

## Op:sys\_un.h

sys/un.h - definitions for UNIX domain sockets

```
#include <sys/un.h>
```

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### DESCRIPTION

The `<sys/un.h>` header shall define the `sockaddr_un` structure that includes at least the following members:

```
sa_family_t  sun_family  Address family.  
char         sun_path[]  Socket pathname.
```

The `sockaddr_un` structure is used to store addresses for UNIX domain sockets. Values of this type shall be cast by applications to `struct sockaddr` for use with socket functions.

The `sa_family_t` type shall be defined as described in `<sys/socket.h>` .

*The following sections are informative.*

### APPLICATION USAGE

The size of `sun_path` has intentionally been left undefined. This is because different implementations use different sizes. For example, 4.3 BSD uses a size of 108, and 4.4 BSD uses a size of 104. Since most implementations originate from BSD versions, the size is typically in the range 92 to 108.

Applications should not assume a particular length for `sun_path` or assume that it can hold `{_POSIX_PATH_MAX}` characters (255).

### RATIONALE

None.

## **FUTURE DIRECTIONS**

None.

## **RELATED**

`<sys/socket.h>` , the System Interfaces volume of IEEE Std 1003.1-2001, `bind()`, `socket()`, `socketpair()`

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