

NAME

connectat - initiate a connection on a socket

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

```
#include <sys/types.h>
```

```
#include <sys/socket.h>
```

```
#include <fcntl.h>
```

```
int
```

```
connectat(int fd, int s, const struct sockaddr *name, socklen_t namelen);
```

DESCRIPTION

The **connectat()** system call initiates a connection on the socket *s*. When passed the special value `AT_FDCWD` in the *fd* parameter, the behavior is identical to a call to `connect(2)`. Otherwise, **connectat()** works like the `connect(2)` system call with two exceptions:

1. It is limited to sockets in the `PF_LOCAL` domain.
2. If the file path stored in the *sun_path* field of the `sockaddr_un` structure is a relative path, it is located relative to the directory associated with the file descriptor *fd*.

RETURN VALUES

The **connectat()** function returns the value 0 if successful; otherwise the value -1 is returned and the global variable *errno* is set to indicate the error.

ERRORS

The **connectat()** system call may fail with the same errors as the `connect(2)` system call or with the following errors:

[EBADF]	The <i>sun_path</i> field does not specify an absolute path and the <i>fd</i> argument is neither <code>AT_FDCWD</code> nor a valid file descriptor.
[ENOTDIR]	The <i>sun_path</i> field is not an absolute path and <i>fd</i> is neither <code>AT_FDCWD</code> nor a file descriptor associated with a directory.

SEE ALSO

bindat(2), connect(2), socket(2), unix(4)

AUTHORS

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