NAME
socketcall – socket system calls

SYNOPSIS
int socketcall(int *call***, unsigned long ****args***);**

DESCRIPTION
socketcall() is a common kernel entry point for the socket system calls. *call* determines which socket function to invoke. *args* points to a block containing the actual arguments, which are passed through to the appropriate call.

User programs should call the appropriate functions by their usual names. Only standard library implementors and kernel hackers need to know about **socketcall**().

CONFORMING TO
This call is specific to Linux, and should not be used in programs intended to be portable.

NOTES
On a few architectures, for example ia64, there is no **socketcall**() system call; instead **socket**(2), **accept**(2), **bind**(2), and so on really are implemented as separate system calls.

SEE ALSO
accept(2), **bind**(2), **connect**(2), **getpeername**(2), **getsockname**(2), **getsockopt**(2), **listen**(2), **recv**(2), **recvfrom**(2), **recvmsg**(2), **send**(2), **sendmsg**(2), **sendto**(2), **setsockopt**(2), **shutdown**(2), **socket**(2), **socketpair**(2)

COLOPHON
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