

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

DESCRIPTION

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

The call implementation is compliant with the “Berkeley Sockets”.

A few ‘limitations’ however apply, but they will not affect anything in most cases.

‘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 the process when the socket is closed

‘protocol’ may be set or ‘or-red’ with:
PROT_XLTEOL here the end-of-line character is translated in the stream
PROT_ICMP, PROT_IGMP, PROT_EGP are allowed, mainly for IPRAW

The kernel should be rebuilt completely after changing ‘NET’ and/or ‘NETBLK’ in sysconfig.h.