NAME

realhostname_sa - convert a *struct sockaddr* to the real host name

LIBRARY

System Utilities Library (libutil, -lutil)

SYNOPSIS

#include <sys/types.h>
#include <netinet/in.h>
#include <libutil.h>

int
realhostname_sa(*char *host*, *size_t hsize*, *struct sockaddr *addr*, *int addrlen*);

DESCRIPTION

The function **realhostname_sa**() converts *addr* to the corresponding host name. This is done by resolving *addr* to a host name and then ensuring that the host name resolves back to *addr*.

host must point to a buffer of at least *hsize* bytes, and will always be written to by this function.

If the name resolution does not work both ways or if the host name is longer than *hsize* bytes, getnameinfo(3) with NI_NUMERICHOST specified, is used to convert *addr* to an ASCII form.

If the string written to *host* is *hsize* bytes long, *host* will not be NUL terminated.

RETURN VALUES

The **realhostname_sa**() function will return one of the following constants which are defined in *<libutil.h>*:

HOSTNAME_FOUND
> A valid host name was found.

HOSTNAME_INCORRECTNAME
> A host name was found, but it did not resolve back to the passed *ip*. *host* now contains the numeric value of *ip*.

HOSTNAME_INVALIDADDR
> *ip* could not be resolved. *host* now contains the numeric value of *ip*.

HOSTNAME_INVALIDNAME

A host name was found, but it could not be resolved back to any ip number. *host* now contains the numeric value of *ip*.

SEE ALSO

getaddrinfo(3), getnameinfo(3), realhostname(3)