



## ***Red Hat Enterprise Linux Release 9.2 Manual Pages on 'getsockname.3p' command***

**\$ man getsockname.3p**

GETSOCKNAME(3P)      POSIX Programmer's Manual      GETSOCKNAME(3P)

### PROLOG

This manual page is part of the POSIX Programmer's Manual. The Linux implementation of this interface may differ (consult the corresponding Linux manual page for details of Linux behavior), or the interface may not be implemented on Linux.

### NAME

getsockname ? get the socket name

### SYNOPSIS

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

int getsockname(int socket, struct sockaddr *restrict address,
                socklen_t *restrict address_len);
```

### DESCRIPTION

The `getsockname()` function shall retrieve the locally-bound name of the specified socket, store this address in the `sockaddr` structure pointed to by the `address` argument, and store the length of this address in the object pointed to by the `address_len` argument.

The `address_len` argument points to a `socklen_t` object which on input specifies the length of the supplied `sockaddr` structure, and on output specifies the length of the stored address. If the actual length of the address is greater than the length of the supplied `sockaddr` structure, the stored address shall be truncated.

If the socket has not been bound to a local name, the value stored in

the object pointed to by address is unspecified.

## RETURN VALUE

Upon successful completion, 0 shall be returned, the `address` argument shall point to the address of the socket, and the `address_len` argument shall point to the length of the address. Otherwise, -1 shall be returned and `errno` set to indicate the error.

## ERRORS

The `getsockname()` function shall fail if:

**EBADF** The socket argument is not a valid file descriptor.

### ENOTSOCK

The socket argument does not refer to a socket.

### EOPNOTSUPP

The operation is not supported for this socket's protocol.

The `getsockname()` function may fail if:

**EINVAL** The socket has been shut down.

### ENOBUFS

Insufficient resources were available in the system to complete the function.

The following sections are informative.

## EXAMPLES

None.

## APPLICATION USAGE

None.

## RATIONALE

None.

## FUTURE DIRECTIONS

None.

## SEE ALSO

`accept()`, `bind()`, `getpeername()`, `socket()`

The Base Definitions volume of POSIX.1-2017, `<sys_socket.h>`

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