NAME

getpeername - get name of connected peer

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

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

int
getpeername(*int s, struct sockaddr * restrict name, socklen_t * restrict namelen*);

DESCRIPTION

The **getpeername**() system call returns the name of the peer connected to socket *s*. The *namelen* argument should be initialized to indicate the amount of space pointed to by *name*. On return it contains the actual size of the name returned (in bytes). The name is truncated if the buffer provided is too small.

RETURN VALUES

The **getpeername**() 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 call succeeds unless:

[EBADF]	The argument *s* is not a valid descriptor.
[ECONNRESET]	The connection has been reset by the peer.
[EINVAL]	The value of the *namelen* argument is not valid.
[ENOTSOCK]	The argument *s* is a file, not a socket.
[ENOTCONN]	The socket is not connected.
[ENOBUFS]	Insufficient resources were available in the system to perform the operation.
[EFAULT]	The *name* argument points to memory not in a valid part of the process address space.

SEE ALSO

accept(2), bind(2), getsockname(2), socket(2)

HISTORY

The **getpeername**() system call appeared in 4.2BSD.