NAME

getpeername – get name of connected peer socket

SYNOPSIS

#include <sys/socket.h>

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

DESCRIPTION

getpeername() returns the address of the peer connected to the socket *sockfd*, in the buffer pointed to by *addr*. The *addrlen* argument should be initialized to indicate the amount of space pointed to by *addr*. On return it contains the actual size of the name returned (in bytes). The name is truncated if the buffer provided is too small.

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.

ENOTCONN

The socket is not connected.

ENOTSOCK

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

CONFORMING TO

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

NOTES

The third argument of **getpeername**() 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

accept(2), **bind**(2), **getsockname**(2), **ip**(7), **socket**(7), **unix**(7)

COLOPHON

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