C Networking Calls

accept
         accept a network connections

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

DESCIPTION

         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 connction 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