

## C Networking Calls

### listen

start listening for a client connection from remote

### USAGE

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

```
int listen(socket, backlog)
int socket;
int backlog;
```

### ASSEMBLER EQUIVALENT

```
<ldd socket>
sys sklist,backlog
```

### DESCRIPTION

Listen() opens a listening socket at the network interface and waits for the connection from remote to be completed.

The call returns immediately, the socket is now in the 'listen' state and waits for a connection from the remote end.

Backlog is silently set to '1'. This is because how the W5500 hardware functions.

The return value is either 0 on success or an error code on a fail.