

**NAME**

**sctp\_generic\_sendmsg** **sctp\_generic\_sendmsg\_iov** - send data to a peer

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

```
#include <sys/types.h>
#include <sys/socket.h>
#include <netinet/sctp.h>
```

*int*

```
sctp_generic_sendmsg(int s, void *msg, int msglen, struct sockaddr *to, socklen_t len,
    struct sctp_sndrcvinfo *sinfo, int flags);
```

*int*

```
sctp_generic_sendmsg_iov(int s, struct iovec *iov, int iovlen, struct sockaddr *to,
    struct sctp_sndrcvinfo *sinfo, int flags);
```

**DESCRIPTION**

**sctp\_generic\_sendmsg()** and **sctp\_generic\_sendmsg\_iov()** are the true system calls used by the **sctp\_sendmsg(3)** and **sctp\_send(3)** function calls. These are more efficient since they are true system calls but they are specific to FreeBSD and can be expected *not* to be present on any other operating system. For detailed usage please see either the **sctp\_send(3)** or **sctp\_sendmsg(3)** function calls.

**RETURN VALUES**

The call returns the number of bytes written on success and -1 upon failure.

**ERRORS**

[EBADF]           The argument *s* is not a valid descriptor.

[ENOTSOCK]        The argument *s* is not a socket.

**SEE ALSO**

**sctp\_send(3)**, **sctp\_sendmsg(3)**, **sctp\_sendmsgx(3)**, **sctp\_sendx(3)**, **sctp(4)**