

**NAME**

**rtime** — get remote time

**SYNOPSIS**

```
#include <sys/types.h>
#include <sys/time.h>
#include <netinet/in.h>

int
rtime(struct sockaddr_in *addrp, struct timeval *timep,
      struct timeval *timeout);
```

**DESCRIPTION**

The **rtime()** function consults the Internet Time Server at the address pointed to by *addrp* and returns the remote time in the *timeval* struct pointed to by *timep*. Normally, the UDP protocol is used when consulting the Time Server. The *timeout* argument specifies how long the routine should wait before giving up when waiting for a reply. If *timeout* is specified as NULL, however, the routine will instead use TCP and block until a reply is received from the time server.

**RETURN VALUES**

The **rtime()** function returns the value 0 if successful; otherwise the value -1 is returned and the global variable *errno* is set to indicate the error.

**AVAILABILITY**

The **rtime()** function is part of libtirpc.