

ost::IPv6Broadcast(3)

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**NAME**

ost::IPv6Broadcast –

The broadcast address object is used to store the broadcast address for a specific subnet.

**SYNOPSIS**

```
#include <address.h>
```

Inherits **ost::IPv6Address**.

**Public Member Functions**

**IPv6Broadcast** (const char \*net='255.255.255.255')

*Specify the physical broadcast address to use and create a new broadcast address object based on a null terminated ASCII string.*

**Detailed Description**

The broadcast address object is used to store the broadcast address for a specific subnet.

This is commonly used for UDP broadcast operations.

**Constructor & Destructor Documentation**

**ost::IPv6Broadcast::IPv6Broadcast** (const char \* net = '255.255.255.255')

Specify the physical broadcast address to use and create a new broadcast address object based on a null terminated ASCII string. **Parameters:**

*net* null terminated ASCII network address.

**Author**

Generated automatically by Doxygen for GNU CommonC++ from the source code.

