C Networking Calls

socket
open a network socket

USAGE

```
#include <net.h>

int socket(family,  type,  protocol)
unsigned int  family, type, protocol;
```

ASSEMBLER EQUIVALENT

```
sys  sksock,family,type,protocol
<on succesful return D contains the socket identifier>
```

DESCRIPTION

UniFLEX now has TCP/IP networking capabillities with the hardware addition of a CPU09GPP/09NET combo.

The kernel should be rebuild completely after changing 'NET" and/or 'NETBLK' in sysconfig.h.

The call implementation is compliant with the 'Berkeley Sockets'.

A few 'limitations however apply.

'family' can only be AF_INET.
'type' can be SOCK_STREAM, SOCK_DGRAM or SOCK_IPRAW
'protocol' can be '0' most of times

In addition to the above a few non-standard options are implemented.

'type' may be 'or-red' with SOCK_NONBLOCK and/or SOCK_SIGPIPECLS
SOCK_NONBLOCK returns from read(socket) when no data is available
SOCK_SIGPIPECLS sends a SIG_PIPE to te process when the socket is closed

'protocol' may be:
PROT_XLTEOL here the end-of-line character is translated
PROT_ICMP, PROT_IGMP, PROT_EGP are allowed, mainly for IPRAW

int **read**(socket, buffer, count), int **write**(socket, buffer, count), int **close**(socket) can be all done with the standard *file* calls.