

NAME

getsockname - get socket name

SYNOPSIS

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

```
int getsockname(int sockfd, struct sockaddr *addr, socklen_t *addrlen);
```

DESCRIPTION

getsockname() returns the current address to which the socket *sockfd* is bound, in the buffer pointed to by *addr*. The *addrlen* argument should be initialized to indicate the amount of space (in bytes) pointed to by *addr*. On return it contains the actual size of the socket address.

The returned address is truncated if the buffer provided is too small; in this case, *addrlen* will return a value greater than was supplied to the call.

RETURN VALUE

On success, zero is returned. On error, -1 is returned, and *errno* is set appropriately.

ERRORS**EBADF**

The argument *sockfd* is not a valid descriptor.

EFAULT

The *addr* argument points to memory not in a valid part of the process address space.

EINVAL

addrlen is invalid (e.g., is negative).

ENOBUFS

Insufficient resources were available in the system to perform the operation.

ENOTSOCK

The argument *sockfd* is a file, not a socket.

CONFORMING TO

SVr4, 4.4BSD (the **getsockname()** function call appeared in 4.2BSD), POSIX.1-2001.

NOTES

The third argument of **getsockname()** is in reality an *int ** (and this is what 4.x BSD and libc4 and libc5 have). Some POSIX confusion resulted in the present *socklen_t*, also used by glibc. See also [accept\(2\)](#).

SEE ALSO

[bind\(2\)](#), [socket\(2\)](#), [getifaddrs\(3\)](#), [ip\(7\)](#), [socket\(7\)](#), [unix\(7\)](#)

COLOPHON

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