NAME

bindresvport, **bindresvport_sa** - bind a socket to a privileged IP port

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

#include <sys/types.h>
#include <rpc/rpc.h>

int
bindresvport(*int sd, struct sockaddr_in *sin*);

int
bindresvport_sa(*int sd, struct sockaddr *sa*);

DESCRIPTION

The **bindresvport**() and **bindresvport_sa**() functions are used to bind a socket descriptor to a privileged IP port, that is, a port number in the range 0-1023.

If *sin* is a pointer to a *struct sockaddr_in* then the appropriate fields in the structure should be defined. Note that *sin->sin_family* must be initialized to the address family of the socket, passed by *sd*. If *sin->sin_port* is '0' then an anonymous port (in the range 600-1023) will be chosen, and if bind(2) is successful, the *sin->sin_port* will be updated to contain the allocated port.

If *sin* is the NULL pointer, an anonymous port will be allocated (as above). However, there is no way for **bindresvport**() to return the allocated port in this case.

Only root can bind to a privileged port; this call will fail for any other users.

Function prototype of **bindresvport**() is biased to AF_INET socket. The **bindresvport_sa**() function acts exactly the same, with more neutral function prototype. Note that both functions behave exactly the same, and both support AF_INET6 sockets as well as AF_INET sockets.

RETURN VALUES

The **bindresvport**() function returns the value 0 if successful; otherwise the value -1 is returned and the global variable *errno* is set to indicate the error.

ERRORS

[EPFNOSUPPORT] If second argument was supplied, and address family did not match between

arguments.

The **bindresvport**() function may also fail and set *errno* for any of the errors specified for the calls bind(2), getsockopt(2), or setsockopt(2).

SEE ALSO

bind(2), getsockopt(2), setsockopt(2), ip(4)