



# Tech Info Library

## A/UX and Raw Sockets (8/94)

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TOPIC -----

I want to use raw sockets in A/UX so that I can set up a TCP/IP address server. I want to use the raw sockets to check dynamically on the availability of a TCP/IP address and load an available address into a particular platform.

DISCUSSION -----

This sounds like a developer programming issue. The "A/UX Network Application Programming" documentation is a good reference for writing sockets which include Stream, Datagram, and Raw sockets. It also includes some sample C code. Section 11 of 4.3BSD "Networking Implementation Notes" describes details on what raw sockets are, what their control block structure is, and how the input and output raw sockets are processed. These notes regarding how raw socket addresses are handled might be of interest:

A raw socket interface is datagram oriented. That is, each send or receive on the socket requires a destination address. This address may be supplied by the user or stored in the control block and automatically installed in the outgoing packet by the output routine. Since it is not possible to determine whether an address is present or not in the control block, two flags, RAW\_LADDR and RAW\_FADDR, indicate if a local and foreign address are present. Routing is expected to be performed by the underlying protocol if necessary.

You should also examine the rules of raw socket input and output processing and see if the rules fit their TCP/IP applications.

The "A/UX Network Applications Programming" document and "A/UX Development Sources" Version 2.0 on CD-ROM are available from APDA. If you need immediate assistance on developing their socket codes, we suggest that, as a developer, you contact MacDTS (Macintosh Developer Technical Support).

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Support Information Services

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