

`explain_getpeername_or_die(3)``explain_getpeername_or_die(3)`

## NAME

`explain_getpeername_or_die` – get name of peer socket and report errors

## SYNOPSIS

```
#include <libexplain/getpeername.h>
void explain_getpeername_or_die(int fildes, struct sockaddr *sock_addr, socklen_t *sock_addr_size);
```

## DESCRIPTION

The `explain_getpeername_or_die` function is used to call the `getpeername(2)` system call. On failure an explanation will be printed to `stderr`, obtained from `explain_getpeername(3)`, and then the process terminates by calling `exit(EXIT_FAILURE)`.

This function is intended to be used in a fashion similar to the following example:

```
struct sockaddr *sock_addr;
socklen_t sock_addr_size = sizeof(sock_addr);
explain_getpeername_or_die(fildes, &sock_addr, &sock_addr_size);
```

*fildes* The fildes, exactly as to be passed to the `getpeername(2)` system call.

*sock\_addr*

The `sock_addr`, exactly as to be passed to the `getpeername(2)` system call.

*sock\_addr\_size*

The `sock_addr_size`, exactly as to be passed to the `getpeername(2)` system call.

Returns: This function only returns on success, see `getpeername(2)` for more information. On failure, prints an explanation and exits.

## SEE ALSO

`getpeername(2)`  
get name of connected peer socket

`explain_getpeername(3)`  
explain `getpeername(2)` errors

`exit(2)` terminate the calling process

## COPYRIGHT

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