

C Networking Calls

connect

connect a networking socket

USAGE

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

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

ASSEMBLER EQUIVALENT

```
<ldd socket>
sys skcon, taddr, tadlen
```

```
taddr 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 connect() one can establish a stream type connection with a remote host at a remote port.

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 return value is either 0 on success or an error code on a fail. The call blocks until the remote end has connected or a local signal has occurred.