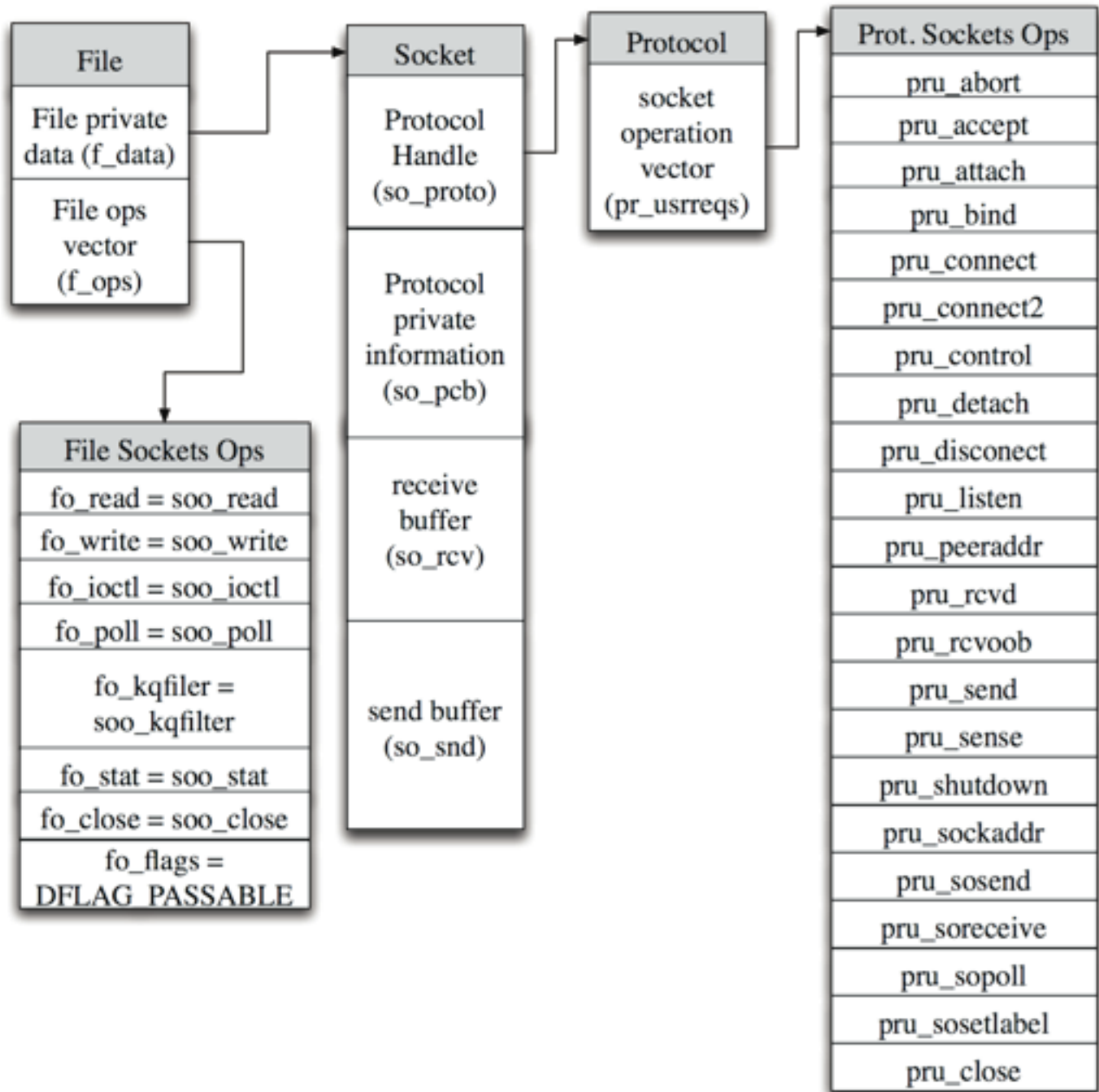
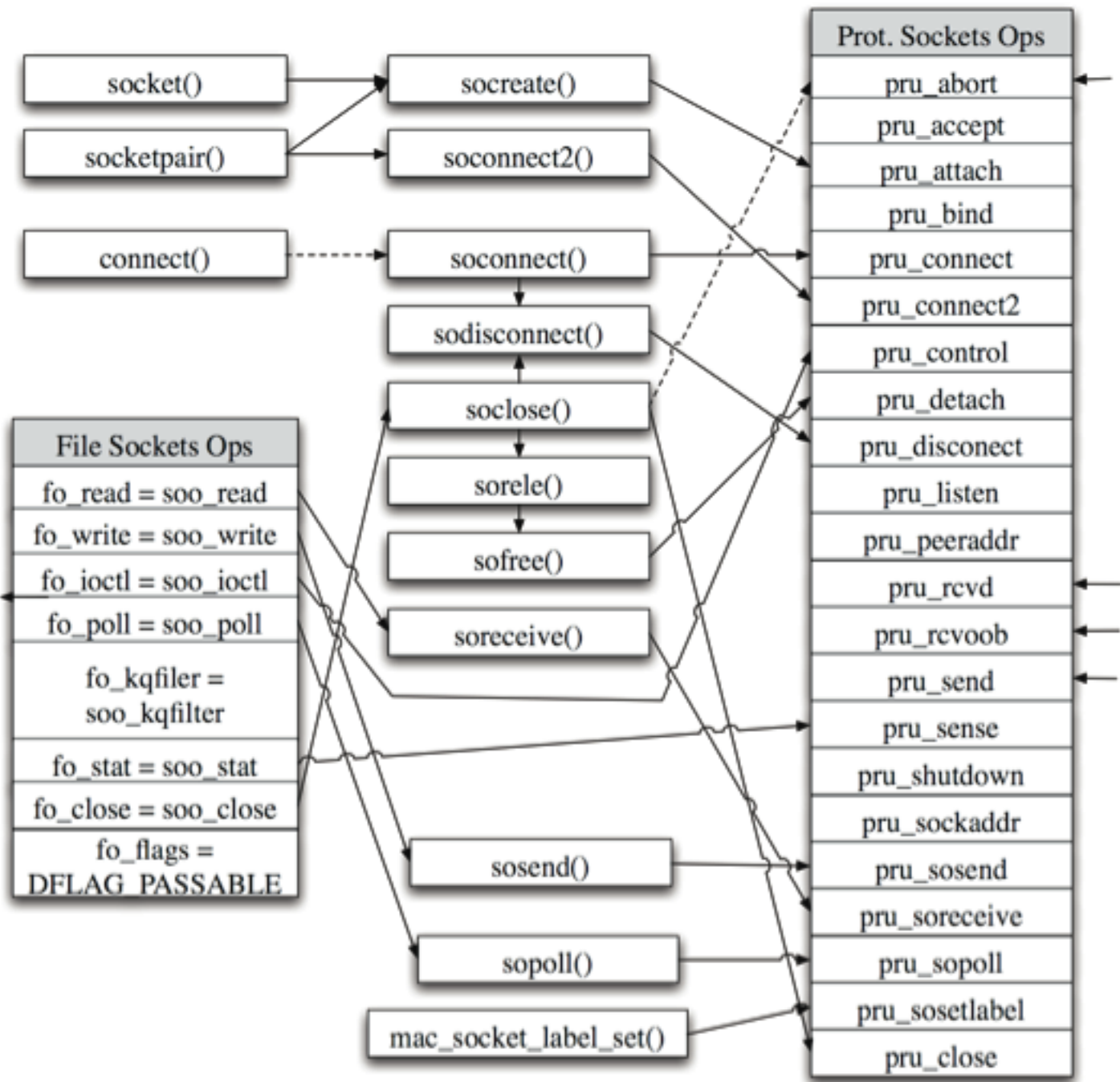
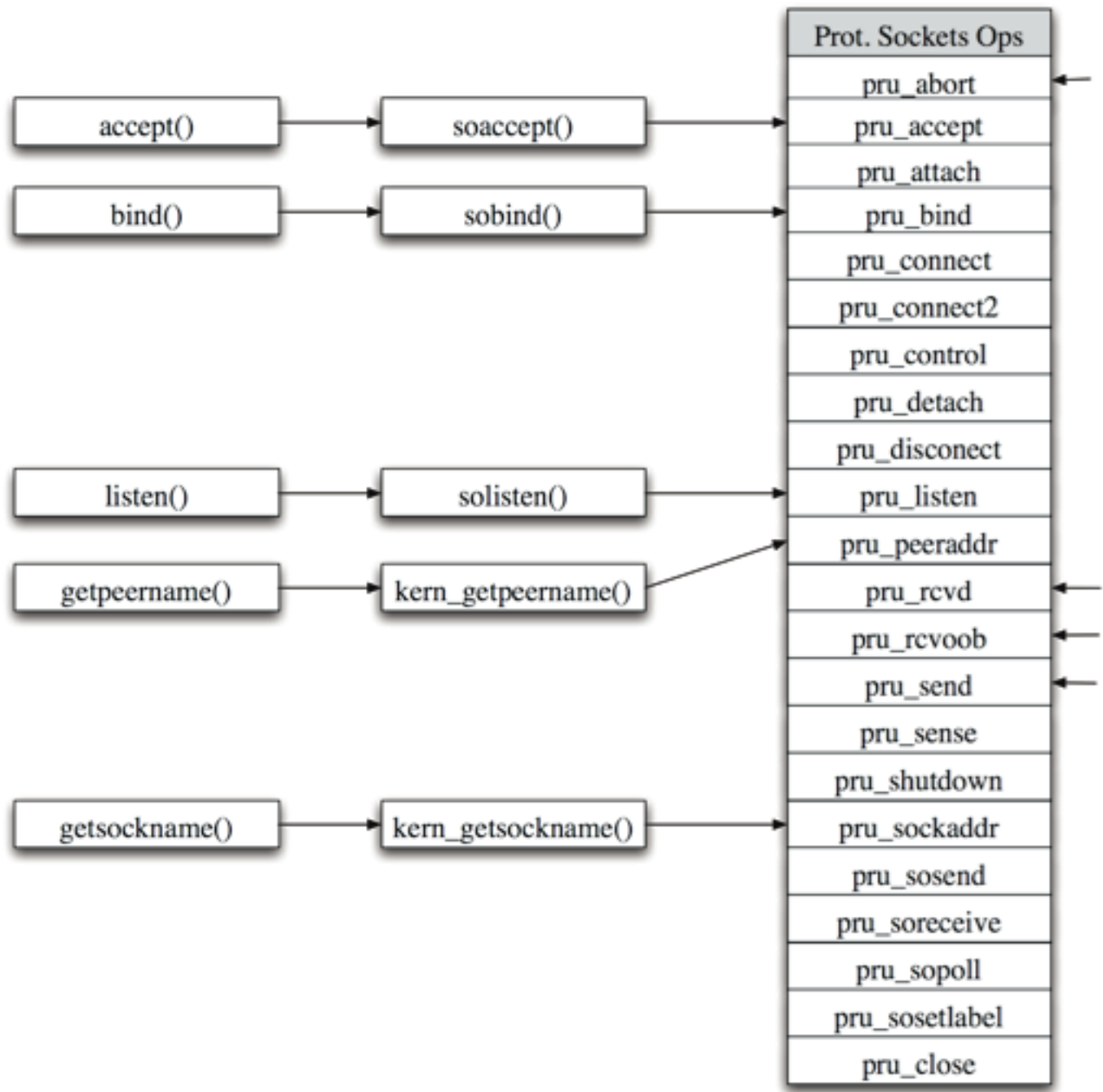


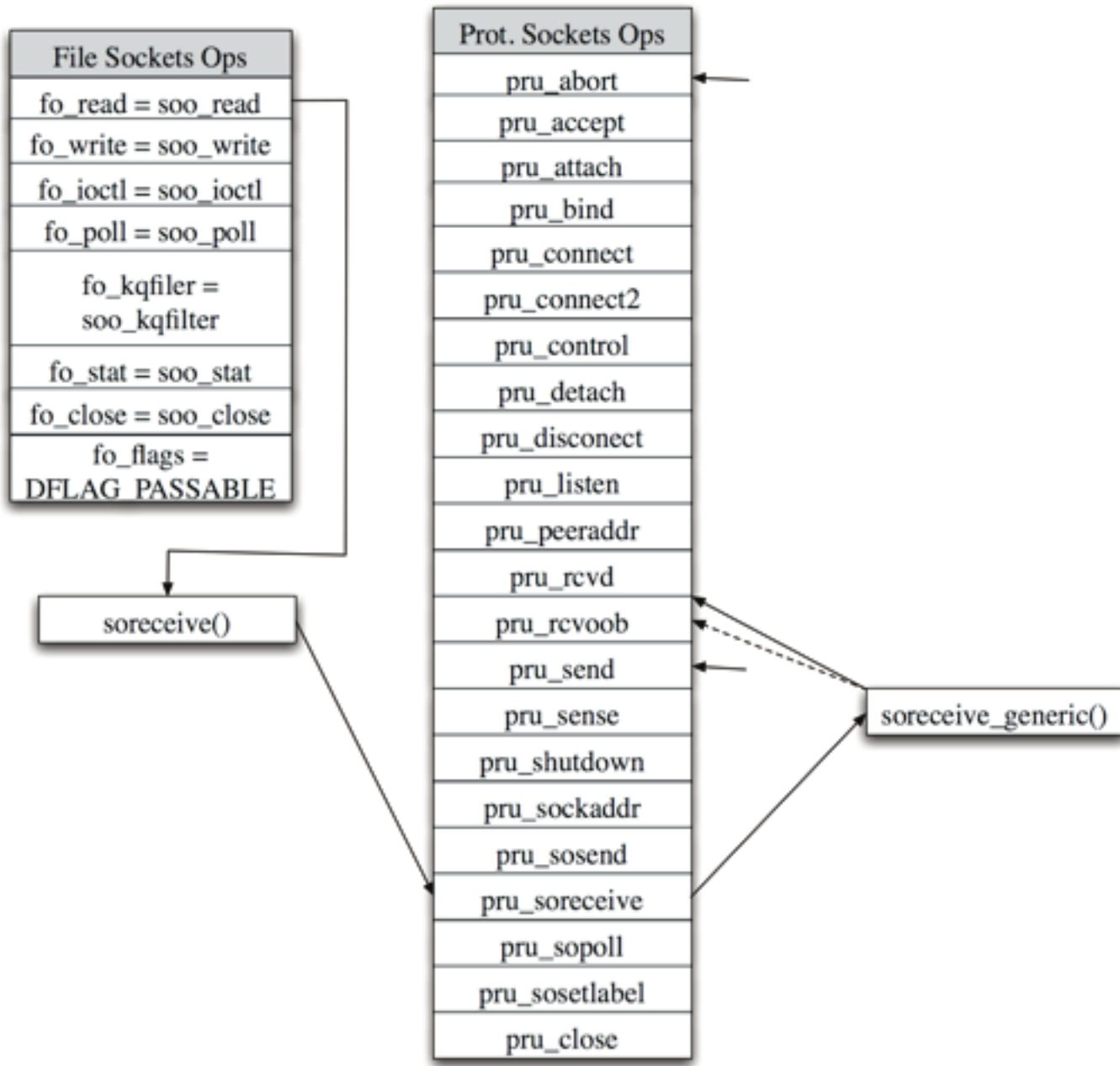
Sockets and Socket Buffers

Stephan Uphoff









Source

sys/socketvar.h

kern/uipc_sockbuf.c

kern/uipc_socket.c

kern/uipc_socket2.c

kern/uipc_syscalls.c

kern/sys_socket.c

- struct sockbuf {
- struct selinfo sb_sel; /* process selecting read/write */
- struct mtx sb_mtx; /* sockbuf lock */
- short sb_state; /* (c/d) socket state on sockbuf */
- #define sb_startzero sb_mb
- struct mbuf *sb_mb; /* (c/d) the mbuf chain */
- struct mbuf *sb_mbtail; /* (c/d) the last mbuf in the chain */
- struct mbuf *sb_lastrecord; /* (c/d) first mbuf of last
- * record in socket
- buffer */
- u_int sb_cc; /* (c/d) actual chars in buffer */
- u_int sb_hiwat; /* (c/d) max actual char count */
- u_int sb_mbcnt; /* (c/d) chars of mbufs used */
- u_int sb_mbmax; /* (c/d) max chars of mbufs to
- use */
- u_int sb_ctl; /* (c/d) non-data chars in buffer */
- int sb_lowat; /* (c/d) low water mark */
- int sb_timeo; /* (c/d) timeout for read/write */
- short sb_flags; /* (c/d) flags, see below */
- } so_rcv, so_snd;