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 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 argument *sockfd* is a file, not a socket.

CONFORMING TO

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

NOTES

The third argument of **getsockname**() 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).

SEE ALSO

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

COLOPHON

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