## NAME

ares_getsock − get file descriptors to wait on

## SYNOPSIS

**#include <ares.h>**

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

## DESCRIPTION

The **ares_getsock** function retrieves the set of file 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 channel identified by *channel*. File descriptors will be set in the integer 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_MAX
```

## NOTES

This function was added in c-ares 1.3.1

## SEE ALSO

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