```
struct in6 addr {
                                 /* IPv6 address structure */
uint8 t s6 addr[16];
                                /* 16 bytes == 128 bits */
3 };
   struct sockaddr in6 {
                                /* IPv6 socket address */
      sa family t sin6 family; /* Address family (AF INET6) */
      in port t sin6 port; /* Port number */
8
      uint32 t sin6 flowinfo; /* IPv6 flow information */
9
      struct in6 addr sin6 addr; /* IPv6 address */
      uint32 t sin6 scope id; /* Scope ID (new in kernel 2.4) */
10
```