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# Rocky Enterprise Linux 9.2 Manual Pages on command 'CMSG\_ALIGN.3'

# \$ man CMSG\_ALIGN.3

CMSG(3) Linux Programmer's Manual CMSG(3)

### NAME

CMSG\_ALIGN, CMSG\_SPACE, CMSG\_NXTHDR, CMSG\_FIRSTHDR - access ancillary

data

# SYNOPSIS

#include <sys/socket.h>

struct cmsghdr \*CMSG\_FIRSTHDR(struct msghdr \*msgh);

struct cmsghdr \*CMSG\_NXTHDR(struct msghdr \*msgh,

struct cmsghdr \*cmsg);

size\_t CMSG\_ALIGN(size\_t length);

size\_t CMSG\_SPACE(size\_t length);

size\_t CMSG\_LEN(size\_t length);

unsigned char \*CMSG\_DATA(struct cmsghdr \*cmsg);

### DESCRIPTION

These macros are used to create and access control messages (also called ancillary data) that are not a part of the socket payload. This control information may include the interface the packet was received on, various rarely used header fields, an extended error description, a

set of file descriptors, or UNIX credentials. For instance, control messages can be used to send additional header fields such as IP op? tions. Ancillary data is sent by calling sendmsg(2) and received by calling recvmsg(2). See their manual pages for more information. Ancillary data is a sequence of cmsghdr structures with appended data. See the specific protocol man pages for the available control message types. The maximum ancillary buffer size allowed per socket can be set using /proc/sys/net/core/optmem\_max; see socket(7).

The cmsghdr structure is defined as follows:

```
struct cmsghdr {
```

size\_t cmsg\_len; /\* Data byte count, including header

(type is socklen\_t in POSIX) \*/

int cmsg\_level; /\* Originating protocol \*/

int cmsg\_type; /\* Protocol-specific type \*/

/\* followed by

unsigned char cmsg\_data[]; \*/

};

The sequence of cmsghdr structures should never be accessed directly. Instead, use only the following macros:

\* CMSG\_FIRSTHDR() returns a pointer to the first cmsghdr in the ancil? lary data buffer associated with the passed msghdr. It returns NULL if there isn't enough space for a cmsghdr in the buffer.

\* CMSG\_NXTHDR() returns the next valid cmsghdr after the passed cms? ghdr. It returns NULL when there isn't enough space left in the buffer.

When initializing a buffer that will contain a series of cmsghdr structures (e.g., to be sent with sendmsg(2)), that buffer should first be zero-initialized to ensure the correct operation of CMSG\_NXTHDR().

- \* CMSG\_ALIGN(), given a length, returns it including the required alignment. This is a constant expression.
- \* CMSG\_SPACE() returns the number of bytes an ancillary element with payload of the passed data length occupies. This is a constant ex?

pression.

- \* CMSG\_DATA() returns a pointer to the data portion of a cmsghdr. The pointer returned cannot be assumed to be suitably aligned for ac? cessing arbitrary payload data types. Applications should not cast it to a pointer type matching the payload, but should instead use memcpy(3) to copy data to or from a suitably declared object.
- \* CMSG\_LEN() returns the value to store in the cmsg\_len member of the cmsghdr structure, taking into account any necessary alignment. It takes the data length as an argument. This is a constant expres? sion.

To create ancillary data, first initialize the msg\_controllen member of the msghdr with the length of the control message buffer. Use CMSG\_FIRSTHDR() on the msghdr to get the first control message and CMSG\_NXTHDR() to get all subsequent ones. In each control message, initialize cmsg\_len (with CMSG\_LEN()), the other cmsghdr header fields, and the data portion using CMSG\_DATA(). Finally, the msg\_controllen field of the msghdr should be set to the sum of the CMSG\_SPACE() of the length of all control messages in the buffer. For more information on the msghdr, see recvmsg(2).

#### CONFORMING TO

This ancillary data model conforms to the POSIX.1g draft, 4.4BSD-Lite, the IPv6 advanced API described in RFC 2292 and SUSv2. CMSG\_FIRSTHDR(), CMSG\_NXTHDR(), and CMSG\_DATA() are specified in POSIX.1-2008. CMSG\_SPACE() and CMSG\_LEN() will be included in the next POSIX release (Issue 8).

CMSG\_ALIGN() is a Linux extension.

#### NOTES

For portability, ancillary data should be accessed using only the macros described here. CMSG\_ALIGN() is a Linux extension and should not be used in portable programs.

In Linux, CMSG\_LEN(), CMSG\_DATA(), and CMSG\_ALIGN() are constant ex? pressions (assuming their argument is constant), meaning that these values can be used to declare the size of global variables. This may

not be portable, however.

# EXAMPLES

```
This code looks for the IP_TTL option in a received ancillary buffer:
```

```
struct msghdr msgh;
```

```
struct cmsghdr *cmsg;
```

```
int received_ttl;
```

```
/* Receive auxiliary data in msgh */
```

```
for (cmsg = CMSG_FIRSTHDR(&msgh); cmsg != NULL;
```

```
cmsg = CMSG_NXTHDR(&msgh, cmsg)) {
```

```
if (cmsg->cmsg_level == IPPROTO_IP
```

```
&& cmsg->cmsg_type == IP_TTL) {
```

```
memcpy(&receive_ttl, CMSG_DATA(cmsg), sizeof(received_ttl));
```

break;

```
}
```

```
}
```

```
if (cmsg == NULL) {
```

/\* Error: IP\_TTL not enabled or small buffer or I/O error \*/

```
}
```

The code below passes an array of file descriptors over a UNIX domain

```
socket using SCM_RIGHTS:
```

```
struct msghdr msg = \{ 0 \};
```

struct cmsghdr \*cmsg;

int myfds[NUM\_FD]; /\* Contains the file descriptors to pass \*/

```
char iobuf[1];
```

```
struct iovec io = {
```

```
.iov_base = iobuf,
```

```
.iov_len = sizeof(iobuf)
```

};

union { /\* Ancillary data buffer, wrapped in a union

in order to ensure it is suitably aligned \*/

```
char buf[CMSG_SPACE(sizeof(myfds))];
```

struct cmsghdr align;

msg.msg\_iov = &io;

```
msg.msg_iovlen = 1;
```

msg.msg\_control = u.buf;

msg.msg\_controllen = sizeof(u.buf);

cmsg = CMSG\_FIRSTHDR(&msg);

cmsg->cmsg\_level = SOL\_SOCKET;

cmsg->cmsg\_type = SCM\_RIGHTS;

cmsg->cmsg\_len = CMSG\_LEN(sizeof(myfds));

memcpy(CMSG\_DATA(cmsg), myfds, sizeof(myfds));

### SEE ALSO

recvmsg(2), sendmsg(2)

RFC 2292

# COLOPHON

This page is part of release 5.10 of the Linux man-pages project. A description of the project, information about reporting bugs, and the latest version of this page, can be found at https://www.kernel.org/doc/man-pages/.

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