

## NAME

**ng\_tee** - netgraph “tee” node type

## SYNOPSIS

```
#include <sys/types.h>
#include <netgraph/ng_tee.h>
```

## DESCRIPTION

The **tee** node type has a purpose similar to the `tee(1)` command. **Tee** nodes are useful for debugging or “snooping” on a connection between two netgraph nodes. **Tee** nodes have four hooks, `right`, `left`, `right2left`, and `left2right`. All data received on `right` is sent unmodified to *both* hooks `left` and `right2left`. Similarly, all data received on `left` is sent unmodified to both `right` and `left2right`.

Packets may also be received on `right2left` and `left2right`; if so, they are forwarded unchanged out hooks `right` and `left`, respectively.

## HOOKS

This node type supports the following hooks:

*right*      The connection to the node on the right.

*left*        The connection to the node on the left.

*right2left* Tap for right to left traffic.

*left2right* Tap for left to right traffic.

## CONTROL MESSAGES

This node type supports the generic control messages, plus the following.

**NGM\_TEE\_GET\_STATS** (**getstats**)  
Get statistics, returned as a struct `ng_tee_stats`.

**NGM\_TEE\_CLR\_STATS** (**clrstats**)  
Clear statistics.

## SHUTDOWN

This node shuts down upon receipt of an `NGM_SHUTDOWN` control message, or when all hooks have been disconnected. If both `right` and `left` hooks are present, node removes itself from the chain gently, connecting `right` and `left` together.

**SEE ALSO**

tee(1), netgraph(4), ngctl(8)

**HISTORY**

The **ng\_tee** node type was implemented in FreeBSD 4.0.

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