This function retrieves the name of the peer to which a socket is connected.

[Syntax](javascript:void(0))

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int getpeername(

SOCKET s,

struct sockaddr FAR\* name,

int FAR\* namelen

);

[Parameters](javascript:void(0))

*s*

[in] Descriptor identifying a connected socket.

*name*

[out] Structure that receives the name of the peer.

*namelen*

[in, out] Pointer to the size of the name structure.

[Return Value](javascript:void(0))

If no error occurs, this function returns zero. If an error occurs, a value of SOCKET\_ERROR is returned, and a specific error code can be retrieved by calling [WSAGetLastError](http://msdn.microsoft.com/en-us/library/aa915624.aspx).

The following table shows the possible error codes.