

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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