

## C Networking Calls

### recvfrom

receive data from remote

### USAGE

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

```
int recvfrom(socket, *buf, len, *faddr, *fadlen)  
int socket;  
char *buf;  
int len;  
struct sockaddr_in *faddr;  
int *fadlen'
```

### ASSEMBLER EQUIVALENT

```
<ldd socket>  
sys skrecv,buf,len,faddr.fadlen
```

### DESCRIPTION

recvfrom() allows for connection-less data transfer. The faddr structure and fadlen value is updated when data arrives and can be used to verify the remote end.

Buf is a local buffer where the received data is put into and len the maximum datasize allowed for the buffer.

Note that \*faddr and \*falen both are POINTERS