

NAME

getprotoent_r, getprotobyname_r, getprotobynumber_r - get protocol entry (reentrant)

SYNOPSIS

```
#include <netdb.h>
```

```
int getprotoent_r(struct protoent *result_buf, char *buf,
                 size_t buflen, struct protoent **result);
```

```
int getprotobyname_r(const char *name,
                    struct protoent *result_buf, char *buf,
                    size_t buflen, struct protoent **result);
```

```
int getprotobynumber_r(int proto,
                      struct protoent *result_buf, char *buf,
                      size_t buflen, struct protoent **result);
```

Feature Test Macro Requirements for glibc (see [feature_test_macros\(7\)](#)):

```
getprotoent_r(), getprotobyname_r(), getprotobynumber_r():
    _BSD_SOURCE || _SVID_SOURCE
```

DESCRIPTION

The `getprotoent_r()`, `getprotobyname_r()`, and `getprotobynumber_r()` functions are the reentrant equivalents of, respectively, [getprotoent\(3\)](#), [getprotobyname\(3\)](#), and [getprotobynumber\(3\)](#). They differ in the way that the *protoent* structure is returned, and in the function calling signature and return value. This manual page describes just the differences from the nonreentrant functions.

Instead of returning a pointer to a statically allocated *protoent* structure as the function result, these functions copy the structure into the location pointed to by *result_buf*.

The *buf* array is used to store the string fields pointed to by the returned *protoent* structure. (The nonreentrant functions allocate these strings in static storage.) The size of this array is specified in *buflen*. If *buf* is too small, the call fails with the error **ERANGE**, and the caller must try again with a larger buffer. (A buffer of length 1024 bytes should be sufficient for most applications.)

If the function call successfully obtains a protocol record, then **result* is set pointing to *result_buf*; otherwise, **result* is set to NULL.

RETURN VALUE

On success, these functions return 0. On error, they return one of the positive error numbers listed in [ERRORS](#).

On error, record not found (`getprotobyname_r()`, `getprotobynumber_r()`), or end of input (`getprotoent_r()`) *result* is set to NULL.

ERRORS**ENOENT**

(`getprotoent_r()`) No more records in database.

ERANGE

buf is too small. Try again with a larger buffer (and increased *buflen*).

CONFORMING TO

These functions are GNU extensions. Functions with similar names exist on some other systems, though typically with different calling signatures.

EXAMPLE

The program below uses `getprotobyname_r()` to retrieve the protocol record for the protocol named in its first command-line argument. If a second (integer) command-line argument is supplied, it is used as the initial value for *buflen*; if `getprotobyname_r()` fails with the error

ERANGE, the program retries with larger buffer sizes. The following shell session shows a couple of sample runs:

```
$ ./a.out tcp 1
ERANGE! Retrying with larger buffer
getprotobyname_r() returned: 0 (success) (buflen=78)
p_name=tcp; p_proto=6; aliases=TCP
$ ./a.out xxx 1
ERANGE! Retrying with larger buffer
getprotobyname_r() returned: 0 (success) (buflen=100)
Call failed/record not found
```

Program source

```
#define _GNU_SOURCE
#include <ctype.h>
#include <netdb.h>
#include <stdlib.h>
#include <stdio.h>
#include <errno.h>
#include <string.h>

#define MAX_BUF 10000

int
main(int argc, char *argv[])
{
    int buflen, erange_cnt, s;
    struct protoent result_buf;
    struct protoent *result;
    char buf[MAX_BUF];
    char **p;

    if (argc < 2) {
        printf(Usage: %s proto-name [buflen]n, argv[0]);
        exit(EXIT_FAILURE);
    }

    buflen = 1024;
    if (argc > 2)
        buflen = atoi(argv[2]);

    if (buflen > MAX_BUF) {
        printf(Exceeded buffer limit (%d)n, MAX_BUF);
        exit(EXIT_FAILURE);
    }

    erange_cnt = 0;
    do {
        s = getprotobyname_r(argv[1], &result_buf,
            buf, buflen, &result);
        if (s == ERANGE) {
            if (erange_cnt == 0)
                printf(ERANGE! Retrying with larger buffern);
            erange_cnt++;

            /* Increment a byte at a time so we can see exactly
             what size buffer was required */
            buflen++;
        }
    } while (s == ERANGE);
}
```

```
if (buflen > MAX_BUF) {
    printf(Exceeded buffer limit (%d)n, MAX_BUF);
    exit(EXIT_FAILURE);
}
} while (s == ERANGE);

printf(getprotobyname_r() returned: %s (buflen=%d)n,
(s == 0) ? 0 (success) : (s == ENOENT) ? ENOENT :
strerror(s), buflen);

if (s != 0 || result == NULL) {
    printf(Call failed/record not foundn);
    exit(EXIT_FAILURE);
}

printf(p_name=%s; p_proto=%d; aliases=,
result_buf.p_name, result_buf.p_proto);
for (p = result_buf.p_aliases; *p != NULL; p++)
    printf(%s , *p);
printf(n);

exit(EXIT_SUCCESS);
}
```

SEE ALSO

[getprotoent\(3\)](#), [protocols\(5\)](#)

COLOPHON

This page is part of release 3.74 of the Linux *man-pages* project. A description of the project, information about reporting bugs, and the latest version of this page, can be found at <http://www.kernel.org/doc/man-pages/>.