may be too busy to accept new connections. Note that for IP sockets the timeout may be very long when syncookies are enabled on the server.

CONFORMING TO

SVr4, 4.4BSD, (the **connect()** function first appeared in 4.2BSD), POSIX.1-2001.

NOTES

POSIX.1-2001 does not require the inclusion of *<sys/types.h>*, and this header file is not required on Linux. However, some historical (BSD) implementations required this header file, and portable applications are probably wise to include it.

The third argument of **connect()** is in reality an *int* (and this is what 4.x BSD and libc4 and libc5 have). Some POSIX confusion resulted in the present *socklen_t*, also used by glibc. See also **accept(2)**.

EXAMPLE

An example of the use of **connect()** is shown in **getaddrinfo(3)**.

SEE ALSO

accept(2), **bind(2)**, **getsockname(2)**, **listen(2)**, **socket(2)**, **path_resolution(7)**

COLOPHON

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