



## ***Rocky Enterprise Linux 9.2 Manual Pages on command 'getnetent.3'***

**C:\>man getnetent.3**

GETNETENT(3)                   Linux Programmer's Manual                   GETNETENT(3)

### NAME

getnetent, getnetbyname, getnetbyaddr, setnetent, endnetent - get network entry

### SYNOPSIS

```
#include <netdb.h>

struct netent *getnetent(void);

struct netent *getnetbyname(const char *name);

struct netent *getnetbyaddr(uint32_t net, int type);

void setnetent(int stayopen);

void endnetent(void);
```

### DESCRIPTION

The `getnetent()` function reads the next entry from the networks database and returns a `netent` structure containing the broken-out fields from the entry. A connection is opened to the database if necessary.

The `getnetbyname()` function returns a `netent` structure for the entry from the database that matches the network name.

The `getnetbyaddr()` function returns a `netent` structure for the entry from the database that matches the network number `net` of type `type`. The `net` argument must be in host byte order.

The `setnetent()` function opens a connection to the database, and sets the next entry to the first entry. If `stayopen` is nonzero, then the connection to the database will not be closed between calls to one of the `getnet*()` functions.

The `endnetent()` function closes the connection to the database.

The `netent` structure is defined in `<netdb.h>` as follows:

```
struct netent {  
    char    *n_name; /* official network name */  
    char    **n_aliases; /* alias list */  
    int     n_addrtype; /* net address type */  
    uint32_t n_net; /* network number */  
}
```

The members of the `netent` structure are:

`n_name` The official name of the network.

`n_aliases`

A NULL-terminated list of alternative names for the network.

`n_addrtype`

The type of the network number; always `AF_INET`.

`n_net` The network number in host byte order.

#### RETURN VALUE

The `getnetent()`, `getnetbyname()` and `getnetbyaddr()` functions return a pointer to a statically allocated `netent` structure, or a null pointer if an error occurs or the end of the file is reached.

#### FILES

`/etc/networks`

networks database file

#### ATTRIBUTES

For an explanation of the terms used in this section, see `attributes(7)`.

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?Interface ? Attribute ? Value ?

??

?getnetent() ? Thread safety ? MT-Unsafe race:netent ?

? ? ? race:netentbuf env locale ?

??

?getnetbyname() ? Thread safety ? MT-Unsafe race:netbyname ?

? ? ? env locale ?

??

?getnetbyaddr() ? Thread safety ? MT-Unsafe race:netbyaddr ?

? ? ? locale ?

??

?setnetent(), ? Thread safety ? MT-Unsafe race:netent env ?

?endnetent() ? ? locale ?

??

In the above table, netent in race:netent signifies that if any of the functions setnetent(), getnetent(), or endnetent() are used in parallel in different threads of a program, then data races could occur.

CONFORMING TO

POSIX.1-2001, POSIX.1-2008, 4.3BSD.

NOTES

In glibc versions before 2.2, the net argument of getnetbyaddr() was of type long.

SEE ALSO

getnetent\_r(3), getprotoent(3), getservent(3)

RFC 1101

COLOPHON

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