

C Networking Calls

bind

bind an address to the socket

USAGE

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

```
int bind(socket, *addr, addrlen)
int socket;
struct sockaddr_in *addr;
unsigned int addrlen;
```

ASSEMBLER EQUIVALENT

```
<ldd socket>
sys skbind,raddr,tadlen
```

```
addr  fdb  AF_INET
      fdb  <port>
      fcb  <ip1>,<ip2>,<ip3>,ip4>
tadlen fdb  *-taddr
```

If the connection details are dynamic of nature, use the stack to pass the information.

DESCRIPTION

With bind() one can bind an network address to the socket. This is a requirement for server type connections, for both TCP and UDP.

The connection target details are referenced by the information provided by 'addr' .
'addrlen' should hold the length of the address details in bytes (always 8).

The bind() call is non-blocking and returns immediately.