NAME

bindresvport - bind a socket to a privileged IP port

SYNOPSIS

#include <sys/types.h>
#include <netinet/in.h>

int bindresvport(int *sockfd***, struct sockaddr_in ****sin***);**

DESCRIPTION

bindresvport() is used to bind a socket descriptor to a privileged anonymous IP port, that is, a port number arbitrarily selected from the range 512 to 1023.

If the bind(2) performed by **bindresvport**() is successful, and *sin* is not NULL, then *sin->sin_port* returns the port number actually allocated.

sin can be NULL, in which case *sin->sin_family* is implicitly taken to be **AF_INET**. However, in this case, **bindresvport**() has no way to return the port number actually allocated. (This information can later be obtained using getsockname(2).)

RETURN VALUE

bindresvport() returns 0 on success; otherwise -1 is returned and *errno* set to indicate the cause of the error.

ERRORS

bindresvport() can fail for any of the same reasons as bind(2). In addition, the following errors may occur:

EACCES
   The caller did not have superuser privilege (to be precise: the **CAP_NET_BIND_SER-VICE** capability is required).

EADDRINUSE
   All privileged ports are in use.

EAFNOSUPPORT (**EPFNOSUPPORT** in glibc 2.7 and earlier)
   sin is not NULL and *sin->sin_family* is not **AF_INET**.

ATTRIBUTES

Multithreading (see pthreads(7))

Before glibc 2.17, the **bindresvport**() function uses a static variable that is not protected, so it is not thread-safe.

Since glibc 2.17, the **bindresvport**() function uses a lock to protect the static variable, so it is thread-safe.

CONFORMING TO

Not in POSIX.1-2001. Present on the BSDs, Solaris, and many other systems.

NOTES

Unlike some **bindresvport**() implementations, the glibc implementation ignores any value that the caller supplies in *sin->sin_port*.

SEE ALSO

bind(2), getsockname(2)

COLOPHON

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