

NAME

Socket, sockaddr_in, sockaddr_un, inet_aton, inet_ntoa - load the C socket.h defines and structure manipulators

SYNOPSIS

```
use Socket;

$proto = getprotobyname('udp');
socket(Socket_Handle, PF_INET, SOCK_DGRAM, $proto);
$iaddr = gethostbyname('hishost.com');
$port = getservbyname('time', 'udp');
$sin = sockaddr_in($port, $iaddr);
send(Socket_Handle, 0, 0, $sin);

$proto = getprotobyname('tcp');
socket(Socket_Handle, PF_INET, SOCK_STREAM, $proto);
$port = getservbyname('smtp', 'tcp');
$sin = sockaddr_in($port, inet_aton("127.1"));
$sin = sockaddr_in(7, inet_aton("localhost"));
$sin = sockaddr_in(7, INADDR_LOOPBACK);
connect(Socket_Handle, $sin);

($port, $iaddr) = sockaddr_in(getpeername(Socket_Handle));
$peer_host = gethostbyaddr($iaddr, AF_INET);
$peer_addr = inet_ntoa($iaddr);

$proto = getprotobyname('tcp');
socket(Socket_Handle, PF_UNIX, SOCK_STREAM, $proto);
unlink('/var/run/usock');
$sun = sockaddr_un('/var/run/usock');
connect(Socket_Handle, $sun);
```

DESCRIPTION

This module is just a translation of the C *socket.h* file. Unlike the old mechanism of requiring a translated *socket.ph* file, this uses the **h2xs** program (see the Perl source distribution) and your native C compiler. This means that it has a far more likely chance of getting the numbers right. This includes all of the commonly used pound-defines like `AF_INET`, `SOCK_STREAM`, etc.

Also, some common socket "newline" constants are provided: the constants `CR`, `LF`, and `CRLF`, as well as `$CR`, `$LF`, and `$CRLF`, which map to `\015`, `\012`, and `\015\012`. If you do not want to use the literal characters in your programs, then use the constants provided here. They are not exported by default, but can be imported individually, and with the `:crlf` export tag:

```
use Socket qw(:DEFAULT :crlf);
```

In addition, some structure manipulation functions are available:

inet_aton HOSTNAME

Takes a string giving the name of a host, and translates that to an opaque string (if programming in C, struct `in_addr`). Takes arguments of both the `'rtfm.mit.edu'` type and `'18.181.0.24'`. If the host name cannot be resolved, returns `undef`. For multi-homed hosts (hosts with more than one address), the first address found is returned.

For portability do not assume that the result of `inet_aton()` is 32 bits wide, in other words, that it would contain only the IPv4 address in network order.

inet_ntoa IP_ADDRESS

Takes a string (an opaque string as returned by `inet_aton()`, or a v-string representing the four octets of the IPv4 address in network order) and translates it into a string of the form 'd.d.d.d' where the 'd's are numbers less than 256 (the normal human-readable four dotted number notation for Internet addresses).

INADDR_ANY

Note: does not return a number, but a packed string.

Returns the 4-byte wildcard ip address which specifies any of the hosts ip addresses. (A particular machine can have more than one ip address, each address corresponding to a particular network interface. This wildcard address allows you to bind to all of them simultaneously.) Normally equivalent to `inet_aton('0.0.0.0')`.

INADDR_BROADCAST

Note: does not return a number, but a packed string.

Returns the 4-byte 'this-lan' ip broadcast address. This can be useful for some protocols to solicit information from all servers on the same LAN cable. Normally equivalent to `inet_aton('255.255.255.255')`.

INADDR_LOOPBACK

Note - does not return a number.

Returns the 4-byte loopback address. Normally equivalent to `inet_aton('localhost')`.

INADDR_NONE

Note - does not return a number.

Returns the 4-byte 'invalid' ip address. Normally equivalent to `inet_aton('255.255.255.255')`.

sockaddr_family SOCKADDR

Takes a sockaddr structure (as returned by `pack_sockaddr_in()`, `pack_sockaddr_un()` or the perl builtin functions `getsockname()` and `getpeername()`) and returns the address family tag. It will match the constant `AF_INET` for a `sockaddr_in` and `AF_UNIX` for a `sockaddr_un`. It can be used to figure out what unpacker to use for a sockaddr of unknown type.

sockaddr_in PORT, ADDRESS**sockaddr_in SOCKADDR_IN**

In a list context, unpacks its `SOCKADDR_IN` argument and returns an array consisting of (PORT, ADDRESS). In a scalar context, packs its (PORT, ADDRESS) arguments as a `SOCKADDR_IN` and returns it. If this is confusing, use `pack_sockaddr_in()` and `unpack_sockaddr_in()` explicitly.

pack_sockaddr_in PORT, IP_ADDRESS

Takes two arguments, a port number and an opaque string, `IP_ADDRESS` (as returned by `inet_aton()`, or a v-string). Returns the `sockaddr_in` structure with those arguments packed in with `AF_INET` filled in. For Internet domain sockets, this structure is normally what you need for the arguments in `bind()`, `connect()`, and `send()`, and is also returned by `getpeername()`, `getsockname()` and `recv()`.

unpack_sockaddr_in SOCKADDR_IN

Takes a `sockaddr_in` structure (as returned by `pack_sockaddr_in()`) and returns an array of two elements: the port and an opaque string representing the IP address (you can use `inet_ntoa()` to convert the address to the four-dotted numeric format). Will croak if the structure does not have `AF_INET` in the right place.

sockaddr_un PATHNAME

`sockaddr_un SOCKADDR_UN`

In a list context, unpacks its `SOCKADDR_UN` argument and returns an array consisting of (`PATHNAME`). In a scalar context, packs its `PATHNAME` arguments as a `SOCKADDR_UN` and returns it. If this is confusing, use `pack_sockaddr_un()` and `unpack_sockaddr_un()` explicitly. These are only supported if your system has `<sys/un.h>`.

`pack_sockaddr_un PATH`

Takes one argument, a pathname. Returns the `sockaddr_un` structure with that path packed in with `AF_UNIX` filled in. For unix domain sockets, this structure is normally what you need for the arguments in `bind()`, `connect()`, and `send()`, and is also returned by `getpeername()`, `getsockname()` and `recv()`.

`unpack_sockaddr_un SOCKADDR_UN`

Takes a `sockaddr_un` structure (as returned by `pack_sockaddr_un()`) and returns the pathname. Will croak if the structure does not have `AF_UNIX` in the right place.