

## C Networking Calls

### accept

accept a network connection

### USAGE

```
#include <net.h>
```

```
int accept(socket, *raddr, *radlen)
int socket;
struct sockaddr_in *raddr;
int *radlen;
```

### ASSEMBLER EQUIVALENT

```
<ldd socket>
sys accept,paddr,padlen
```

```
paddr rzb    2
      rzb    2    port
      rzb    4    ip address
```

```
radlen rab    2    addr len
```

### DESCRIPTION

The accept() call works slightly different here compared to the Unix versions. That is all because how the W5500 network component works.

The, blocking, call returns when the remote end has completed the connection setup. No new socket descriptor has to be made. On succesful return the structure raddr and the value radlen is completely updated. Raddr makes it possible to verify the remote site credentials.

Note that \*raddr and \*radlen both are POINTERS