

**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)