

Unix Domain Sockets

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```
(require racket/unix-socket)    package: unix-socket-lib
```

```
| unix-socket-available? : boolean?
```

A boolean value that indicates whether unix domain sockets are available and supported on the current platform. The supported platforms are Linux and Mac OS X; unix domain sockets are not supported on Windows and other Unix variants.

```
| (unix-socket-connect socket-path) → input-port? output-port?  
   socket-path : unix-socket-path?
```

Connects to the unix domain socket associated with *socket-path* and returns an input port and output port for communicating with the socket.

```
| (unix-socket-path? v) → boolean?  
   v : any/c
```

Returns `#t` if *v* is a valid unix domain socket path for the current system, according to the following cases:

- If *v* is a path (`path-string?`), then the current platform must be either Linux or Mac OS X, and the length of *v*'s corresponding absolute path must be less than or equal to the platform-specific length (108 bytes on Linux, 104 bytes on Mac OS X). Example: `"/tmp/mysocket"`.
- If *v* is a bytestring (`bytes?`), then the current platform must be Linux, *v* must start with a 0 (NUL) byte, and its length must be less than or equal to 108 bytes. Such a value refers to a socket in the Linux abstract socket namespace. Example: `#"0mysocket"`.

Otherwise, returns #f.