NAME

      ares_getsock – get socket descriptors to wait on

SYNOPSIS

      #include <ares.h>

      int ares_getsock(ares_channel *channel***, ares_socket_t ****socks***,**
      int *numsocks***);**

DESCRIPTION

      The **ares_getsock** function retrieves the set of socket descriptors which the calling application should wait
      on for reading and/or writing for the processing of name service queries pending on the name service chan-
      nel identified by *channel*. Socket descriptors will be set in the socket descriptor array pointed to by *socks*.
      numsocks is the size of the given array in number of ints.

      This function can only return information about up to 16 sockets. If more are in use (however unlikely that
      is), they are simply not reported back.

RETURN VALUES

      ares_getsock returns a bitmask for what actions to wait for on the different sockets. The ares.h header file
      provides these convenience macros to extract the information appropriately:

      #define ARES_GETSOCK_MAXNUM 16 /* ares_getsock() can return info about
                      this many sockets */
      #define ARES_GETSOCK_READABLE(bits,num) (bits & (1<< (num)))
      #define ARES_GETSOCK_WRITABLE(bits,num) (bits & (1 << ((num) +   ARES_GETSOCK_MA

NOTES

      This function was added in c-ares 1.3.1

SEE ALSO

      ares_timeout(3), **ares_fds**(3), **ares_process**(3)