



## ***Rocky Enterprise Linux 9.2 Manual Pages on command 'socketcall.2'***

**C:\>man socketcall.2**

SOCKETCALL(2)                      Linux Programmer's Manual                      SOCKETCALL(2)

### NAME

socketcall - socket system calls

### SYNOPSIS

```
#include <linux/net.h>
```

```
int socketcall(int call, unsigned long *args);
```

### DESCRIPTION

socketcall() is a common kernel entry point for the socket system calls. call determines which socket function to invoke. args points to a block containing the actual arguments, which are passed through to the appropriate call.

User programs should call the appropriate functions by their usual names. Only standard library implementors and kernel hackers need to know about socketcall().

call                      Man page

SYS\_SOCKET                socket(2)

SYS\_BIND                  bind(2)

SYS\_CONNECT                connect(2)

SYS\_LISTEN                 listen(2)

SYS\_ACCEPT                accept(2)

SYS\_GETSOCKNAME            getsockname(2)

SYS\_GETPEERNAME            getpeername(2)

SYS\_SOCKETPAIR            socketpair(2)

SYS\_SEND                  send(2)

SYS\_RECV      recv(2)  
SYS\_SENDDTO    sendto(2)  
SYS\_RECVFROM   recvfrom(2)  
SYS\_SHUTDOWN   shutdown(2)  
SYS\_SETSOCKOPT  setsockopt(2)  
SYS\_GETSOCKOPT  getsockopt(2)  
SYS\_SENDMSG    sendmsg(2)  
SYS\_RECVMSG    recvmsg(2)  
SYS\_ACCEPT4    accept4(2)  
SYS\_RECVMMSG    recvmmsg(2)  
SYS\_SENDMMSG    sendmmsg(2)

## CONFORMING TO

This call is specific to Linux, and should not be used in programs intended to be portable.

## NOTES

On some architectures (for example, x86-64 and ARM) there is no `socketcall()` system call; instead `socket(2)`, `accept(2)`, `bind(2)`, and so on really are implemented as separate system calls.

On x86-32, `socketcall()` was historically the only entry point for the sockets API. However, starting in Linux 4.3, direct system calls are provided on x86-32 for the sockets API. This facilitates the creation of `seccomp(2)` filters that filter sockets system calls (for new user-space binaries that are compiled to use the new entry points) and also provides a (very) small performance improvement.

## SEE ALSO

`accept(2)`, `bind(2)`, `connect(2)`, `getpeername(2)`, `getsockname(2)`, `getsockopt(2)`, `listen(2)`, `recv(2)`, `recvfrom(2)`, `recvmsg(2)`, `send(2)`, `sendmsg(2)`, `sendto(2)`, `setsockopt(2)`, `shutdown(2)`, `socket(2)`, `socketpair(2)`

## COLOPHON

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