

Kernel

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Kernel 9.2.4.11
November 2, 2026

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1 Kernel User's Guide

1.1 Introduction

1.1.1 Scope

The Kernel application has all the code necessary to run the Erlang runtime system: file servers, code servers, and so on.

The Kernel application is the first application started. It is mandatory in the sense that the minimal system based on Erlang/OTP consists of Kernel and STDLIB. Kernel contains the following functional areas:

- Start, stop, supervision, configuration, and distribution of applications
- Code loading
- Logging
- Global name service
- Supervision of Erlang/OTP
- Communication with sockets
- Operating system interface

1.1.2 Prerequisites

It is assumed that the reader is familiar with the Erlang programming language.

1.2 Socket Usage

1.2.1 Introduction

The socket interface (module) is basically a "thin" layer on top of the OS socket interface. It is assumed that, unless you have special needs, gen_[tcp|udp|sctp] should be sufficient (when they become available).

Note that just because we have a documented and described option, it does **not** mean that the OS supports it. So its recommended that the user reads the platform specific documentation for the option used.

Asynchronous calls

Some functions allow for an *asynchronous* call (`accept/2`, `connect/3`, `recv/3,4`, `recvfrom/3,4`, `recvmsg/2,3,5`, `send/3,4`, `sendmsg/3,4` and `sendto/4,5`). This is achieved by setting the `Timeout` argument to `nowait`. For instance, if calling the `recv/3` function with Timeout set to `nowait` (i.e. `recv(Sock, 0, nowait)`) when there is actually nothing to read, it will return with:

On Unix

```
{select, SelectInfo}
```

`SelectInfo` contains the `SelectHandle`.

On Windows

```
{completion, CompletionInfo}
```

`CompletionInfo` contains the `CompletionHandle`.

When data eventually arrives a 'select' or 'completion' message will be sent to the caller:

On Unix

```
{'$socket', socket(), select, SelectHandle}
```

The caller can then make another call to the recv function and now expect data.

Note that all other users are **locked out** until the 'current user' has called the function (recv in this case). So either immediately call the function or `cancel`.

On Windows

```
{'$socket', socket(), completion, {CompletionHandle, CompletionStatus}}
```

The `CompletionStatus` contains the result of the operation (read).

The user must also be prepared to receive an abort message:

```
{'$socket', socket(), abort, Info}
```

If the operation is aborted for whatever reason (e.g. if the socket is closed "by someone else"). The `Info` part contains the abort reason (in this case that the socket has been closed `Info = {SelectHandle, closed}`).

The general form of the 'socket' message is:

```
{'$socket', Sock :: socket(), Tag :: atom(), Info :: term()}
```

Where the format of `Info` is a function of `Tag`:

Tag	Info value type
select	select_handle()
completion	{completion_handle(), CompletionStatus}
abort	{select_handle(), Reason :: term()}

Table 2.1: socket message info value type

The `select_handle()` is the same as was returned in the `SelectInfo`.

The `completion_handle()` is the same as was returned in the `CompletionInfo`.

1.2.2 Socket Registry

The **socket registry** is how we keep track of sockets. There are two functions that can be used for interaction: `socket:number_of/0` and `socket:which_sockets/1`.

In systems which create and delete **many** sockets dynamically, it (the socket registry) could become a bottleneck. For such systems, there are a couple of ways to control the use of the socket registry.

Firstly, its possible to effect the global default value when building OTP from source with the two configure options:

```
--enable-esock-socket-registry (default) | --disable-esock-socket-registry
```

Second, its possible to effect the global default value by setting the environment variable `ESOCK_USE_SOCKET_REGISTRY` (boolean) before starting the erlang.

Third, its possible to alter the global default value in runtime by calling the function `use_registry/1`.

And finally, its possible to override the global default when creating a socket (with `open/2` and `open/4`) by providing the attribute `use_registry` (boolean) in the their `Opts` argument (which effects **that** specific socket).

1.2.3 Socket Options

Options for level `otp`:

Option Name	Value Type	Set	Get	Other Requirements and comments
assoc_id	integer()	no	yes	type = seqpacket, protocol = sctp, is an association
debug	boolean()	yes	yes	none
iow	boolean()	yes	yes	none
controlling_process	pid()	yes	yes	none
rcvbuf	default | pos_integer() | {pos_integer(), pos_ineteger()}	yes	yes	The tuple format is **not** allowed on Windows. 'default' only valid for set. The tuple form is only valid for type 'stream' and protocol 'tcp'.
rcvctrlbuf	default | pos_integer()	yes	yes	default only valid for set
sndctrlbuf	default | pos_integer()	yes	yes	default only valid for set
fd	integer()	no	yes	none
use_registry	boolean()	no	yes	the value is set when the socket is created, by a call to `open/2` or `open/4`.

Table 2.2: option levels

Options for level `socket`:

Option Name	Value Type	Set	Get	Other Requirements and comments
acceptconn	boolean()	no	yes	none
bindtodevice	string()	yes	yes	Before Linux 3.8, this socket option

				could be set, but not get. Only works for some socket types (e.g. `inet`). If empty value is set, the binding is removed.
broadcast	boolean()	yes	yes	type = dgram
bsp_state	map()	no	yes	Windows only
debug	integer()	yes	yes	may require admin capability
domain	domain()	no	yes	**Not** on FreeBSD (for instance)
dontroute	boolean()	yes	yes	none
exclusiveaddruse	boolean()	yes	yes	Windows only
keepalive	boolean()	yes	yes	none
linger	abort | linger()	yes	yes	none
maxdg	integer()	no	yes	Windows only
max_msg_size	integer()	no	yes	Windows only
oobinline	boolean()	yes	yes	none
peek_off	integer()	yes	yes	domain = local (unix). Currently disabled due to a possible infinite loop when calling recv([peek]) the second time.
priority	integer()	yes	yes	none
protocol	protocol()	no	yes	**Not** on (some) Darwin (for instance)
rcvbuf	non_neg_integer()	yes	yes	none
rcvlowat	non_neg_integer()	yes	yes	none
rcvtimeo	timeval()	yes	yes	This option is not normally supported (see why below). OTP has

				to be explicitly built with the `--enable-esock-rcvsndtime` configure option for this to be available. Since our implementation is **nonblocking**, its unknown if and how this option works, or even if it may cause malfunctions. Therefore, we do not recommend setting this option. Instead, use the `Timeout` argument to, for instance, the `recv/3` function.
reuseaddr	boolean()	yes	yes	none
reuseport	boolean()	yes	yes	domain = inet | inet6
sndbuf	non_neg_integer()	yes	yes	none
sndlowat	non_neg_integer()	yes	yes	not changeable on Linux
sndtimeo	timeval()	yes	yes	This option is not normally supported (see why below). OTP has to be explicitly built with the `--enable-esock-rcvsndtime` configure option for this to be available. Since our implementation is **nonblocking**, its unknown if and how this option works, or even if it may cause malfunctions. Therefore, we do not recommend setting this option. Instead, use the `Timeout` argument

				to, for instance, the `send/3` function.
timestamp	boolean()	yes	yes	none
type	type()	no	yes	none

Table 2.3: socket options

Options for level `ip`:

Option Name	**Value Type**	**Set**	**Get**	**Other Requirements and comments**
add_membership	ip_mreq()	yes	no	none
add_source_membership	ip_mreq_source()	yes	no	none
block_source	ip_mreq_source()	yes	no	none
drop_membership	ip_mreq()	yes	no	none
drop_source_membership	ip_mreq_source()	yes	no	none
freebind	boolean()	yes	yes	none
hdrincl	boolean()	yes	yes	type = raw
minttl	integer()	yes	yes	type = raw
msfilter	null | ip_msfilter()	yes	no	none
mtu	integer()	no	yes	type = raw
mtu_discover	ip_pmtudisc()	yes	yes	none
multicast_all	boolean()	yes	yes	none
multicast_if	any | ip4_address()	yes	yes	none
multicast_loop	boolean()	yes	yes	none
multicast_ttl	uint8()	yes	yes	none
nodefrag	boolean()	yes	yes	type = raw
pktinfo	boolean()	yes	yes	type = dgram
recvdstaddr	boolean()	yes	yes	type = dgram
recverr	boolean()	yes	yes	none

recvif	boolean()	yes	yes	type = dgram | raw
recvopts	boolean()	yes	yes	type =/= stream
recvorigdstaddr	boolean()	yes	yes	none
recvttl	boolean()	yes	yes	type =/= stream
retopts	boolean()	yes	yes	type =/= stream
router_alert	integer()	yes	yes	type = raw
sendsrcaddr	boolean()	yes	yes	none
tos	ip_tos()	yes	yes	some high-priority levels may require superuser capability
transparent	boolean()	yes	yes	requires admin capability
ttl	integer()	yes	yes	none
unblock_source	ip_mreq_source()	yes	no	none

Table 2.4: ip options

Options for level `ipv6`:

Option Name	**Value Type**	**Set**	**Get**	**Other Requirements and comments**
addrform	inet	yes	no	allowed only for IPv6 sockets that are connected and bound to a v4-mapped-on-v6 address
add_membership	ipv6_mreq()	yes	no	none
authhdr	boolean()	yes	yes	type = dgram | raw, obsolete?
drop_membership	ipv6_mreq()	yes	no	none
dstopts	boolean()	yes	yes	type = dgram | raw, requires superuser privileges to update

flowinfo	boolean()	yes	yes	type = dgram | raw, requires superuser privileges to update
hoplimit	boolean()	yes	yes	type = dgram | raw. On some platforms (e.g. FreeBSD) is used to set in order to get `hoplimit` as a control message heeader. On others (e.g. Linux), `recvhoplimit` is set in order to get `hoplimit`.
hopopts	boolean()	yes	yes	type = dgram | raw, requires superuser privileges to update
mtu	boolean()	yes	yes	Get: Only after the socket has been connected
mtu_discover	ipv6_pmtudisc()	yes	yes	none
multicast_hops	default | uint8()	yes	yes	none
multicast_if	integer()	yes	yes	type = dgram | raw
multicast_loop	boolean()	yes	yes	none
recverr	boolean()	yes	yes	none
recvhoplimit	boolean()	yes	yes	type = dgram | raw. On some platforms (e.g. Linux), `recvhoplimit` is set in order to get `hoplimit`
recvpktinfo | pktinfo	boolean()	yes	yes	type = dgram | raw. On some platforms (e.g. FreeBSD) is used to set in order to get `hoplimit` as a control message heeader. On others (e.g. Linux), `recvhoplimit` is set in order to get `hoplimit`.

recvtclass	boolean()	yes	yes	type = dgram | raw. On some platforms is used to set (=true) in order to get the `tclass` control message heeader. On others, `tclass` is set in order to get `tclass` control message heeader.
router_alert	integer()	yes	yes	type = raw
rthdr	boolean()	yes	yes	type = dgram | raw, requires superuser privileges to update
tclass	integer()	yes	yes	Set the traffic class associated with outgoing packets. RFC3542.
unicast_hops	default | uint8()	yes	yes	none
v6only	boolean()	yes	no	none

Table 2.5: ipv6 options

Options for level `tcp`:

Option Name	**Value Type**	**Set**	**Get**	**Other Requirements and comments**
congestion	string()	yes	yes	none
cork	boolean()	yes	yes	'nopush' one some platforms (FreeBSD)
keepcnt	integer()	yes	yes	On Windows (at least), it is illegal to set to a value greater than 255.
keepidle	integer()	yes	yes	none
keepintvl	integer()	yes	yes	none
maxseg	integer()	yes	yes	Set not allowed on all platforms.

nodelay	boolean()	yes	yes	none
nopush	boolean()	yes	yes	'cork' on some platforms (Linux). On Darwin this has a different meaning than on, for instance, FreeBSD.

Table 2.6: tcp options

Options for level `udp`:

Option Name	Value Type	Set	Get	Other Requirements and comments
cork	boolean()	yes	yes	none

Table 2.7: udp options

Options for level `sctp`:

Option Name	Value Type	Set	Get	Other Requirements and comments
associnfo	sctp_assocparams()	yes	yes	none
autoclose	non_neg_integer()	yes	yes	none
disable_fragments	boolean()	yes	yes	none
events	sctp_event_subscribe()	yes	no	none
initmsg	sctp_initmsg()	yes	yes	none
maxseg	non_neg_integer()	yes	yes	none
nodelay	boolean()	yes	yes	none
rtoinfo	sctp_rtoinfo()	yes	yes	none

Table 2.8: sctp options

1.3 Logging

Erlang/OTP 21.0 provides a standard API for logging through `Logger`, which is part of the Kernel application. Logger consists of the API for issuing log events, and a customizable backend where log handlers, filters and formatters can be plugged in.

By default, the Kernel application installs one log handler at system start. This handler is named `default`. It receives and processes standard log events produced by the Erlang runtime system, standard behaviours and different Erlang/OTP applications. The log events are by default written to the terminal.

You can also configure the system so that the default handler prints log events to a single file, or to a set of wrap logs via `disk_log`.

By configuration, you can also modify or disable the default handler, replace it by a custom handler, and install additional handlers.

Note:

Since Logger is new in Erlang/OTP 21.0, we do reserve the right to introduce changes to the Logger API and functionality in patches following this release. These changes might or might not be backwards compatible with the initial version.

1.3.1 Overview

A **log event** consists of a **log level**, the **message** to be logged, and **metadata**.

The Logger backend forwards log events from the API, first through a set of **primary filters**, then through a set of secondary filters attached to each log handler. The secondary filters are in the following named **handler filters**.

Each filter set consists of a **log level check**, followed by zero or more **filter functions**.

The following figure shows a conceptual overview of Logger. The figure shows two log handlers, but any number of handlers can be installed.

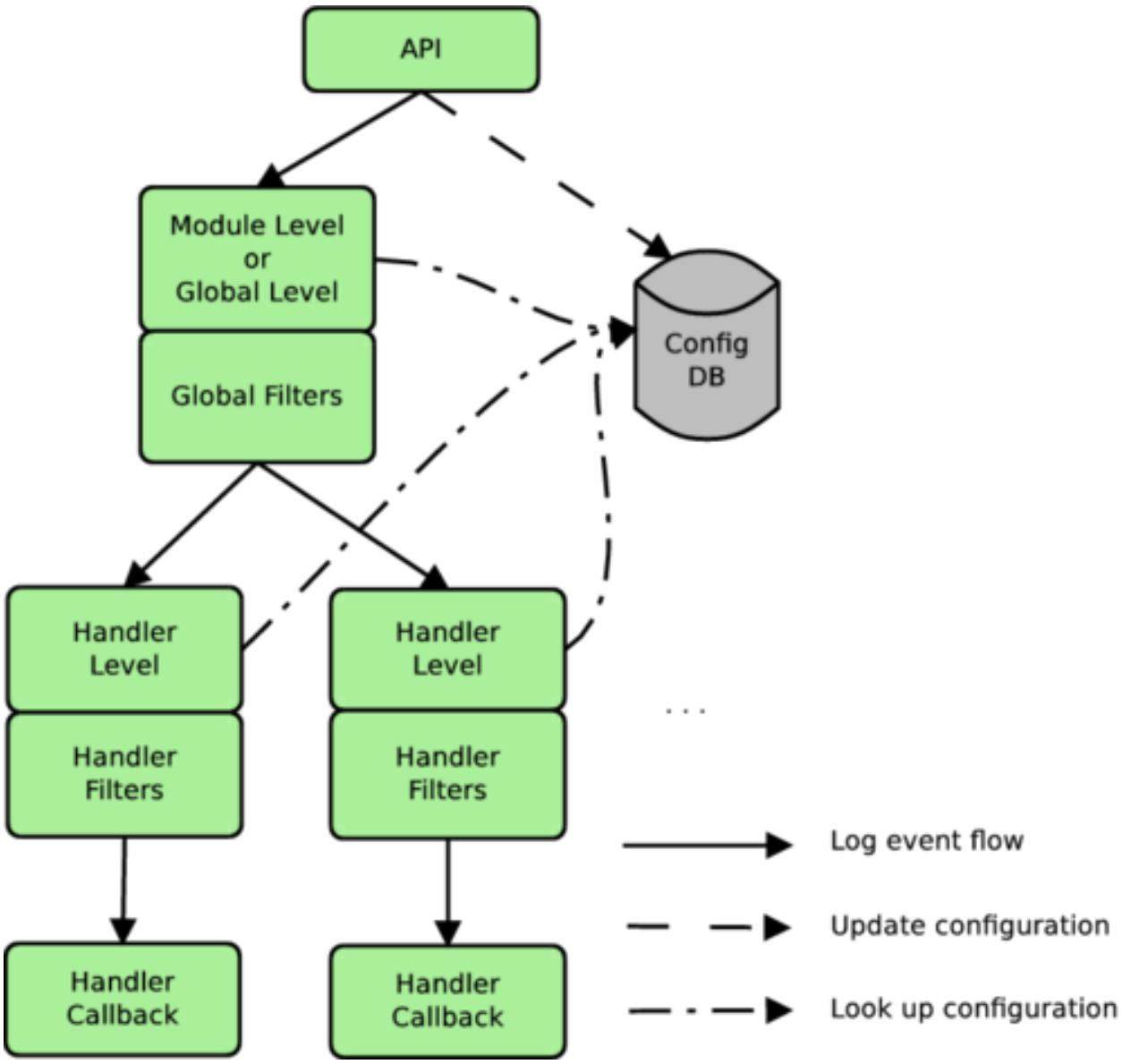


Figure 3.1: Conceptual Overview

Log levels are expressed as atoms. Internally in Logger, the atoms are mapped to integer values, and a log event passes the log level check if the integer value of its log level is less than or equal to the currently configured log level. That is, the check passes if the event is equally or more severe than the configured level. See section Log Level for a listing and description of all log levels.

The primary log level can be overridden by a log level configured per module. This is to, for instance, allow more verbose logging from a specific part of the system.

Filter functions can be used for more sophisticated filtering than the log level check provides. A filter function can stop or pass a log event, based on any of the event's contents. It can also modify all parts of the log event. See section Filters for more details.

If a log event passes through all primary filters and all handler filters for a specific handler, Logger forwards the event to the **handler callback**. The handler formats and prints the event to its destination. See section Handlers for more details.

Everything up to and including the call to the handler callbacks is executed on the client process, that is, the process where the log event was issued. It is up to the handler implementation if other processes are involved or not.

The handlers are called in sequence, and the order is not defined.

1.3.2 Logger API

The API for logging consists of a set of macros, and a set of functions on the form `logger:Level/1,2,3`, which are all shortcuts for `logger:log(Level,Arg1[,Arg2[,Arg3]])`.

The macros are defined in `logger.hrl`, which is included in a module with the directive

```
-include_lib("kernel/include/logger.hrl").
```

The difference between using the macros and the exported functions is that macros add location (originator) information to the metadata, and performs lazy evaluation by wrapping the logger call in a case statement, so it is only evaluated if the log level of the event passes the primary log level check.

Log Level

The log level indicates the severity of a event. In accordance with the Syslog protocol, **RFC 5424**, eight log levels can be specified. The following table lists all possible log levels by name (atom), integer value, and description:

Level	Integer	Description
emergency	0	system is unusable
alert	1	action must be taken immediately
critical	2	critical conditions
error	3	error conditions
warning	4	warning conditions
notice	5	normal but significant conditions
info	6	informational messages
debug	7	debug-level messages

Table 3.1: Log Levels

Notice that the integer value is only used internally in Logger. In the API, you must always use the atom. To compare the severity of two log levels, use `logger:compare_levels/2`.

Log Message

The log message contains the information to be logged. The message can consist of a format string and arguments (given as two separate parameters in the Logger API), a string or a report.

Example, format string and arguments:

```
logger:error("The file does not exist: ~ts",[Filename])
```

Example, string:

```
logger:notice("Something strange happened!")
```

A report, which is either a map or a key-value list, is the preferred way to log using Logger as it makes it possible for different backends to filter and format the log event as it needs to.

Example, report:

```
?LOG_ERROR(#{ user => joe, filename => Filename, reason => enoent })
```

Reports can be accompanied by a **report callback** specified in the log event's metadata. The report callback is a convenience function that the formatter can use to convert the report to a format string and arguments, or directly to a string. The formatter can also use its own conversion function, if no callback is provided, or if a customized formatting is desired.

The report callback must be a fun with one or two arguments. If it takes one argument, this is the report itself, and the fun returns a format string and arguments:

```
fun((logger:report()) -> {io:format(),[term()]})
```

If it takes two arguments, the first is the report, and the second is a map containing extra data that allows direct conversion to a string:

```
fun((logger:report(),logger:report_cb_config()) -> unicode:chardata())
```

The fun must obey the `depth` and `chars_limit` parameters provided in the second argument, as the formatter cannot do anything useful of these parameters with the returned string. The extra data also contains a field named `single_line`, indicating if the printed log message may contain line breaks or not. This variant is used when the formatting of the report depends on the size or single line parameters.

Example, report, and metadata with report callback:

```
logger:debug(#{got => connection_request, id => Id, state => State},
             #{report_cb => fun(R) -> {"~p",[R]} end})
```

The log message can also be provided through a fun for lazy evaluation. The fun is only evaluated if the primary log level check passes, and is therefore recommended if it is expensive to generate the message. The lazy fun must return a string, a report, or a tuple with format string and arguments.

Metadata

Metadata contains additional data associated with a log message. Logger inserts some metadata fields by default, and the client can add custom metadata in three different ways:

Set primary metadata

> Primary metadata applies is the base metadata given to all log events. At startup it can be set using the kernel configuration parameter logger_metadata. At run-time it can be set and updated using `logger:set_primary_config/1` and `logger:update_primary_config/1` respectively.

Set process metadata

> Process metadata is set and updated with `logger:set_process_metadata/1` and `logger:update_process_metadata/1`, respectively. This metadata applies to the process on which these calls are made, and Logger adds the metadata to all log events issued on that process.

Add metadata to a specific log event

> Metadata associated with one specific log event is given as the last parameter to the log macro or Logger API function when the event is issued. For example:

```
?LOG_ERROR("Connection closed",#{context => server})
```

See the description of the `logger:metadata()` type for information about which default keys Logger inserts, and how the different metadata maps are merged.

1.3.3 Filters

Filters can be primary, or attached to a specific handler. Logger calls the primary filters first, and if they all pass, it calls the handler filters for each handler. Logger calls the handler callback only if all filters attached to the handler in question also pass.

A filter is defined as:

```
{FilterFun, Extra}
```

where `FilterFun` is a function of arity 2, and `Extra` is any term. When applying the filter, Logger calls the function with the log event as the first argument, and the value of `Extra` as the second argument. See `logger:filter()` for type definitions.

The filter function can return `stop`, `ignore` or the (possibly modified) log event.

If `stop` is returned, the log event is immediately discarded. If the filter is primary, no handler filters or callbacks are called. If it is a handler filter, the corresponding handler callback is not called, but the log event is forwarded to filters attached to the next handler, if any.

If the log event is returned, the next filter function is called with the returned value as the first argument. That is, if a filter function modifies the log event, the next filter function receives the modified event. The value returned from the last filter function is the value that the handler callback receives.

If the filter function returns `ignore`, it means that it did not recognize the log event, and thus leaves to other filters to decide the event's destiny.

The configuration option `filter_default` specifies the behaviour if all filter functions return `ignore`, or if no filters exist. `filter_default` is by default set to `log`, meaning that if all existing filters ignore a log event, Logger forwards the event to the handler callback. If `filter_default` is set to `stop`, Logger discards such events.

Primary filters are added with `logger:add_primary_filter/2` and removed with `logger:remove_primary_filter/1`. They can also be added at system start via the Kernel configuration parameter `logger`.

Handler filters are added with `logger:add_handler_filter/3` and removed with `logger:remove_handler_filter/2`. They can also be specified directly in the configuration when adding a handler with `logger:add_handler/3` or via the Kernel configuration parameter `logger`.

To see which filters are currently installed in the system, use `logger:get_config/0`, or `logger:get_primary_config/0` and `logger:get_handler_config/1`. Filters are listed in the order they are applied, that is, the first filter in the list is applied first, and so on.

For convenience, the following built-in filters exist:

`logger_filters:domain/2`

Provides a way of filtering log events based on a `domain` field in `Metadata`.

`logger_filters:level/2`

Provides a way of filtering log events based on the log level.

`logger_filters:progress/2`

Stops or allows progress reports from `supervisor` and `application_controller`.

`logger_filters:remote_gl/2`

Stops or allows log events originating from a process that has its group leader on a remote node.

1.3.4 Handlers

A handler is defined as a module exporting at least the following callback function:

```
log(LogEvent, Config) -> void()
```

This function is called when a log event has passed through all primary filters, and all handler filters attached to the handler in question. The function call is executed on the client process, and it is up to the handler implementation if other processes are involved or not.

Logger allows adding multiple instances of a handler callback. That is, if a callback module implementation allows it, you can add multiple handler instances using the same callback module. The different instances are identified by unique handler identities.

In addition to the mandatory callback function `log/2`, a handler module can export the optional callback functions `adding_handler/1`, `changing_config/3`, `filter_config/1`, and `removing_handler/1`. See section Handler Callback Functions in the logger(3) manual page for more information about these function.

The following built-in handlers exist:

`logger_std_h`

This is the default handler used by OTP. Multiple instances can be started, and each instance will write log events to a given destination, terminal or file.

`logger_disk_log_h`

This handler behaves much like `logger_std_h`, except it uses `disk_log` as its destination.

`error_logger`

This handler is provided for backwards compatibility only. It is not started by default, but will be automatically started the first time an `error_logger` event handler is added with `error_logger:add_report_handler/1,2`.

The old `error_logger` event handlers in STDLIB and SASL still exist, but they are not added by Erlang/OTP 21.0 or later.

1.3.5 Formatters

A formatter can be used by the handler implementation to do the final formatting of a log event, before printing to the handler's destination. The handler callback receives the formatter information as part of the handler configuration, which is passed as the second argument to `HModule:log/2`.

The formatter information consist of a formatter module, `FModule` and its configuration, `FConfig`. `FModule` must export the following function, which can be called by the handler:

```
format(LogEvent,FConfig)
 -> FormattedLogEntry
```

The formatter information for a handler is set as a part of its configuration when the handler is added. It can also be changed during runtime with `logger:set_handler_config(HandlerId,formatter,{FModule,FConfig})` , which overwrites the current formatter information, or with `logger:update_formatter_config/2,3`, which only modifies the formatter configuration.

If the formatter module exports the optional callback function `check_config(FConfig)`, Logger calls this function when the formatter information is set or modified, to verify the validity of the formatter configuration.

If no formatter information is specified for a handler, Logger uses `logger_formatter` as default. See the `logger_formatter(3)` manual page for more information about this module.

1.3.6 Configuration

At system start, Logger is configured through Kernel configuration parameters. The parameters that apply to Logger are described in section Kernel Configuration Parameters. Examples are found in section Configuration Examples.

During runtime, Logger configuration is changed via API functions. See section Configuration API Functions in the `logger(3)` manual page.

Primary Logger Configuration

Logger API functions that apply to the primary Logger configuration are:

- `get_primary_config/0`
- `set_primary_config/1,2`
- `update_primary_config/1`
- `add_primary_filter/2`
- `remove_primary_filter/1`

The primary Logger configuration is a map with the following keys:

`level = logger:level() | all | none`

Specifies the primary log level, that is, log event that are equally or more severe than this level, are forwarded to the primary filters. Less severe log events are immediately discarded.

See section Log Level for a listing and description of possible log levels.

The initial value of this option is set by the Kernel configuration parameter `logger_level`. It is changed during runtime with `logger:set_primary_config(level,Level)`.

Defaults to `notice`.

`filters = [{FilterId,Filter}]`

Specifies the primary filters.

- `FilterId = logger:filter_id()`
- `Filter = logger:filter()`

The initial value of this option is set by the Kernel configuration parameter `logger`. During runtime, primary filters are added and removed with `logger:add_primary_filter/2` and `logger:remove_primary_filter/1`, respectively.

See section Filters for more detailed information.

Defaults to `[]`.

`filter_default = log | stop`

Specifies what happens to a log event if all filters return `ignore`, or if no filters exist.

See section Filters for more information about how this option is used.

Defaults to `log`.

`metadata = metadata()`

The primary metadata to be used for all log calls.

See section Metadata for more information about how this option is used.

Defaults to `#{}`.

Handler Configuration

Logger API functions that apply to handler configuration are:

- `get_handler_config/0,1`
- `set_handler_config/2,3`
- `update_handler_config/2,3`
- `add_handler_filter/3`
- `remove_handler_filter/2`
- `update_formatter_config/2,3`

The configuration for a handler is a map with the following keys:

`id = logger:handler_id()`

Automatically inserted by Logger. The value is the same as the `HandlerId` specified when adding the handler, and it cannot be changed.

`module = module()`

Automatically inserted by Logger. The value is the same as the `Module` specified when adding the handler, and it cannot be changed.

`level = logger:level() | all | none`

Specifies the log level for the handler, that is, log events that are equally or more severe than this level, are forwarded to the handler filters for this handler.

See section Log Level for a listing and description of possible log levels.

The log level is specified when adding the handler, or changed during runtime with, for instance, `logger:set_handler_config(HandlerId,level,Level)`.

Defaults to `all`.

`filters = [{FilterId,Filter}]`

Specifies the handler filters.

- `FilterId = logger:filter_id()`
- `Filter = logger:filter()`

Handler filters are specified when adding the handler, or added or removed during runtime with `logger:add_handler_filter/3` and `logger:remove_handler_filter/2`, respectively.

See Filters for more detailed information.

Defaults to `[]`.

`filter_default = log | stop`

Specifies what happens to a log event if all filters return `ignore`, or if no filters exist.

See section Filters for more information about how this option is used.

Defaults to `log`.

`formatter = {FormatterModule,FormatterConfig}`

Specifies a formatter that the handler can use for converting the log event term to a printable string.

- `FormatterModule = module()`
- `FormatterConfig = logger:formatter_config()`

The formatter information is specified when adding the handler. The formatter configuration can be changed during runtime with `logger:update_formatter_config/2,3`, or the complete formatter information can be overwritten with, for instance, `logger:set_handler_config/3`.

See section Formatters for more detailed information.

Defaults to `{logger_formatter,DefaultFormatterConfig}`. See the `logger_formatter(3)` manual page for information about this formatter and its default configuration.

`config = term()`

Handler specific configuration, that is, configuration data related to a specific handler implementation.

The configuration for the built-in handlers is described in the `logger_std_h(3)` and `logger_disk_log_h(3)` manual pages.

Notice that `level` and `filters` are obeyed by Logger itself before forwarding the log events to each handler, while `formatter` and all handler specific options are left to the handler implementation.

Kernel Configuration Parameters

The following Kernel configuration parameters apply to Logger:

`logger = [Config]`

Specifies the configuration for Logger, except the primary log level, which is specified with `logger_level`, and the compatibility with SASL Error Logging, which is specified with `logger_sasl_compatible`.

With this parameter, you can modify or disable the default handler, add custom handlers and primary logger filters, set log levels per module, and modify the proxy configuration.

`Config` is any (zero or more) of the following:

`{handler, default, undefined}`

Disables the default handler. This allows another application to add its own default handler.

Only one entry of this type is allowed.

`{handler, HandlerId, Module, HandlerConfig}`

If `HandlerId` is `default`, then this entry modifies the default handler, equivalent to calling

```
logger:remove_handler(default)
```

followed by

```
logger:add_handler(default, Module, HandlerConfig)
```

For all other values of `HandlerId`, this entry adds a new handler, equivalent to calling

```
logger:add_handler(HandlerId, Module, HandlerConfig)
```

Multiple entries of this type are allowed.

`{filters, FilterDefault, [Filter]}`

Adds the specified primary filters.

- `FilterDefault = log | stop`

- `Filter = {FilterId, {FilterFun, FilterConfig}}`

Equivalent to calling

```
logger:add_primary_filter(FilterId, {FilterFun, FilterConfig})
```

for each `Filter`.

`FilterDefault` specifies the behaviour if all primary filters return `ignore`, see section Filters.

Only one entry of this type is allowed.

`{module_level, Level, [Module]}`

Sets module log level for the given modules. Equivalent to calling

```
logger:set_module_level(Module, Level)
```

for each `Module`.

Multiple entries of this type are allowed.

`{proxy, ProxyConfig}`

Sets the proxy configuration, equivalent to calling

```
logger:set_proxy_config(ProxyConfig)
```

Only one entry of this type is allowed.

See section Configuration Examples for examples using the `logger` parameter for system configuration.

`logger_metadata = map()`

Specifies the primary metadata. See the `kernel(6)` manual page for more information about this parameter.

`logger_level = Level`

Specifies the primary log level. See the `kernel(6)` manual page for more information about this parameter.

`logger_sasl_compatible = true | false`

Specifies Logger's compatibility with SASL Error Logging. See the `kernel(6)` manual page for more information about this parameter.

Configuration Examples

The value of the Kernel configuration parameter `logger` is a list of tuples. It is possible to write the term on the command line when starting an erlang node, but as the term grows, a better approach is to use the system configuration file. See the `config(4)` manual page for more information about this file.

Each of the following examples shows a simple system configuration file that configures Logger according to the description.

Modify the default handler to print to a file instead of `standard_io`:

```
[{kernel,
  [{logger,
    [{handler, default, logger_std_h,  % {handler, HandlerId, Module,
      #{config => #{file => "log/erlang.log"}}}  % Config}
    ]}]}].
```

Modify the default handler to print each log event as a single line:

```
[{kernel,
  [{logger,
    [{handler, default, logger_std_h,
      #{formatter => {logger_formatter, #{single_line => true}}}}
    ]}]}].
```

Modify the default handler to print the pid of the logging process for each log event:

```
[{kernel,
  [{logger,
    [{handler, default, logger_std_h,
      #{formatter => {logger_formatter,
                      #{template => [time," ",pid," ",msg,"\n"]}}}}
    ]}]}].
```

Modify the default handler to only print errors and more severe log events to "log/erlang.log", and add another handler to print all log events to "log/debug.log".

```
[{kernel,
  [{logger,
    [{handler, default, logger_std_h,
      #{level => error,
        config => #{file => "log/erlang.log"}}},
     {handler, info, logger_std_h,
      #{level => debug,
        config => #{file => "log/debug.log"}}}
    ]}]}].
```

1.3.7 Backwards Compatibility with error_logger

Logger provides backwards compatibility with `error_logger` in the following ways:

API for Logging

The `error_logger` API still exists, but should only be used by legacy code. It will be removed in a later release.

Calls to `error_logger:error_report/1,2`, `error_logger:error_msg/1,2`, and corresponding functions for warning and info messages, are all forwarded to Logger as calls to `logger:log(Level,Report,Metadata)`.

`Level = error | warning | info` and is taken from the function name. `Report` contains the actual log message, and `Metadata` contains additional information which can be used for creating backwards compatible events for legacy `error_logger` event handlers, see section Legacy Event Handlers.

Output Format

To get log events on the same format as produced by `error_logger_tty_h` and `error_logger_file_h`, use the default formatter, `logger_formatter`, with configuration parameter `legacy_header` set to `true`. This is the default configuration of the `default` handler started by Kernel.

Default Format of Log Events from OTP

By default, all log events originating from within OTP, except the former so called "SASL reports", look the same as before.

SASL Reports

By SASL reports we mean supervisor reports, crash reports and progress reports.

Prior to Erlang/OTP 21.0, these reports were only logged when the SASL application was running, and they were printed through SASL's own event handlers `sasl_report_tty_h` and `sasl_report_file_h`.

The destination of these log events was configured by SASL configuration parameters.

Due to the specific event handlers, the output format slightly differed from other log events.

As of Erlang/OTP 21.0, the concept of SASL reports is removed, meaning that the default behaviour is as follows:

- Supervisor reports, crash reports, and progress reports are no longer connected to the SASL application.
- Supervisor reports and crash reports are issued as `error` level log events, and are logged through the default handler started by Kernel.
- Progress reports are issued as `info` level log events, and since the default primary log level is `notice`, these are not logged by default. To enable printing of progress reports, set the primary log level to `info`.
- The output format is the same for all log events.

If the old behaviour is preferred, the Kernel configuration parameter `logger_sasl_compatible` can be set to `true`. The SASL configuration parameters can then be used as before, and the SASL reports will only be printed if the SASL application is running, through a second log handler named `sasl`.

All SASL reports have a metadata field `domain` which is set to `[otp,sasl]`. This field can be used by filters to stop or allow the log events.

See section SASL User's Guide for more information about the old SASL error logging functionality.

Legacy Event Handlers

To use event handlers written for `error_logger`, just add your event handler with

```
error_logger:add_report_handler/1,2.
```

This automatically starts the error logger event manager, and adds `error_logger` as a handler to Logger, with the following configuration:

```
#{level => info,
  filter_default => log,
  filters => []}.
```

Note:

This handler ignores events that do not originate from the `error_logger` API, or from within OTP. This means that if your code uses the Logger API for logging, then your log events will be discarded by this handler.

The handler is not overload protected.

1.3.8 Error Handling

Logger does, to a certain extent, check its input data before forwarding a log event to filters and handlers. It does, however, not evaluate report callbacks, or check the validity of format strings and arguments. This means that all filters and handlers must be careful when formatting the data of a log event, making sure that it does not crash due to bad input data or faulty callbacks.

If a filter or handler still crashes, Logger will remove the filter or handler in question from the configuration, and print a short error message to the terminal. A debug event containing the crash reason and other details is also issued.

See section Log Message for more information about report callbacks and valid forms of log messages.

1.3.9 Example: Add a handler to log info events to file

When starting an Erlang node, the default behaviour is that all log events on level `notice` or more severe, are logged to the terminal via the default handler. To also log info events, you can either change the primary log level to `info`:

```
1> logger:set_primary_config(level, info).
ok
```

or set the level for one or a few modules only:

```
2> logger:set_module_level(mymodule, info).
ok
```

This allows info events to pass through to the default handler, and be printed to the terminal as well. If there are many info events, it can be useful to print these to a file instead.

First, set the log level of the default handler to `notice`, preventing it from printing info events to the terminal:

```
3> logger:set_handler_config(default, level, notice).
ok
```

Then, add a new handler which prints to file. You can use the handler module `logger_std_h`, and configure it to log to file:

```
4> Config = #{config => #{file => "./info.log"}, level => info}.
#{config => #{file => "./info.log"},level => info}
5> logger:add_handler(myhandler, logger_std_h, Config).
ok
```

Since `filter_default` defaults to `log`, this handler now receives all log events. If you want info events only in the file, you must add a filter to stop all non-info events. The built-in filter `logger_filters:level/2` can do this:

```
6> logger:add_handler_filter(myhandler, stop_non_info,
                             {fun logger_filters:level/2, {stop, neq, info}}).
ok
```

See section Filters for more information about the filters and the `filter_default` configuration parameter.

1.3.10 Example: Implement a handler

Section Handler Callback Functions in the logger(3) manual page describes the callback functions that can be implemented for a Logger handler.

A handler callback module must export:

- `log(Log, Config)`

It can optionally also export some, or all, of the following:

- `adding_handler(Config)`
- `removing_handler(Config)`
- `changing_config(SetOrUpdate, OldConfig, NewConfig)`
- `filter_config(Config)`

When a handler is added, by for example a call to `logger:add_handler(Id, HModule, Config)`, Logger first calls `HModule:adding_handler(Config)`. If this function returns `{ok,Config1}`, Logger writes `Config1` to the configuration database, and the `logger:add_handler/3` call returns. After this, the handler is installed and must be ready to receive log events as calls to `HModule:log/2`.

A handler can be removed by calling `logger:remove_handler(Id)`. Logger calls `HModule:removing_handler(Config)`, and removes the handler's configuration from the configuration database.

When `logger:set_handler_config/2,3` or `logger:update_handler_config/2,3` is called, Logger calls `HModule:changing_config(SetOrUpdate, OldConfig, NewConfig)`. If this function returns `{ok,NewConfig1}`, Logger writes `NewConfig1` to the configuration database.

When `logger:get_config/0` or `logger:get_handler_config/0,1` is called, Logger calls `HModule:filter_config(Config)`. This function must return the handler configuration where internal data is removed.

A simple handler that prints to the terminal can be implemented as follows:

```
-module(myhandler1).
-export([log/2]).

log(LogEvent, #{formatter := {FModule, FConfig}}) ->
    io:put_chars(FModule:format(LogEvent, FConfig)).
```

Notice that the above handler does not have any overload protection, and all log events are printed directly from the client process.

For information and examples of overload protection, please refer to section Protecting the Handler from Overload, and the implementation of `logger_std_h` and `logger_disk_log_h` .

The following is a simpler example of a handler which logs to a file through one single process:

```
-module(myhandler2).
-export([adding_handler/1, removing_handler/1, log/2]).
-export([init/1, handle_call/3, handle_cast/2, terminate/2]).

adding_handler(Config) ->
    MyConfig = maps:get(config,Config,#{file => "myhandler2.log"}),
    {ok, Pid} = gen_server:start(?MODULE, MyConfig, []),
    {ok, Config#{config => MyConfig#{pid => Pid}}}.

removing_handler(#{config := #{pid := Pid}}) ->
    gen_server:stop(Pid).

log(LogEvent,#{config := #{pid := Pid}} = Config) ->
    gen_server:cast(Pid, {log, LogEvent, Config}).

init(#{file := File}) ->
    {ok, Fd} = file:open(File, [append, {encoding, utf8}]),
    {ok, #{file => File, fd => Fd}}.

handle_call(_, _, State) ->
    {reply, {error, bad_request}, State}.

handle_cast({log, LogEvent, Config}, #{fd := Fd} = State) ->
    do_log(Fd, LogEvent, Config),
    {noreply, State}.

terminate(_Reason, #{fd := Fd}) ->
    _ = file:close(Fd),
    ok.

do_log(Fd, LogEvent, #{formatter := {FModule, FConfig}}) ->
    String = FModule:format(LogEvent, FConfig),
    io:put_chars(Fd, String).
```

1.3.11 Protecting the Handler from Overload

The default handlers, `logger_std_h` and `logger_disk_log_h`, feature an overload protection mechanism, which makes it possible for the handlers to survive, and stay responsive, during periods of high load (when huge numbers of incoming log requests must be handled). The mechanism works as follows:

Message Queue Length

The handler process keeps track of the length of its message queue and takes some form of action when the current length exceeds a configurable threshold. The purpose is to keep the handler in, or to as quickly as possible get the handler into, a state where it can keep up with the pace of incoming log events. The memory use of the handler must never grow larger and larger, since that will eventually cause the handler to crash. These three thresholds, with associated actions, exist:

`sync_mode_qlen`

As long as the length of the message queue is lower than this value, all log events are handled asynchronously. This means that the client process sending the log event, by calling a log function in the Logger API, does not wait for a response from the handler but continues executing immediately after the event is sent. It is not affected by the time it takes the handler to print the event to the log device. If the message queue grows larger than this value, the handler starts handling log events synchronously instead, meaning that the client process sending the event must wait for a response. When the handler reduces the message queue to a level below the `sync_mode_qlen` threshold, asynchronous operation is resumed. The switch from asynchronous to synchronous mode can slow down the logging tempo of one, or a few, busy senders, but cannot protect the handler sufficiently in a situation of many busy concurrent senders.

Defaults to `10` messages.

`drop_mode_qlen`

When the message queue grows larger than this threshold, the handler switches to a mode in which it drops all new events that senders want to log. Dropping an event in this mode means that the call to the log function never results in a message being sent to the handler, but the function returns without taking any action. The handler keeps logging the events that are already in its message queue, and when the length of the message queue is reduced to a level below the threshold, synchronous or asynchronous mode is resumed. Notice that when the handler activates or deactivates drop mode, information about it is printed in the log.

Defaults to `200` messages.

`flush_qlen`

If the length of the message queue grows larger than this threshold, a flush (delete) operation takes place. To flush events, the handler discards the messages in the message queue by receiving them in a loop without logging. Client processes waiting for a response from a synchronous log request receive a reply from the handler indicating that the request is dropped. The handler process increases its priority during the flush loop to make sure that no new events are received during the operation. Notice that after the flush operation is performed, the handler prints information in the log about how many events have been deleted.

Defaults to `1000` messages.

For the overload protection algorithm to work properly, it is required that:

```
sync_mode_qlen =< drop_mode_qlen =< flush_qlen
```

and that:

```
drop_mode_qlen > 1
```

To disable certain modes, do the following:

- If `sync_mode_qlen` is set to `0`, all log events are handled synchronously. That is, asynchronous logging is disabled.

- If `sync_mode_qlen` is set to the same value as `drop_mode_qlen`, synchronous mode is disabled. That is, the handler always runs in asynchronous mode, unless dropping or flushing is invoked.
- If `drop_mode_qlen` is set to the same value as `flush_qlen`, drop mode is disabled and can never occur.

During high load scenarios, the length of the handler message queue rarely grows in a linear and predictable way. Instead, whenever the handler process is scheduled in, it can have an almost arbitrary number of messages waiting in the message queue. It is for this reason that the overload protection mechanism is focused on acting quickly, and quite drastically, such as immediately dropping or flushing messages, when a large queue length is detected.

The values of the previously listed thresholds can be specified by the user. This way, a handler can be configured to, for example, not drop or flush messages unless the message queue length of the handler process grows extremely large. Notice that large amounts of memory can be required for the node under such circumstances. Another example of user configuration is when, for performance reasons, the client processes must never be blocked by synchronous log requests. It is possible, perhaps, that dropping or flushing events is still acceptable, since it does not affect the performance of the client processes sending the log events.

A configuration example:

```
logger:add_handler(my_standard_h, logger_std_h,
                   #{config => #{file => "./system_info.log",
                                 sync_mode_qlen => 100,
                                 drop_mode_qlen => 1000,
                                 flush_qlen => 2000}}).
```

Controlling Bursts of Log Requests

Large bursts of log events - many events received by the handler under a short period of time - can potentially cause problems, such as:

- Log files grow very large, very quickly.
- Circular logs wrap too quickly so that important data is overwritten.
- Write buffers grow large, which slows down file sync operations.

For this reason, both built-in handlers offer the possibility to specify the maximum number of events to be handled within a certain time frame. With this burst control feature enabled, the handler can avoid choking the log with massive amounts of printouts. The configuration parameters are:

`burst_limit_enable`

Value `true` enables burst control and `false` disables it.

Defaults to `true`.

`burst_limit_max_count`

This is the maximum number of events to handle within a `burst_limit_window_time` time frame. After the limit is reached, successive events are dropped until the end of the time frame.

Defaults to `500` events.

`burst_limit_window_time`

See the previous description of `burst_limit_max_count`.

Defaults to `1000` milliseconds.

A configuration example:

```
logger:add_handler(my_disk_log_h, logger_disk_log_h,
                   #{config => #{file => "./my_disk_log",
                                 burst_limit_enable => true,
                                 burst_limit_max_count => 20,
                                 burst_limit_window_time => 500}}).
```

Terminating an Overloaded Handler

It is possible that a handler, even if it can successfully manage peaks of high load without crashing, can build up a large message queue, or use a large amount of memory. The overload protection mechanism includes an automatic termination and restart feature for the purpose of guaranteeing that a handler does not grow out of bounds. The feature is configured with the following parameters:

`overload_kill_enable`

Value `true` enables the feature and `false` disables it.

Defaults to `false`.

`overload_kill_qlen`

This is the maximum allowed queue length. If the message queue grows larger than this, the handler process is terminated.

Defaults to `20000` messages.

`overload_kill_mem_size`

This is the maximum memory size that the handler process is allowed to use. If the handler grows larger than this, the process is terminated.

Defaults to `3000000` bytes.

`overload_kill_restart_after`

If the handler is terminated, it restarts automatically after a delay specified in milliseconds. The value `infinity` prevents restarts.

Defaults to `5000` milliseconds.

If the handler process is terminated because of overload, it prints information about it in the log. It also prints information about when a restart has taken place, and the handler is back in action.

Note:

The sizes of the log events affect the memory needs of the handler. For information about how to limit the size of log events, see the `logger_formatter(3)` manual page.

1.3.12 Logger Proxy

The Logger proxy is an Erlang process which is part of the Kernel application's supervision tree. During startup, the proxy process registers itself as the `system_logger`, meaning that log events produced by the emulator are sent to this process.

When a log event is issued on a process which has its group leader on a remote node, Logger automatically forwards the log event to the group leader's node. To achieve this, it first sends the log event as an Erlang message from the original client process to the proxy on the local node, and the proxy in turn forwards the event to the proxy on the remote node.

When receiving a log event, either from the emulator or from a remote node, the proxy calls the Logger API to log the event.

The proxy process is overload protected in the same way as described in section Protecting the Handler from Overload, but with the following default values:

```
    #{sync_mode_qlen => 500,
      drop_mode_qlen => 1000,
      flush_qlen => 5000,
      burst_limit_enable => false,
      overload_kill_enable => false}
```

For log events from the emulator, synchronous message passing mode is not applicable, since all messages are passed asynchronously by the emulator. Drop mode is achieved by setting the `system_logger` to `undefined`, forcing the emulator to drop events until it is set back to the proxy pid again.

The proxy uses `erlang:send_nosuspend/2` when sending log events to a remote node. If the message could not be sent without suspending the sender, it is dropped. This is to avoid blocking the proxy process.

1.3.13 See Also

`disk_log(3)`, `erlang(3)`, `error_logger(3)`, `logger(3)`, `logger_disk_log_h(3)`, `logger_filters(3)`, `logger_formatter(3)`, `logger_std_h(3)`, `sasl(6)`

1.4 Logging Cookbook

Using and especially configuring Logger can be difficult at times as there are many different options that can be changed and often more than one way to achieve the same result. This User's Guide tries to help by giving many different examples of how you can use logger.

For more examples of practical use-cases of using Logger, Fred Hebert's blog post **Erlang/OTP 21's new logger** is a great starting point.

> **Note:**
>
> If you find that some common Logger usage is missing from this guide, please open a pull request on github with the suggested addition

1.4.1 Get Logger information

Print the primary Logger configurations.

```
1> logger:i(primary).
Primary configuration:
    Level: notice
    Filter Default: log
    Filters:
        (none)
```

It is also possible to fetch the configuration using `logger:get_primary_config()`.

See also

- logger:i()
- Configuration in the Logging User's Guide

Print the configuration of all handlers.

```
2> logger:i(handlers).
Handler configuration:
    Id: default
        Module: logger_std_h
        Level:  all
        Formatter:
            Module: logger_formatter
            Config:
                legacy_header: true
                single_line: false
        Filter Default: stop
        Filters:
            Id: remote_gl
                Fun: fun logger_filters:remote_gl/2
                Arg: stop
            Id: domain
                Fun: fun logger_filters:domain/2
                Arg: {log,super,[otp,sasl]}
            Id: no_domain
                Fun: fun logger_filters:domain/2
                Arg: {log,undefined,[]}
        Handler Config:
            burst_limit_enable: true
            burst_limit_max_count: 500
            burst_limit_window_time: 1000
            drop_mode_qlen: 200
            filesync_repeat_interval: no_repeat
            flush_qlen: 1000
            overload_kill_enable: false
            overload_kill_mem_size: 3000000
            overload_kill_qlen: 20000
            overload_kill_restart_after: 5000
            sync_mode_qlen: 10
            type: standard_io
```

You can also print the configuration of a specific handler using `logger:i(HandlerName)`, or fetch the configuration using `logger:get_handler_config()`, or `logger:get_handler_config(HandlerName)` for a specific handler.

See also

- `logger:i()`
- Configuration in the Logging User's Guide

1.4.2 Configure the Logger

Where did my progress reports go?

In OTP-21 the default primary log level is `notice`. The means that many log messages are by default not printed. This includes the progress reports of supervisors. In order to get progress reports you need to raise the primary log level to `info`

```
$ erl -kernel logger_level info
=PROGRESS REPORT==== 4-Nov-2019::16:33:11.742069 ===
    application: kernel
    started_at: nonode@nohost
=PROGRESS REPORT==== 4-Nov-2019::16:33:11.746546 ===
    application: stdlib
    started_at: nonode@nohost
Eshell V10.5.3  (abort with ^G)
1>
```

1.4.3 Configure Logger formatter

In order to fit better into your existing logging infrastructure Logger can format its logging messages any way you want to. Either you can use the built-in formatter, or you can build your own.

Single line configuration

Since single line logging is the default of the built-in formatter you only have to provide the empty map as the configuration. The example below uses the `sys.config` to change the formatter configuration.

```
$ cat sys.config
[{kernel,
  [{logger,
    [{handler, default, logger_std_h,
      #{ formatter => {logger_formatter, #{ }}}}]}]}].
$ erl -config sys
Eshell V10.5.1  (abort with ^G)
1> logger:error("Oh noes, an error").
1962-10-03T11:07:47.466763-04:00 error: Oh noes, an error
```

However, if you just want to change it for the current session you can also do that.

```
1> logger:set_handler_config(default, formatter, {logger_formatter, #{}}).
ok
2> logger:error("Oh noes, another error").
1962-10-04T15:34:02.648713-04:00 error: Oh noes, another error
```

See also

- logger_formatter's Configuration
- Formatters in the Logging User's Guide
- `logger:set_handler_config/3`

Add file and line number to log entries

You can change what is printed to the log by using the formatter template:

```
$ cat sys.config
[{kernel,
  [{logger,
    [{handler, default, logger_std_h,
      #{ formatter => {logger_formatter,
        #{ template => [time," ", file,":",line," ",level,": ",msg,"\n"] }}}}]}]}].
$ erl -config sys
Eshell V10.5.1  (abort with ^G)
1> logger:error("Oh noes, more errors",#{ file => "shell.erl", line => 1 }).
1962-10-05T07:37:44.104241+02:00 shell.erl:1 error: Oh noes, more errors
```

Note that file and line have to be added in the metadata by the caller of `logger:log/3` as otherwise Logger will not know from where it was called. The file and line number are automatically added if you use the `?LOG_ERROR` macros in `kernel/include/logger.hrl`.

See also

- logger_formatter's Configuration
- logger_formatter's Template
- Logger Macros
- Metadata in the Logging User's Guide

1.4.4 Configuring handlers

Print logs to a file

Instead of printing the logs to stdout we print them to a rotating file log.

```
$ cat sys.config
[{kernel,
  [{logger,
    [{handler, default, logger_std_h,
      #{ config => #{ file => "log/erlang.log",
                      max_no_bytes => 4096,
                      max_no_files => 5},
         formatter => {logger_formatter, #{}}}}]}]}].
$ erl -config sys
Eshell V10.5.1  (abort with ^G)
1> logger:error("Oh noes, even more errors").
ok
2> erlang:halt().
$ cat log/erlang.log
2019-10-07T11:47:16.837958+02:00 error: Oh noes, even more errors
```

See also

- logger_std_h's Description
- Handlers in the Logging User's Guide

Debug only handler

Add a handler that prints `debug` log events to a file, while the default handler prints only up to `notice` level events to standard out.

```
$ cat sys.config
[{kernel,
  [{logger_level, all},
   {logger,
    [{handler, default, logger_std_h,
      #{ level => notice }},
     {handler, debug, logger_std_h,
      #{ filters => [{debug,{fun logger_filters:level/2, {stop, neq, debug}}}],
         config => #{ file => "log/debug.log" } }}
    ]}]}].
$ erl -config sys
Eshell V10.5.1  (abort with ^G)
1> logger:error("Oh noes, even more errors").
=ERROR REPORT==== 9-Oct-2019::14:40:54.784162 ===
Oh noes, even more errors
ok
2> logger:debug("A debug event").
ok
3> erlang:halt().
$ cat log/debug.log
2019-10-09T14:41:03.680541+02:00 debug: A debug event
```

In the configuration above we first raise the primary log level to max in order for the debug log events to get to the handlers. Then we configure the default handler to only log notice and below events, the default log level for a handler is `all`. Then the debug handler is configured with a filter to stop any log message that is not a debug level message.

It is also possible to do the same changes in an already running system using the `logger` module. Then you do like this:

```
$ erl
1> logger:set_handler_config(default, level, notice).
ok
2> logger:add_handler(debug, logger_std_h, #{
  filters => [{debug,{fun logger_filters:level/2, {stop, neq, debug}}}],
  config => #{ file => "log/debug.log" } }).
ok
3> logger:set_primary_config(level, all).
ok
```

It is important that you do not raise the primary log level before adjusting the default handler's level as otherwise your standard out may be flooded by debug log messages.

See also

- logger_std_h's Description
- Filters in the Logging User's Guide

1.4.5 Logging

What to log and how

The simplest way to log something is by using the Logger macros and give a report to the macro. For example if you want to log an error:

```
?LOG_ERROR(#{ what => http_error, status => 418, src => ClientIP, dst => ServerIP }).
```

This will print the following in the default log:

```
=ERROR REPORT==== 10-Oct-2019::12:13:10.089073 ===
    dst: {8,8,4,4}
    src: {8,8,8,8}
    status: 418
    what: http_error
```

or the below if you use a single line formatter:

```
2019-10-10T12:14:11.921843+02:00 error: dst: {8,8,4,4}, src: {8,8,8,8}, status: 418, what: http_error
```

See also

- Log Message in the Logging User's Guide

Report call-backs and printing of events

If you want to do structured logging, but still want to have some control of how the final log message is formatted you can give a `report_cb` as part of the metadata with your log event.

```
ReportCB = fun(#{ what := What, status := Status, src := Src, dst := Dst }) ->
                   {ok, #hostent{ h_name = SrcName }} = inet:gethostbyaddr(Src),
                   {ok, #hostent{ h_name = DstName }} = inet:gethostbyaddr(Dst),
                   {"What: ~p~nStatus: ~p~nSrc: ~s (~s)~nDst: ~s (~s)~n",
                    [What, Status, inet:ntoa(Src), SrcName, inet:ntoa(Dst), DstName]}
           end,
?LOG_ERROR(#{ what => http_error, status => 418, src => ClientIP, dst => ServerIP },
           #{ report_cb => ReportCB }).
```

This will print the following:

```
=ERROR REPORT==== 10-Oct-2019::13:29:02.230863 ===
What: http_error
Status: 418
Src: 8.8.8.8 (dns.google)
Dst: 192.121.151.106 (erlang.org)
```

Note that the order that things are printed have changed, and also I added a reverse-dns lookup of the IP address. This will not print as nicely when using a single line formatter, however you can also use a report_cb fun with 2 arguments where the second argument is the formatting options.

See also

- Log Message in the Logging User's Guide
- Logger Report Callbacks

1.4.6 Filters

Filters are used to remove or change log events before they reach the handlers.

Process filters

If we only want debug messages from a specific process it is possible to do this with a filter like this:

```
%% Initial setup to use a filter for the level filter instead of the primary level
PrimaryLevel = maps:get(level, logger:get_primary_config()),
ok = logger:add_primary_filter(primary_level,
    {fun logger_filters:level/2, {log, gteq, PrimaryLevel}}),
logger:set_primary_config(filter_default, stop),
logger:set_primary_config(level, all),

%% Test that things work as they should
logger:notice("Notice should be logged"),
logger:debug("Should not be logged"),

%% Add the filter to allow PidToLog to send debug events
PidToLog = self(),
PidFilter = fun(LogEvent, _) when PidToLog =:= self() -> LogEvent;
               (_LogEvent, _) -> ignore end,
ok = logger:add_primary_filter(pid, {PidFilter,[]}),
logger:debug("Debug should be logged").
```

There is a bit of setup needed to allow filters to decide whether a specific process should be allowed to log. This is because the default primary log level is notice and it is enforced before the primary filters. So in order for the pid filter to be useful we have to raise the primary log level to `all` and then add a level filter that only lets certain messages at or greater than notice through. When the setup is done, it is simple to add a filter that allows a certain pid through.

Note that doing the primary log level filtering through a filter and not through the level is quite a lot more expensive, so make sure to test that your system can handle the extra load before you enable it on a production node.

See also

- Filters in the Logging User's Guide
- `logger_filters:level/2`
- `logger:set_primary_config/2`

Domains

Domains are used to specify which subsystem a certain log event originates from. The default handler will by default only log events with the domain `[otp]` or without a domain. If you would like to include SSL log events into the default handler log you could do this:

```
1> logger:add_handler_filter(default,ssl_domain,
  {fun logger_filters:domain/2,{log,sub,[otp,ssl]}}).
2> application:ensure_all_started(ssl).
{ok,[crypto,asn1,public_key,ssl]}
3> ssl:connect("www.erlang.org",443,[{log_level,debug}]).
%% lots of text
```

See also

- Filters in the Logging User's Guide
- `logger_filters:domain/2`
- `logger:set_primary_config/2`

1.5 EEP-48: Documentation storage and format

This User's Guide describes the documentation storage format initially described in **EEP-48**. By standardizing how API documentation is stored, it will be possible to write tools that work across languages.

To fetch the EEP-48 documentation for a module you can use `code:get_doc/1`.

To render the EEP-48 documentation for an Erlang module you can use `shell_docs:render/2`.

1.5.1 the "Docs" storage

To look for documentation for a module name example, a tool should:

Look for `example.beam` in the code path, parse the BEAM file and retrieve the `Docs` chunk. If the chunk is not available, it should look for "example.beam" in the code path and find the `doc/chunks/example.chunk` file in the application that defines the `example` module. If a .chunk file is not available, then documentation is not available.

The choice of using a chunk or the filesystem is completely up to the language or library. In both cases, the documentation can be added or removed at any moment by stripping the `Docs` chunk or by removing the doc/chunks directory.

For example, languages like Elixir and LFE attach the `Docs` chunk at compilation time, which can be controlled via a compiler flag. On the other hand, projects like OTP itself will likely generate the doc/chunks entries on a separate command, completely unrelated from code compilation.

1.5.2 the "Docs" format

In both storages, the documentation is written in the exactly same format: an Erlang term serialized to binary via `term_to_binary/1`. The term may be optionally compressed when serialized. It must follow the type specification below:

```
{docs_v1,
 Anno :: erl_anno:anno(),
 BeamLanguage :: atom(),
 Format :: binary(),
 ModuleDoc :: #{DocLanguage := DocValue} | none | hidden,
 Metadata :: map(),
 Docs ::
   [{{Kind, Name, Arity},
     Anno :: erl_anno:anno(),
     Signature :: [binary()],
     Doc :: #{DocLanguage := DocValue} | none | hidden,
     Metadata :: map()
    }]} when DocLanguage :: binary(),
             DocValue :: binary() | term()
```

where in the root tuple we have:

Anno
: annotation (line, column, file) of the definition itself (see `erl_anno(3)`)

BeamLanguage
: an atom representing the language, for example: erlang, elixir, lfe, alpaca, etc

Format
: the mime type of the documentation, such as <<"text/markdown">> or <<"application/erlang+html">>. For details of the format used by Erlang see the `EEP-48 Chapter` in Erl_Docgen's User's Guide.

ModuleDoc
: a map with the documentation language as key, such as `<<"en">>` or `<<"pt_BR">>`, and the documentation as a binary value. It may be the atom `none` in case there is no documentation or the atom `hidden` if documentation has been explicitly disabled for this entry.

Metadata
: a map of atom keys with any term as value. This can be used to add annotations like the `authors` of a module, `deprecated`, or anything else a language or documentation tool may find relevant.

Docs
: a list of documentation for other entities (such as functions and types) in the module.

For each entry in Docs, we have:

{Kind, Name, Arity}
: the kind, name and arity identifying the function, callback, type, etc. The official entities are: `function`, `type` and `callback`. Other languages will add their own. For instance, Elixir and LFE may add macro.

Anno
: annotation (line, column, file) of the module documentation or of the definition itself (see `erl_anno(3)`).

Signature
: the signature of the entity. It is is a list of binaries. Each entry represents a binary in the signature that can be joined with a whitespace or a newline. For example, `[<<"binary_to_atom(Binary, Encoding)">>, <<"when is_binary(Binary)">>]` may be rendered as a single line or two lines. It exists exclusively for exhibition purposes.

Doc
: a map with the documentation language as key, such as <<"en">> or <<"pt_BR">>, and the documentation as a value. The documentation may either be a binary or any Erlang term, both described by `Format`. If it is an Erlang term, then the Format must be <<"application/erlang+SUFFIX",>> such as <<"application/erlang +html">> when the documentation is an Erlang representation of an HTML document. The Doc may also be atom `none` in case there is no documentation or the atom `hidden` if documentation has been explicitly disabled for this entry.

Metadata
: a map of atom keys with any term as value.

This shared format is the heart of the EEP as it is what effectively allows cross-language collaboration.

The Metadata field exists to allow languages, tools and libraries to add custom information to each entry. This EEP documents the following metadata keys:

authors := [binary()]
: a list of authors as binaries.

cross_references := [module() | {module(), {Kind, Name, Arity}}]
: a list of modules or module entries that can be used as cross references when generating documentation.

deprecated := binary()
: when present, it means the current entry is deprecated with a binary that represents the reason for deprecation and a recommendation to replace the deprecated code.

since := binary()
: a binary representing the version such entry was added, such as <<"1.3.0">> or <<"20.0">>.

edit_url := binary()
: a binary representing a URL to change the documentation itself.

Any key may be added to Metadata at any time. Keys that are frequently used by the community can be standardized in future versions.

1.5.3 See Also

`erl_anno(3)`, `shell_docs(3)`, `EEP-48 Chapter in Erl_Docgen's User's Guide`, `code:get_doc/1`

2 Reference Manual

kernel

Application

The Kernel application has all the code necessary to run the Erlang runtime system: file servers, code servers, and so on.

The Kernel application is the first application started. It is mandatory in the sense that the minimal system based on Erlang/OTP consists of Kernel and STDLIB. Kernel contains the following functional areas:

- Start, stop, supervision, configuration, and distribution of applications
- Code loading
- Logging
- Global name service
- Supervision of Erlang/OTP
- Communication with sockets
- Operating system interface

Logger Handlers

Two standard logger handlers are defined in the Kernel application. These are described in the Kernel User's Guide, and in the `logger_std_h(3)` and `logger_disk_log_h(3)` manual pages.

OS Signal Event Handler

Asynchronous OS signals may be subscribed to via the Kernel applications event manager (see OTP Design Principles and `gen_event(3)`) registered as `erl_signal_server`. A default signal handler is installed which handles the following signals:

`sigusr1`

The default handler will halt Erlang and produce a crashdump with slogan "Received SIGUSR1". This is equivalent to calling `erlang:halt("Received SIGUSR1")`.

`sigquit`

The default handler will halt Erlang immediately. This is equivalent to calling `erlang:halt()`.

`sigterm`

The default handler will terminate Erlang normally. This is equivalent to calling `init:stop()`.

Events

Any event handler added to `erl_signal_server` must handle the following events.

`sighup`

Hangup detected on controlling terminal or death of controlling process

`sigquit`

Quit from keyboard

`sigabrt`

Abort signal from abort

`sigalrm`

Timer signal from alarm

`sigterm`

Termination signal

`sigusr1`

User-defined signal 1

`sigusr2`

User-defined signal 2

`sigchld`

Child process stopped or terminated

`sigstop`

Stop process

`sigtstp`

Stop typed at terminal

Setting OS signals are described in `os:set_signal/2`.

Configuration

The following configuration parameters are defined for the Kernel application. For more information about configuration parameters, see file `app(4)`.

`connect_all = true | false`

If enabled (`true`), which also is the default, `global(3)` will actively connect to all nodes that becomes known to it. Note that you also want to enable `prevent_overlapping_partitions` in order for `global` to ensure that a fully connected network is maintained. `prevent_overlapping_partitions` will also prevent inconsistencies in `global`'s name registration and locking.

The now deprecated command line argument `-connect_all <boolean>` has the same effect as the `connect_all` configuration parameter. If this configuration parameter is defined, it will override the command line argument.

`distributed = [Distrib]`

Specifies which applications that are distributed and on which nodes they are allowed to execute. In this parameter:

- `Distrib = {App,Nodes} | {App,Time,Nodes}`
- `App = atom()`
- `Time = integer()>0`
- `Nodes = [node() | {node(),...,node()}]`

The parameter is described in `application:load/2`.

`dist_auto_connect = Value`

Specifies when nodes are automatically connected. If this parameter is not specified, a node is always automatically connected, for example, when a message is to be sent to that node. `Value` is one of:

`never`

Connections are never automatically established, they must be explicitly connected. See `net_kernel(3)`.

`once`

Connections are established automatically, but only once per node. If a node goes down, it must thereafter be explicitly connected. See `net_kernel(3)`.

`permissions = [Perm]`

Specifies the default permission for applications when they are started. In this parameter:

- `Perm = {ApplName,Bool}`
- `ApplName = atom()`
- `Bool = boolean()`

Permissions are described in `application:permit/2`.

`logger = [Config]`

Specifies the configuration for Logger, except the primary log level, which is specified with `logger_level`, and the compatibility with SASL Error Logging, which is specified with `logger_sasl_compatible`.

The `logger` parameter is described in section Logging in the Kernel User's Guide.

`logger_level = Level`

Specifies the primary log level for Logger. Log events with the same, or a more severe level, pass through the primary log level check. See section Logging in the Kernel User's Guide for more information about Logger and log levels.

`Level = emergency | alert | critical | error | warning | notice | info | debug | all | none`

To change the primary log level at runtime, use `logger:set_primary_config(level, Level)`.

Defaults to `notice`.

`logger_metadata = Metadata`

Specifies primary metadata for log events.

`Metadata = map()`

Defaults to `#{}`.

`logger_sasl_compatible = true | false`

Specifies if Logger behaves backwards compatible with the SASL error logging functionality from releases prior to Erlang/OTP 21.0.

If this parameter is set to `true`, the default Logger handler does not log any progress-, crash-, or supervisor reports. If the SASL application is then started, it adds a Logger handler named `sasl`, which logs these events according to values of the SASL configuration parameter `sasl_error_logger` and `sasl_errlog_type`.

See section Deprecated Error Logger Event Handlers and Configuration in the sasl(6) manual page for information about the SASL configuration parameters.

See section SASL Error Logging in the SASL User's Guide, and section Backwards Compatibility with error_logger in the Kernel User's Guide for information about the SASL error logging functionality, and how Logger can be backwards compatible with this.

Defaults to `false`.

Note:

If this parameter is set to `true`, `sasl_errlog_type` indicates that progress reports shall be logged, and the configured primary log level is `notice` or more severe, then SASL automatically sets the primary log level to `info`. That is, this setting can potentially overwrite the value of the Kernel configuration parameter `logger_level`. This is to allow progress reports, which have log level `info`, to be forwarded to the handlers.

`global_groups = [GroupTuple]`

Defines global groups, see `global_group(3)`. In this parameter:

- `GroupTuple = {GroupName, [Node]} | {GroupName, PublishType, [Node]}`
- `GroupName = atom()`
- `PublishType = normal | hidden`
- `Node = node()`

`inet_default_connect_options = [{Opt, Val}]`

Specifies default options for `connect` sockets, see `inet(3)`.

`inet_default_listen_options = [{Opt, Val}]`

Specifies default options for `listen` (and `accept`) sockets, see `inet(3)`.

`inet_dist_use_interface = ip_address()`

If the host of an Erlang node has many network interfaces, this parameter specifies which one to listen on. For the type definition of `ip_address()`, see `inet(3)`.

```
inet_dist_listen_min = First
inet_dist_listen_max = Last
```

Defines the `First..Last` port range for the listener socket of a distributed Erlang node.

`inet_dist_listen_options = Opts`

Defines a list of extra socket options to be used when opening the listening socket for a distributed Erlang node. See `gen_tcp:listen/2`.

`inet_dist_connect_options = Opts`

Defines a list of extra socket options to be used when connecting to other distributed Erlang nodes. See `gen_tcp:connect/4`.

`inet_parse_error_log = silent`

If set, no log events are issued when erroneous lines are found and skipped in the various Inet configuration files.

`inetrc = Filename`

The name (string) of an Inet user configuration file. For details, see section `Inet Configuration` in the ERTS User's Guide.

`net_setuptime = SetupTime`

`SetupTime` must be a positive integer or floating point number, and is interpreted as the maximum allowed time for each network operation during connection setup to another Erlang node. The maximum allowed value is `120`. If higher values are specified, `120` is used. Default is 7 seconds if the variable is not specified, or if the value is incorrect (for example, not a number).

Notice that this value does not limit the total connection setup time, but rather each individual network operation during the connection setup and handshake.

`net_ticker_spawn_options = Opts`

Defines a list of extra spawn options for net ticker processes. There exist one such process for each connection to another node. A net ticker process is responsible for supervising the connection it is associated with. These processes also execute the distribution handshake protocol when setting up connections. When there is a large number of distribution connections, setting up garbage collection options can be helpful to reduce memory usage. Default is `[link, {priority, max}]`, and these two options cannot be changed. The `monitor` and `{monitor, MonitorOpts}` options are not allowed and will be dropped if present. See the documentation

of the `erlang:spawn_opt/4` BIF for information about valid options. If the `Opts` list is not a proper list, or containing invalid options the setup of connections will fail.

Note that the behavior described above is only true if the distribution carrier protocol used is implemented as described in ERTS User's Guide # How to implement an Alternative Carrier for the Erlang Distribution # Distribution Module without further alterations. The implementer of the distribution carrier protocol used, may have chosen to ignore the `net_ticker_spawn_options` parameter or altered its behavior. Currently all distribution modules shipped with OTP do, however, behave as described above.

`net_tickintensity = NetTickIntensity`

Net tick intensity specifies how many ticks to send during a net tick time period when no other data is sent over a connection to another node. This also determines how often to check for data from the other node. The higher net tick intensity, the closer to the chosen net tick time period the node will detect an unresponsive node. The net tick intensity defaults to `4`. The value of `NetTickIntensity` should be an integer in the range `4..1000`. If the `NetTickIntensity` is not an integer or an integer less than `4`, `4` will silently be used. If `NetTickIntensity` is an integer larger than `1000`, `1000` will silently be used.

Note:

Note that all communicating nodes are expected to use the same *net tick intensity* as well as the same *net tick time*.

Warning:

Be careful not to set a too high net tick intensity, since you can overwhelm the node with work if it is set too high.

`net_ticktime = NetTickTime`

Specifies the *net tick time* in seconds. This is the approximate time a connected node may be unresponsive until it is considered down and thereby disconnected.

Net tick time together with net tick intensity determines an interval `TickInterval = NetTickTime/NetTickIntensity`. Once every `TickInterval` seconds, each connected node is ticked if nothing has been sent to it during that last `TickInterval` seconds. A tick is a small package sent on the connection. A connected node is considered to be down if no ticks or payload packages have been received during the last `NetTickIntensity` number of `TickInterval` seconds intervals. This ensures that nodes that are not responding, for reasons such as hardware errors, are considered to be down.

As the availability is only checked every `TickInterval` seconds, the actual time `T` a node have been unresponsive when detected may vary between `MinT` and `MaxT`, where:

```
MinT = NetTickTime - NetTickTime / NetTickIntensity
MaxT = NetTickTime + NetTickTime / NetTickIntensity
```

`NetTickTime` defaults to `60` seconds and `NetTickIntensity` defaults to `4`. Thus, `45 < T < 75` seconds.

Note:

Notice that **all** communicating nodes are to have the **same** `NetTickTime` and `NetTickIntensity` values specified, as it determines both the frequency of outgoing ticks and the expected frequency of incominging ticks.

`NetTickTime` needs to be a multiple of `NetTickIntensity`. If the configured values are not, `NetTickTime` will internally be rounded up to the nearest millisecond. `net_kernel:get_net_ticktime()` will, however, report net tick time truncated to the nearest second.

Normally, a terminating node is detected immediately by the transport protocol (like TCP/IP).

`prevent_overlapping_partitions = true | false`

If enabled (`true`), `global` will actively prevent overlapping partitions from forming when connections are lost between nodes. This fix is enabled by default. If you are about to disable this fix, make sure to read the `global(3)` documentation about this fix for more important information about this.

`shutdown_timeout = integer() | infinity`

Specifies the time `application_controller` waits for an application to terminate during node shutdown. If the timer expires, `application_controller` brutally kills `application_master` of the hanging application. If this parameter is undefined, it defaults to `infinity`.

`sync_nodes_mandatory = [NodeName]`

Specifies which other nodes that **must** be alive for this node to start properly. If some node in the list does not start within the specified time, this node does not start either. If this parameter is undefined, it defaults to `[]`.

`sync_nodes_optional = [NodeName]`

Specifies which other nodes that **can** be alive for this node to start properly. If some node in this list does not start within the specified time, this node starts anyway. If this parameter is undefined, it defaults to the empty list.

`sync_nodes_timeout = integer() | infinity`

Specifies the time (in milliseconds) that this node waits for the mandatory and optional nodes to start. If this parameter is undefined, no node synchronization is performed. This option ensures that `global` is synchronized.

`start_distribution = true | false`

Starts all distribution services, such as `rpc`, `global`, and `net_kernel` if the parameter is `true`. This parameter is to be set to `false` for systems who want to disable all distribution functionality.

Defaults to `true`.

`start_dist_ac = true | false`

Starts the `dist_ac` server if the parameter is `true`. This parameter is to be set to `true` for systems using distributed applications.

Defaults to `false`. If this parameter is undefined, the server is started if parameter `distributed` is set.

`start_boot_server = true | false`

Starts the `boot_server` if the parameter is `true` (see `erl_boot_server(3)`). This parameter is to be set to `true` in an embedded system using this service.

Defaults to `false`.

`boot_server_slaves = [SlaveIP]`

If configuration parameter `start_boot_server` is `true`, this parameter can be used to initialize `boot_server` with a list of slave IP addresses:

`SlaveIP = string() | atom | {integer(),integer(),integer(),integer()}`,

where `0 <= integer() <=255`.

Examples of `SlaveIP` in atom, string, and tuple form:

`'150.236.16.70', "150,236,16,70", {150,236,16,70}`.

Defaults to `[]`.

`start_disk_log = true | false`

Starts the `disk_log_server` if the parameter is `true` (see `disk_log(3)`). This parameter is to be set to `true` in an embedded system using this service.

Defaults to `false`.

`start_pg = true | false`

Starts the default `pg` scope server (see `pg(3)`) if the parameter is `true`. This parameter is to be set to `true` in an embedded system that uses this service.

Defaults to `false`.

`start_timer = true | false`

Starts the `timer_server` if the parameter is `true` (see `timer(3)`). This parameter is to be set to `true` in an embedded system using this service.

Defaults to `false`.

`shell_history = enabled | disabled | module()`

Specifies whether shell history should be logged to disk between usages of `erl` (`enabled`), not logged at all (`disabled`), or a user-specified module will be used to log shell history. This module should export `load() -> [string()]` returning a list of strings to load in the shell when it starts, and `add(iodata()) -> ok.` called every time new line is entered in the shell. By default logging is disabled.

`shell_history_drop = [string()]`

Specific log lines that should not be persisted. For example `["q().", "init:stop()."]` will allow to ignore commands that shut the node down. Defaults to `[]`.

`shell_history_file_bytes = integer()`

How many bytes the shell should remember. By default, the value is set to 512kb, and the minimal value is 50kb.

`shell_history_path = string()`

Specifies where the shell history files will be stored. defaults to the user's cache directory as returned by `filename:basedir(user_cache, "erlang-history")`.

`shutdown_func = {Mod, Func}`

Where:

- `Mod = atom()`
- `Func = atom()`

Sets a function that `application_controller` calls when it starts to terminate. The function is called as `Mod:Func(Reason)`, where `Reason` is the terminate reason for `application_controller`, and it must return as soon as possible for `application_controller` to terminate properly.

`source_search_rules = [DirRule] | [SuffixRule]`

Where:

- `DirRule = {ObjDirSuffix,SrcDirSuffix}`
- `SuffixRule = {ObjSuffix,SrcSuffix,[DirRule]}`
- `ObjDirSuffix = string()`
- `SrcDirSuffix = string()`
- `ObjSuffix = string()`
- `SrcSuffix = string()`

Specifies a list of rules for use by `filelib:find_file/2` `filelib:find_source/2` If this is set to some other value than the empty list, it replaces the default rules. Rules can be simple pairs of directory suffixes, such as `{"ebin", "src"}`, which are used by `filelib:find_file/2`, or triples specifying separate directory suffix rules depending on file name extensions, for example `[{".beam", ".erl", [{"ebin", "src"}]}]`, which are used by `filelib:find_source/2`. Both kinds of rules can be mixed in the list.

The interpretation of `ObjDirSuffix` and `SrcDirSuffix` is as follows: if the end of the directory name where an object is located matches `ObjDirSuffix`, then the name created by replacing `ObjDirSuffix` with `SrcDirSuffix` is expanded by calling `filelib:wildcard/1`, and the first regular file found among the matches is the source file.

`standard_io_encoding = Encoding`

Set whether bytes sent or received via standard_io should be interpreted as unicode or latin1. By default input and output is interpreted as Unicode if it is supported on the host. With this flag you may configure the encoding on startup.

This works similarly to `io:setopts(standard_io, {encoding, Encoding})` but is applied before any bytes on standard_io may have been read.

Encoding is one of:

`unicode`

Configure standard_io to use unicode mode.

`latin1`

Configure standard_io to use latin1 mode.

–

Anything other than unicode or latin1 will be ignored and the system will configure the encoding by itself, typically unicode on modern systems.

See Escripts and non-interactive I/O in Unicode Usage in Erlang for more details.

Deprecated Configuration Parameters

In Erlang/OTP 21.0, a new API for logging was added. The old `error_logger` event manager, and event handlers running on this manager, still work, but they are no longer used by default.

The following application configuration parameters can still be set, but they are only used if the corresponding configuration parameters for Logger are not set.

`error_logger`
Replaced by setting the `type`, and possibly `file` and `modes` parameters of the default `logger_std_h` handler. Example:

```
erl -kernel logger '[{handler,default,logger_std_h,#{config=>#{file=>"/tmp/erlang.log"}}}]'
```

`error_logger_format_depth`
Replaced by setting the `depth` parameter of the default handlers formatter. Example:

```
erl -kernel logger '[{handler,default,logger_std_h,#{formatter=>{logger_formatter,#{legacy_header=>true,
```

See Backwards compatibility with error_logger for more information.

See Also

app(4), application(3), code(3), disk_log(3), erl_boot_server(3), erl_ddll(3), file(3), global(3), global_group(3), heart(3), inet(3), logger(3), net_kernel(3), os(3), pg(3), rpc(3), seq_trace(3), timer(3)

app

Name

The **application resource file** specifies the resources an application uses, and how the application is started. There must always be one application resource file called `Application.app` for each application `Application` in the system.

The file is read by the application controller when an application is loaded/started. It is also used by the functions in `systools`, for example when generating start scripts.

File Syntax

The application resource file is to be called `Application.app`, where `Application` is the application name. The file is to be located in directory `ebin` for the application.

The file must contain a single Erlang term, which is called an **application specification**:

```
{application, Application,
  [{description,  Description},
   {id,           Id},
   {vsn,          Vsn},
   {modules,      Modules},
   {maxP,         MaxP},
   {maxT,         MaxT},
   {registered,   Names},
   {included_applications, Apps},
   {optional_applications, Apps},
   {applications, Apps},
   {env,          Env},
   {mod,          Start},
   {start_phases, Phases},
   {runtime_dependencies, RTDeps}]}.

             Value                Default
             -----                -------
Application  atom()               -
Description  string()             ""
Id           string()             ""
Vsn          string()             ""
Modules      [Module]             []
MaxP         int()                infinity
MaxT         int()                infinity
Names        [Name]               []
Apps         [App]                []
Env          [{Par,Val}]          []
Start        {Module,StartArgs}   []
Phases       [{Phase,PhaseArgs}]  undefined
RTDeps       [ApplicationVersion] []

Module = Name = App = Par = Phase = atom()
Val = StartArgs = PhaseArgs = term()
ApplicationVersion = string()
```

`Application`
: Application name.

For the application controller, all keys are optional. The respective default values are used for any omitted keys.

The functions in `systools` require more information. If they are used, the following keys are mandatory:

- `description`

- vsn
- modules
- registered
- applications

The other keys are ignored by systools.

description

A one-line description of the application.

id

Product identification, or similar.

vsn

Version of the application.

modules

All modules introduced by this application. systools uses this list when generating start scripts and tar files. A module can only be defined in one application.

maxP

Deprecated - is ignored

Maximum number of processes allowed in the application.

maxT

Maximum time, in milliseconds, that the application is allowed to run. After the specified time, the application terminates automatically.

registered

All names of registered processes started in this application. systools uses this list to detect name clashes between different applications.

included_applications

All applications included by this application. When this application is started, all included applications are loaded automatically, but not started, by the application controller. It is assumed that the top-most supervisor of the included application is started by a supervisor of this application.

applications

All applications that must be started before this application. If an application is also listed in optional_applications, then the application is not required to exist (but if it exists, it is also guaranteed to be started before this one).

systools uses this list to generate correct start scripts. Defaults to the empty list, but notice that all applications have dependencies to (at least) Kernel and STDLIB.

optional_applications

A list of applications that are optional. Note if you want an optional dependency to be automatically started before the current application whenever it is available, it must be listed on both applications and optional_applications.

env

Configuration parameters used by the application. The value of a configuration parameter is retrieved by calling application:get_env/1,2. The values in the application resource file can be overridden by values in a configuration file (see config(4)) or by command-line flags (see erts:erl(1)).

`mod`

Specifies the application callback module and a start argument, see `application(3)`.

Key `mod` is necessary for an application implemented as a supervision tree, otherwise the application controller does not know how to start it. `mod` can be omitted for applications without processes, typically code libraries, for example, STDLIB.

`start_phases`

A list of start phases and corresponding start arguments for the application. If this key is present, the application master, in addition to the usual call to `Module:start/2`, also calls `Module:start_phase(Phase,Type,PhaseArgs)` for each start phase defined by key `start_phases`. Only after this extended start procedure, `application:start(Application)` returns.

Start phases can be used to synchronize startup of an application and its included applications. In this case, key `mod` must be specified as follows:

```
{mod, {application_starter,[Module,StartArgs]}}
```

The application master then calls `Module:start/2` for the primary application, followed by calls to `Module:start_phase/3` for each start phase (as defined for the primary application), both for the primary application and for each of its included applications, for which the start phase is defined.

This implies that for an included application, the set of start phases must be a subset of the set of phases defined for the primary application. For more information, see OTP Design Principles.

`runtime_dependencies`

A list of application versions that the application depends on. An example of such an application version is `"kernel-3.0"`. Application versions specified as runtime dependencies are minimum requirements. That is, a larger application version than the one specified in the dependency satisfies the requirement. For information about how to compare application versions, see section Versions in the System Principles User's Guide.

Notice that the application version specifies a source code version. One more, indirect, requirement is that the installed binary application of the specified version is built so that it is compatible with the rest of the system.

Some dependencies can only be required in specific runtime scenarios. When such optional dependencies exist, these are specified and documented in the corresponding "App" documentation of the specific application.

Warning:

The `runtime_dependencies` key was introduced in OTP 17.0. The type of its value might be subject to changes during the OTP 17 release.

Warning:

All runtime dependencies specified in OTP applications during the OTP 17 release may not be completely correct. This is actively being worked on. Declared runtime dependencies in OTP applications are expected to be correct in OTP 18.

See Also

`application(3)`, `systools(3)`

application

Erlang module

In OTP, **application** denotes a component implementing some specific functionality, that can be started and stopped as a unit, and that can be reused in other systems. This module interacts with **application controller**, a process started at every Erlang runtime system. This module contains functions for controlling applications (for example, starting and stopping applications), and functions to access information about applications (for example, configuration parameters).

An application is defined by an **application specification**. The specification is normally located in an **application resource file** named `Application.app`, where `Application` is the application name. For details about the application specification, see `app(4)`.

This module can also be viewed as a behaviour for an application implemented according to the OTP design principles as a supervision tree. The definition of how to start and stop the tree is to be located in an **application callback module**, exporting a predefined set of functions.

For details about applications and behaviours, see OTP Design Principles.

Data Types

```
start_type() =
    normal |
    {takeover, Node :: node()} |
    {failover, Node :: node()}
restart_type() = permanent | transient | temporary
tuple_of(T)
```

A tuple where the elements are of type `T`.

Exports

```
ensure_all_started(Applications) ->
                      {ok, Started} | {error, Reason}
ensure_all_started(Applications, Type) ->
                      {ok, Started} | {error, AppReason}
ensure_all_started(Applications, Type, Mode) ->
                      {ok, Started} | {error, AppReason}
```

Types:

```
Applications = atom() | [atom()]
Type = restart_type()
Mode = serial | concurrent
Started = [atom()]
AppReason = {atom(), term()}
```

`Applications` is either an an `atom()` or a list of `atom()` representing multiple applications.

This function is equivalent to calling `start/1,2` repeatedly on all dependencies that are not yet started of each application. Optional dependencies will also be loaded and started if they are available.

The `Mode` argument controls if the applications should be started in `serial` mode (one at a time) or `concurrent` mode. In concurrent mode, a dependency graph is built and the leaves of the graph are started concurrently and

recursively. In both modes, no assertion can be made about the order the applications are started. If not supplied, it defaults to `serial`.

Returns `{ok, AppNames}` for a successful start or for an already started application (which is, however, omitted from the `AppNames` list).

The function reports `{error, {AppName,Reason}}` for errors, where `Reason` is any possible reason returned by `start/1,2` when starting a specific dependency.

If an error occurs, the applications started by the function are stopped to bring the set of running applications back to its initial state.

`ensure_started(Application) -> ok | {error, Reason}`
`ensure_started(Application, Type) -> ok | {error, Reason}`

Types:

`Application = atom()`
`Type = restart_type()`
`Reason = term()`

Equivalent to `start/1,2` except it returns `ok` for already started applications.

`get_all_env() -> Env`
`get_all_env(Application) -> Env`

Types:

`Application = atom()`
`Env = [{Par :: atom(), Val :: term()}]`

Returns the configuration parameters and their values for `Application`. If the argument is omitted, it defaults to the application of the calling process.

If the specified application is not loaded, or if the process executing the call does not belong to any application, the function returns `[]`.

`get_all_key() -> [] | {ok, Keys}`
`get_all_key(Application) -> undefined | Keys`

Types:

`Application = atom()`
`Keys = {ok, [{Key :: atom(), Val :: term()}, ...]}`

Returns the application specification keys and their values for `Application`. If the argument is omitted, it defaults to the application of the calling process.

If the specified application is not loaded, the function returns `undefined`. If the process executing the call does not belong to any application, the function returns `[]`.

`get_application() -> undefined | {ok, Application}`
`get_application(PidOrModule) -> undefined | {ok, Application}`

Types:

`PidOrModule = (Pid :: pid()) | (Module :: module())`
`Application = atom()`

Returns the name of the application to which the process `Pid` or the module `Module` belongs. Providing no argument is the same as calling `get_application(self())`.

If the specified process does not belong to any application, or if the specified process or module does not exist, the function returns `undefined`.

```
get_env(Par) -> undefined | {ok, Val}
get_env(Application, Par) -> undefined | {ok, Val}
```

Types:

```
Application = Par = atom()
Val = term()
```

Returns the value of configuration parameter `Par` for `Application`. If the application argument is omitted, it defaults to the application of the calling process.

Returns `undefined` if any of the following applies:

- The specified application is not loaded.
- The configuration parameter does not exist.
- The process executing the call does not belong to any application.

```
get_env(Application, Par, Def) -> Val
```

Types:

```
Application = Par = atom()
Def = Val = term()
```

Works like `get_env/2` but returns value `Def` when configuration parameter `Par` does not exist.

```
get_key(Key) -> undefined | {ok, Val}
get_key(Application, Key) -> undefined | {ok, Val}
```

Types:

```
Application = Key = atom()
Val = term()
```

Returns the value of the application specification key `Key` for `Application`. If the application argument is omitted, it defaults to the application of the calling process.

Returns `undefined` if any of the following applies:

- The specified application is not loaded.
- The specification key does not exist.
- The process executing the call does not belong to any application.

```
get_supervisor(Application) -> undefined | {ok, Pid}
```

Types:

```
Pid = pid()
Application = atom()
```

Returns the `Pid` of the supervisor running at the root of `Application`.

If the specified application does not exist or does not define a callback module, the function returns `undefined`.

```
load(AppDescr) -> ok | {error, Reason}
load(AppDescr, Distributed) -> ok | {error, Reason}
```

Types:

```
AppDescr = Application | (AppSpec :: application_spec())
Application = atom()
Distributed =
    {Application, Nodes} | {Application, Time, Nodes} | default
Nodes = [node() | tuple_of(node())]
Time = integer() >= 1
Reason = term()
application_spec() =
    {application,
     Application :: atom(),
     AppSpecKeys :: [application_opt()]}
application_opt() =
    {description, Description :: string()} |
    {vsn, Vsn :: string()} |
    {id, Id :: string()} |
    {modules, [Module :: module()]} |
    {registered, Names :: [Name :: atom()]} |
    {applications, [Application :: atom()]} |
    {included_applications, [Application :: atom()]} |
    {env, [{Par :: atom(), Val :: term()}]} |
    {start_phases,
     [{Phase :: atom(), PhaseArgs :: term()}] | undefined} |
    {maxT, MaxT :: timeout()} |
    {maxP, MaxP :: integer() >= 1 | infinity} |
    {mod, Start :: {Module :: module(), StartArgs :: term()}}
```

Loads the application specification for an application into the application controller. It also loads the application specifications for any included applications. Notice that the function does not load the Erlang object code.

The application can be specified by its name `Application`. In this case, the application controller searches the code path for the application resource file `Application.app` and loads the specification it contains.

The application specification can also be specified directly as a tuple `AppSpec`, having the format and contents as described in `app(4)`.

If `Distributed == {Application,[Time,]Nodes}`, the application becomes distributed. The argument overrides the value for the application in the Kernel configuration parameter `distributed`. `Application` must be the application name (same as in the first argument). If a node crashes and `Time` is specified, the application controller waits for `Time` milliseconds before attempting to restart the application on another node. If `Time` is not specified, it defaults to `0` and the application is restarted immediately.

`Nodes` is a list of node names where the application can run, in priority from left to right. Node names can be grouped using tuples to indicate that they have the same priority.

Example:

```
Nodes = [cp1@cave, {cp2@cave, cp3@cave}]
```

This means that the application is preferably to be started at `cp1@cave`. If `cp1@cave` is down, the application is to be started at `cp2@cave` or `cp3@cave`.

If `Distributed == default`, the value for the application in the Kernel configuration parameter `distributed` is used.

```
loaded_applications() -> [{Application, Description, Vsn}]
```

Types:

```
Application = atom()
Description = Vsn = string()
```

Returns a list with information about the applications, and included applications, which are loaded using `load/1,2`. `Application` is the application name. `Description` and `Vsn` are the values of their `description` and `vsn` application specification keys, respectively.

```
set_env(Config) -> ok
set_env(Config, Opts) -> ok
```

Types:

```
Config = [{Application, Env}]
Application = atom()
Env = [{Par :: atom(), Val :: term()}]
Opts = [{timeout, timeout()} | {persistent, boolean()}]
```

Sets the configuration `Config` for multiple applications. It is equivalent to calling `set_env/4` on each application individually, except it is more efficient. The given `Config` is validated before the configuration is set.

`set_env/2` uses the standard `gen_server` time-out value (5000 ms). Option `timeout` can be specified if another time-out value is useful, for example, in situations where the application controller is heavily loaded.

Option `persistent` can be set to `true` to guarantee that parameters set with `set_env/2` are not overridden by those defined in the application resource file on load. This means that persistent values will stick after the application is loaded and also on application reload.

If an application is given more than once or if an application has the same key given more than once, the behaviour is undefined and a warning message will be logged. In future releases, an error will be raised.

`set_env/1` is equivalent to `set_env(Config, [])`.

Warning:

Use this function only if you know what you are doing, that is, on your own applications. It is very application-dependent and configuration parameter-dependent when and how often the value is read by the application. Careless use of this function can put the application in a weird, inconsistent, and malfunctioning state.

```
permit(Application, Permission) -> ok | {error, Reason}
```

Types:

```
Application = atom()
Permission = boolean()
Reason = term()
```

Changes the permission for `Application` to run at the current node. The application must be loaded using `load/1,2` for the function to have effect.

If the permission of a loaded, but not started, application is set to `false`, `start` returns `ok` but the application is not started until the permission is set to `true`.

If the permission of a running application is set to `false`, the application is stopped. If the permission later is set to `true`, it is restarted.

If the application is distributed, setting the permission to `false` means that the application will be started at, or moved to, another node according to how its distribution is configured (see `load/2`).

The function does not return until the application is started, stopped, or successfully moved to another node. However, in some cases where permission is set to `true`, the function returns `ok` even though the application is not started. This is true when an application cannot start because of dependencies to other applications that are not yet started. When they are started, `Application` is started as well.

By default, all applications are loaded with permission `true` on all nodes. The permission can be configured using the Kernel configuration parameter `permissions`.

```
set_env(Application, Par, Val) -> ok
set_env(Application, Par, Val, Opts) -> ok
```

Types:

```
Application = Par = atom()
Val = term()
Opts = [{timeout, timeout()} | {persistent, boolean()}]
```

Sets the value of configuration parameter `Par` for `Application`.

`set_env/4` uses the standard `gen_server` time-out value (5000 ms). Option `timeout` can be specified if another time-out value is useful, for example, in situations where the application controller is heavily loaded.

If `set_env/4` is called before the application is loaded, the application environment values specified in file `Application.app` override the ones previously set. This is also true for application reloads.

Option `persistent` can be set to `true` to guarantee that parameters set with `set_env/4` are not overridden by those defined in the application resource file on load. This means that persistent values will stick after the application is loaded and also on application reload.

Warning:

Use this function only if you know what you are doing, that is, on your own applications. It is very application-dependent and configuration parameter-dependent when and how often the value is read by the application. Careless use of this function can put the application in a weird, inconsistent, and malfunctioning state.

```
start(Application) -> ok | {error, Reason}
start(Application, Type) -> ok | {error, Reason}
```

Types:

```
Application = atom()
Type = restart_type()
Reason = term()
```

Starts `Application`. If it is not loaded, the application controller first loads it using `load/1`. It ensures that any included applications are loaded, but does not start them. That is assumed to be taken care of in the code for `Application`.

The application controller checks the value of the application specification key `applications`, to ensure that all applications needed to be started before this application are running. If an application is missing and the application is not marked as optional, `{error,{not_started,App}}` is returned, where `App` is the name of the missing application. Note this function makes no attempt to start any of the applications listed in `applications`, not even optional ones. See `ensure_all_started/1,2` for recursively starting the current application and its dependencies.

Once validated, the application controller then creates an **application master** for the application. The application master becomes the group leader of all the processes in the application. I/O is forwarded to the previous group leader, though, this is just a way to identify processes that belong to the application. Used for example to find itself from any process, or, reciprocally, to kill them all when it terminates.

The application master starts the application by calling the application callback function `Module:start/2` as defined by the application specification key `mod`.

Argument `Type` specifies the type of the application. If omitted, it defaults to `temporary`.

- If a permanent application terminates, all other applications and the entire Erlang node are also terminated.
- If a transient application terminates:
  - with `Reason == normal`, this is reported but no other applications are terminated.
  - abnormally, all other applications and the entire Erlang node are also terminated.
- If a temporary application terminates, this is reported but no other applications are terminated.

Notice that an application can always be stopped explicitly by calling `stop/1`. Regardless of the type of the application, no other applications are affected.

Notice also that the transient type is of little practical use, because when a supervision tree terminates, the reason is set to `shutdown`, not `normal`.

`start_type() -> StartType | undefined | local`

Types:

`StartType = start_type()`

This function is intended to be called by a process belonging to an application, when the application is started, to determine the start type, which is `StartType` or `local`.

For a description of `StartType`, see `Module:start/2`.

`local` is returned if only parts of the application are restarted (by a supervisor), or if the function is called outside a startup.

If the process executing the call does not belong to any application, the function returns `undefined`.

`stop(Application) -> ok | {error, Reason}`

Types:

`Application = atom()`

`Reason = term()`

Stops `Application`. The application master calls `Module:prep_stop/1`, if such a function is defined, and then tells the top supervisor of the application to shut down (see `supervisor(3)`). This means that the entire supervision tree, including included applications, is terminated in reversed start order. After the shutdown, the application master calls `Module:stop/1`. `Module` is the callback module as defined by the application specification key `mod`.

Last, the application master terminates. Notice that all processes with the application master as group leader, that is, processes spawned from a process belonging to the application, are also terminated.

When stopped, the application is still loaded.

To stop a distributed application, `stop/1` must be called on all nodes where it can execute (that is, on all nodes where it has been started). The call to `stop/1` on the node where the application currently executes stops its execution. The application is not moved between nodes, as `stop/1` is called on the node where the application currently executes before `stop/1` is called on the other nodes.

takeover(Application, Type) -> ok | {error, Reason}

Types:

Application = atom()
Type = restart_type()
Reason = term()

Takes over the distributed application `Application`, which executes at another node `Node`. At the current node, the application is restarted by calling `Module:start({takeover,Node},StartArgs)`. `Module` and `StartArgs` are retrieved from the loaded application specification. The application at the other node is not stopped until the startup is completed, that is, when `Module:start/2` and any calls to `Module:start_phase/3` have returned.

Thus, two instances of the application run simultaneously during the takeover, so that data can be transferred from the old to the new instance. If this is not an acceptable behavior, parts of the old instance can be shut down when the new instance is started. However, the application cannot be stopped entirely, at least the top supervisor must remain alive.

For a description of `Type`, see `start/1,2`.

unload(Application) -> ok | {error, Reason}

Types:

Application = atom()
Reason = term()

Unloads the application specification for `Application` from the application controller. It also unloads the application specifications for any included applications. Notice that the function does not purge the Erlang object code.

unset_env(Application, Par) -> ok
unset_env(Application, Par, Opts) -> ok

Types:

Application = Par = atom()
Opts = [{timeout, timeout()} | {persistent, boolean()}]

Removes the configuration parameter `Par` and its value for `Application`.

`unset_env/2` uses the standard `gen_server` time-out value (5000 ms). Option `timeout` can be specified if another time-out value is useful, for example, in situations where the application controller is heavily loaded.

`unset_env/3` also allows the persistent option to be passed (see `set_env/4`).

Warning:

Use this function only if you know what you are doing, that is, on your own applications. It is very application-dependent and configuration parameter-dependent when and how often the value is read by the application. Careless use of this function can put the application in a weird, inconsistent, and malfunctioning state.

which_applications() -> [{Application, Description, Vsn}]
which_applications(Timeout) -> [{Application, Description, Vsn}]

Types:

```
Timeout = timeout()
Application = atom()
Description = Vsn = string()
```

Returns a list with information about the applications that are currently running. `Application` is the application name. `Description` and `Vsn` are the values of their `description` and `vsn` application specification keys, respectively.

`which_applications/0` uses the standard `gen_server` time-out value (5000 ms). A `Timeout` argument can be specified if another time-out value is useful, for example, in situations where the application controller is heavily loaded.

The following functions are to be exported from an `application` callback module.

Exports

`Module:start(StartType, StartArgs) -> {ok, Pid} | {ok, Pid, State} | {error, Reason}`

Types:

```
StartType = start_type()
StartArgs = term()
Pid = pid()
State = term()
```

This function is called whenever an application is started using `start/1,2`, and is to start the processes of the application. If the application is structured according to the OTP design principles as a supervision tree, this means starting the top supervisor of the tree.

`StartType` defines the type of start:

- `normal` if it is a normal startup.
- `normal` also if the application is distributed and started at the current node because of a failover from another node, and the application specification key `start_phases == undefined`.
- `{takeover,Node}` if the application is distributed and started at the current node because of a takeover from `Node`, either because `takeover/2` has been called or because the current node has higher priority than `Node`.
- `{failover,Node}` if the application is distributed and started at the current node because of a failover from `Node`, and the application specification key `start_phases /= undefined`.

`StartArgs` is the `StartArgs` argument defined by the application specification key `mod`.

The function is to return `{ok,Pid}` or `{ok,Pid,State}`, where `Pid` is the pid of the top supervisor and `State` is any term. If omitted, `State` defaults to `[]`. If the application is stopped later, `State` is passed to `Module:prep_stop/1`.

`Module:start_phase(Phase, StartType, PhaseArgs) -> ok | {error, Reason}`

Types:

```
Phase = atom()
StartType = start_type()
PhaseArgs = term()
Pid = pid()
State = state()
```

Starts an application with included applications, when synchronization is needed between processes in the different applications during startup.

The start phases are defined by the application specification key `start_phases == [{Phase,PhaseArgs}]`. For included applications, the set of phases must be a subset of the set of phases defined for the including application.

The function is called for each start phase (as defined for the primary application) for the primary application and all included applications, for which the start phase is defined.

For a description of `StartType`, see `Module:start/2`.

`Module:prep_stop(State) -> NewState`

Types:

```
State = NewState = term()
```

This function is called when an application is about to be stopped, before shutting down the processes of the application.

`State` is the state returned from `Module:start/2`, or `[]` if no state was returned. `NewState` is any term and is passed to `Module:stop/1`.

The function is optional. If it is not defined, the processes are terminated and then `Module:stop(State)` is called.

`Module:stop(State)`

Types:

```
State = term()
```

This function is called whenever an application has stopped. It is intended to be the opposite of `Module:start/2` and is to do any necessary cleaning up. The return value is ignored.

`State` is the return value of `Module:prep_stop/1`, if such a function exists. Otherwise `State` is taken from the return value of `Module:start/2`.

`Module:config_change(Changed, New, Removed) -> ok`

Types:

```
Changed = [{Par,Val}]
New = [{Par,Val}]
Removed = [Par]
 Par = atom()
 Val = term()
```

This function is called by an application after a code replacement, if the configuration parameters have changed.

`Changed` is a list of parameter-value tuples including all configuration parameters with changed values.

`New` is a list of parameter-value tuples including all added configuration parameters.

`Removed` is a list of all removed parameters.

See Also

OTP Design Principles, kernel(6), app(4)

auth

Erlang module

This module is deprecated. For a description of the Magic Cookie system, refer to Distributed Erlang in the Erlang Reference Manual.

Data Types

`cookie() = atom()`

Exports

`cookie() -> Cookie`

Types:

`Cookie = cookie()`

Use `erlang:get_cookie()` in ERTS instead.

`cookie(TheCookie) -> true`

Types:

`TheCookie = Cookie | [Cookie]`

The cookie can also be specified as a list with a single atom element.

`Cookie = cookie()`

Use `erlang:set_cookie(node(), Cookie)` in ERTS instead.

`is_auth(Node) -> yes | no`

Types:

`Node = node()`

Returns `yes` if communication with `Node` is authorized. Notice that a connection to `Node` is established in this case. Returns `no` if `Node` does not exist or communication is not authorized (it has another cookie than `auth` thinks it has).

Use `net_adm:ping(Node)` instead.

`node_cookie([Node, Cookie]) -> yes | no`

Types:

`Node = node()`

`Cookie = cookie()`

Equivalent to `node_cookie(Node, Cookie)`.

`node_cookie(Node, Cookie) -> yes | no`

Types:

`Node = node()`

`Cookie = cookie()`

Sets the magic cookie of `Node` to `Cookie` and verifies the status of the authorization. Equivalent to calling `erlang:set_cookie(Node, Cookie)`, followed by `auth:is_auth(Node)`.

code

Erlang module

This module contains the interface to the Erlang **code server**, which deals with the loading of compiled code into a running Erlang runtime system.

The runtime system can be started in **interactive** or **embedded** mode. Which one is decided by the command-line flag `-mode`:

```
% erl -mode interactive
```

The modes are as follows:

- In interactive mode, which is default, only some code is loaded during system startup, basically the modules needed by the runtime system. Other code is dynamically loaded when first referenced. When a call to a function in a certain module is made, and the module is not loaded, the code server searches for and tries to load the module.
- In embedded mode, modules are not auto loaded. Trying to use a module that has not been loaded results in an error. This mode is recommended when the boot script loads all modules, as it is typically done in OTP releases. (Code can still be loaded later by explicitly ordering the code server to do so).

To prevent accidentally reloading of modules affecting the Erlang runtime system, directories `kernel`, `stdlib`, and `compiler` are considered **sticky**. This means that the system issues a warning and rejects the request if a user tries to reload a module residing in any of them. The feature can be disabled by using command-line flag `-nostick`.

Code Path

In interactive mode, the code server maintains a search path, usually called the **code path**, consisting of a list of directories, which it searches sequentially when trying to load a module.

Initially, the code path consists of the current working directory and all Erlang object code directories under library directory `$OTPROOT/lib`, where `$OTPROOT` is the installation directory of Erlang/OTP, `code:root_dir()`. Directories can be named `Name[-Vsn]` and the code server, by default, chooses the directory with the highest version number among those having the same `Name`. Suffix `-Vsn` is optional. If an `ebin` directory exists under `Name[-Vsn]`, this directory is added to the code path.

Environment variable `ERL_LIBS` (defined in the operating system) can be used to define more library directories to be handled in the same way as the standard OTP library directory described above, except that directories without an `ebin` directory are ignored.

All application directories found in the additional directories appear before the standard OTP applications, except for the Kernel and STDLIB applications, which are placed before any additional applications. In other words, modules found in any of the additional library directories override modules with the same name in OTP, except for modules in Kernel and STDLIB.

Environment variable `ERL_LIBS` (if defined) is to contain a colon-separated (for Unix-like systems) or semicolon-separated (for Windows) list of additional libraries.

Example:

On a Unix-like system, `ERL_LIBS` can be set to the following

```
/usr/local/jungerl:/home/some_user/my_erlang_lib
```

On Windows, use semi-colon as separator.

The code paths specified by `$OTPROOT`, `ERL_LIBS`, and boot scripts have their listings cached by default (except for ".") since OTP 26.0. The code server will lookup the contents in their directories once and avoid future file system traversals. Therefore modules added to such directories after the Erlang VM boots won't be picked up. You can disable this behaviour by setting `-cache_boot_paths false` or by calling `code:set_path(code:get_path())`.

The functions in this module and the command line options `-pa` and `-pz` are not cached by default. However, many of the functions that manipulate the code path accept the `cache` atom as an optional argument, which will enable caching on selected paths.

Loading of Code From Archive Files

Warning:

The support for loading code from archive files is experimental. The purpose of releasing it before it is ready is to obtain early feedback. The file format, semantics, interfaces, and so on, can be changed in a future release. The function `lib_dir/2` and flag `-code_path_choice` are also experimental.

The Erlang archives are `ZIP` files with extension `.ez`. Erlang archives can also be enclosed in `escript` files whose file extension is arbitrary.

Erlang archive files can contain entire Erlang applications or parts of applications. The structure in an archive file is the same as the directory structure for an application. If you, for example, create an archive of `mnesia-4.4.7`, the archive file must be named `mnesia-4.4.7.ez` and it must contain a top directory named `mnesia-4.4.7`. If the version part of the name is omitted, it must also be omitted in the archive. That is, a `mnesia.ez` archive must contain a `mnesia` top directory.

An archive file for an application can, for example, be created like this:

```
zip:create("mnesia-4.4.7.ez",
 ["mnesia-4.4.7"],
 [{cwd, code:lib_dir()},
  {compress, all},
  {uncompress,[".beam",".app"]}]).
```

Any file in the archive can be compressed, but to speed up the access of frequently read files, it can be a good idea to store `beam` and `app` files uncompressed in the archive.

Normally the top directory of an application is located in library directory `$OTPROOT/lib` or in a directory referred to by environment variable `ERL_LIBS`. At startup, when the initial code path is computed, the code server also looks for archive files in these directories and possibly adds `ebin` directories in archives to the code path. The code path then contains paths to directories that look like `$OTPROOT/lib/mnesia.ez/mnesia/ebin` or `$OTPROOT/lib/mnesia-4.4.7.ez/mnesia-4.4.7/ebin`.

The code server uses module `erl_prim_loader` in ERTS (possibly through `erl_boot_server`) to read code files from archives. However, the functions in `erl_prim_loader` can also be used by other applications to read files from archives. For example, the call `erl_prim_loader:list_dir( "/otp/root/lib/mnesia-4.4.7.ez/mnesia-4.4.7/examples/bench)"` would list the contents of a directory inside an archive. See `erl_prim_loader(3)`.

An application archive file and a regular application directory can coexist. This can be useful when it is needed to have parts of the application as regular files. A typical case is the `priv` directory, which must reside as a regular directory to link in drivers dynamically and start port programs. For other applications that do not need this, directory `priv` can reside in the archive and the files under the directory `priv` can be read through `erl_prim_loader`.

When a directory is added to the code path and when the entire code path is (re)set, the code server decides which subdirectories in an application that are to be read from the archive and which that are to be read as regular files. If directories are added or removed afterwards, the file access can fail if the code path is not updated (possibly to the same path as before, to trigger the directory resolution update).

For each directory on the second level in the application archive (`ebin`, `priv`, `src`, and so on), the code server first chooses the regular directory if it exists and second from the archive. Function `code:lib_dir/2` returns the path to the subdirectory. For example, `code:lib_dir(megaco,ebin)` can return `/otp/root/lib/megaco-3.9.1.1.ez/megaco-3.9.1.1/ebin` while `code:lib_dir(megaco,priv)` can return `/otp/root/lib/megaco-3.9.1.1/priv`.

When an `escript` file contains an archive, there are no restrictions on the name of the `escript` and no restrictions on how many applications that can be stored in the embedded archive. Single Beam files can also reside on the top level in the archive. At startup, the top directory in the embedded archive and all (second level) `ebin` directories in the embedded archive are added to the code path. See `erts:escript(1)`.

When the choice of directories in the code path is `strict`, the directory that ends up in the code path is exactly the stated one. This means that if, for example, the directory `$OTPROOT/lib/mnesia-4.4.7/ebin` is explicitly added to the code path, the code server does not load files from `$OTPROOT/lib/mnesia-4.4.7.ez/mnesia-4.4.7/ebin`.

This behavior can be controlled through command-line flag `-code_path_choice Choice`. If the flag is set to `relaxed`, the code server instead chooses a suitable directory depending on the actual file structure. If a regular application `ebin` directory exists, it is chosen. Otherwise, the directory `ebin` in the archive is chosen if it exists. If neither of them exists, the original directory is chosen.

Command-line flag `-code_path_choice Choice` also affects how module `init` interprets the `boot script`. The interpretation of the explicit code paths in the `boot script` can be `strict` or `relaxed`. It is particularly useful to set the flag to `relaxed` when elaborating with code loading from archives without editing the `boot script`. The default is `relaxed`. See `erts:init(3)`.

Current and Old Code

The code for a module can exist in two variants in a system: **current code** and **old code**. When a module is loaded into the system for the first time, the module code becomes 'current' and the global **export table** is updated with references to all functions exported from the module.

If then a new instance of the module is loaded (for example, because of error correction), the code of the previous instance becomes 'old', and all export entries referring to the previous instance are removed. After that, the new instance is loaded as for the first time, and becomes 'current'.

Both old and current code for a module are valid, and can even be evaluated concurrently. The difference is that exported functions in old code are unavailable. Hence, a global call cannot be made to an exported function in old code, but old code can still be evaluated because of processes lingering in it.

If a third instance of the module is loaded, the code server removes (purges) the old code and any processes lingering in it are terminated. Then the third instance becomes 'current' and the previously current code becomes 'old'.

For more information about old and current code, and how to make a process switch from old to current code, see section Compilation and Code Loading in the Erlang Reference Manual.

Argument Types and Invalid Arguments

Module and application names are atoms, while file and directory names are strings. For backward compatibility reasons, some functions accept both strings and atoms, but a future release will probably only allow the arguments that are documented.

Functions in this module generally fail with an exception if they are passed an incorrect type (for example, an integer or a tuple where an atom is expected). An error tuple is returned if the argument type is correct, but there are some other errors (for example, a non-existing directory is specified to `set_path/1`).

Error Reasons for Code-Loading Functions

Functions that load code (such as `load_file/1`) will return `{error,Reason}` if the load operation fails. Here follows a description of the common reasons.

`badfile`

The object code has an incorrect format or the module name in the object code is not the expected module name.

`nofile`

No file with object code was found.

`not_purged`

The object code could not be loaded because an old version of the code already existed.

`on_load_failure`

The module has an -on_load function that failed when it was called.

`sticky_directory`

The object code resides in a sticky directory.

Data Types

```
add_path_ret() = true | {error, bad_directory}
cache() = cache | nocache
load_ret() =
    {error, What :: load_error_rsn()} |
    {module, Module :: module()}
load_error_rsn() =
    badfile | nofile | not_purged | on_load_failure |
    sticky_directory
module_status() = not_loaded | loaded | modified | removed
prepared_code()
```

An opaque term holding prepared code.

```
replace_path_ret() =
    true | {error, bad_directory | bad_name | {badarg, term()}}
set_path_ret() = true | {error, bad_directory}
```

Exports

```
set_path(Path) -> set_path_ret()
set_path(Path, Cache :: cache()) -> set_path_ret()
```

Types:

```
Path = [Dir :: file:filename()]
```

Sets the code path to the list of directories `Path`.

An optional second argument may be set to the atom `cache` to control if the contents of the directory must be cached on first traversal. Defaults to `nocache`.

Returns:

`true`

If successful

`{error, bad_directory}`

If any `Dir` is not a directory name

`get_path() -> Path`

Types:

`Path = [Dir :: file:filename()]`

Returns the code path.

`add_path(Dir) -> add_path_ret()`
`add_path(Dir, Cache :: cache()) -> add_path_ret()`
`add_pathz(Dir) -> add_path_ret()`
`add_pathz(Dir, Cache :: cache()) -> add_path_ret()`

Types:

`Dir = file:filename()`
`add_path_ret() = true | {error, bad_directory}`

Adds `Dir` to the code path. The directory is added as the last directory in the new path. If `Dir` already exists in the path, it is not added.

An optional second argument may be set to the atom `cache` to control if the contents of the directory must be cached on first traversal. Defaults to `nocache`.

Returns `true` if successful, or `{error, bad_directory}` if `Dir` is not the name of a directory.

`add_patha(Dir) -> add_path_ret()`
`add_patha(Dir, Cache :: cache()) -> add_path_ret()`

Types:

`Dir = file:filename()`
`add_path_ret() = true | {error, bad_directory}`

Adds `Dir` to the beginning of the code path. If `Dir` exists, it is removed from the old position in the code path.

An optional second argument may be set to the atom `cache` to control if the contents of the directory must be cached on first traversal. Defaults to `nocache`.

Returns `true` if successful, or `{error, bad_directory}` if `Dir` is not the name of a directory.

`add_paths(Dirs) -> ok`
`add_paths(Dirs, Cache :: cache()) -> ok`
`add_pathsz(Dirs) -> ok`
`add_pathsz(Dirs, Cache :: cache()) -> ok`

Types:

`Dirs = [Dir :: file:filename()]`

Adds the directories in `Dirs` to the end of the code path. If a `Dir` exists, it is not added.

An optional second argument may be set to the atom `cache` to control if the contents of the directory must be cached on first traversal. Defaults to `nocache`.

Always returns `ok`, regardless of the validity of each individual `Dir`.

`add_pathsa(Dirs) -> ok`

`add_pathsa(Dirs, Cache :: cache()) -> ok`

Types:

`Dirs = [Dir :: file:filename()]`

Traverses `Dirs` and adds each `Dir` to the beginning of the code path. This means that the order of `Dirs` is reversed in the resulting code path. For example, if you add `[Dir1,Dir2]`, the resulting path will be `[Dir2,Dir1|OldCodePath]`.

If a `Dir` already exists in the code path, it is removed from the old position.

An optional second argument may be set to the atom `cache` to control if the contents of the directory must be cached on first traversal. Defaults to `nocache`.

Always returns `ok`, regardless of the validity of each individual `Dir`.

`del_path(NameOrDir) -> boolean() | {error, What}`

Types:

`NameOrDir = Name | Dir`

`Name = atom()`

`Dir = file:filename()`

`What = bad_name`

Deletes a directory from the code path. The argument can be an atom `Name`, in which case the directory with the name `.../Name[-Vsn][/ebin]` is deleted from the code path. Also, the complete directory name `Dir` can be specified as argument.

Returns:

`true`

If successful

`false`

If the directory is not found

`{error, bad_name}`

If the argument is invalid

`del_paths(NamesOrDirs) -> ok`

Types:

`NamesOrDirs = [Name | Dir]`

`Name = atom()`

`Dir = file:filename()`

Deletes directories from the code path. The argument is a list of either atoms or complete directory names. If an atom `Name`, the directory with the name `.../Name[-Vsn][/ebin]` is deleted from the code path.

Always returns `ok`, regardless of the validity of each individual `NamesOrDirs`.

clear_cache() -> ok

Clear the code path cache. If a directory is cached, its cache is cleared once and then it will be recalculated and cached once more in a future traversal.

If you want to clear the cache for a single path, you might re-add it to the code path (with `add_path/2`) or replace it (with `replace_path/3`). If you want to disable all cache, you can reset the code path with `code:set_path(code:get_path())`.

Always returns `ok`.

replace_path(Name, Dir) -> replace_path_ret()
replace_path(Name, Dir, Cache :: cache()) -> replace_path_ret()

Types:

Name = atom()
Dir = file:filename()

Replaces an old occurrence of a directory named `.../Name[-Vsn][/ebin]` in the code path, with `Dir`. If `Name` does not exist, it adds the new directory `Dir` last in the code path. The new directory must also be named `.../Name[-Vsn][/ebin]`. This function is to be used if a new version of the directory (library) is added to a running system.

An optional third argument may be set to the atom `cache` to control if the contents of the directory must be cached on first traversal. Defaults to `nocache`.

Returns:

`true`

If successful

`{error, bad_name}`

If `Name` is not found

`{error, bad_directory}`

If `Dir` does not exist

`{error, {badarg, [Name, Dir]}}`

If `Name` or `Dir` is invalid

load_file(Module) -> load_ret()

Types:

Module = module()
load_ret() =
{error, What :: load_error_rsn()} |
{module, Module :: module()}

Tries to load the Erlang module `Module`, using the code path. It looks for the object code file with an extension corresponding to the Erlang machine used, for example, `Module.beam`. The loading fails if the module name found in the object code differs from the name `Module`. `load_binary/3` must be used to load object code with a module name that is different from the file name.

Returns `{module, Module}` if successful, or `{error, Reason}` if loading fails. See Error Reasons for Code-Loading Functions for a description of the possible error reasons.

load_abs(Filename) -> load_ret()

Types:

```
Filename = file:filename()
load_ret() =
    {error, What :: load_error_rsn()} |
    {module, Module :: module()}
loaded_filename() =
    (Filename :: file:filename()) | loaded_ret_atoms()
loaded_ret_atoms() = cover_compiled | preloaded
```

Same as `load_file(Module)`, but `Filename` is an absolute or relative filename. The code path is not searched. It returns a value in the same way as `load_file/1`. Notice that `Filename` must not contain the extension (for example, `.beam`) because `load_abs/1` adds the correct extension.

```
ensure_loaded(Module) -> {module, Module} | {error, What}
```

Types:

```
Module = module()
What = embedded | badfile | nofile | on_load_failure
```

Tries to load a module in the same way as `load_file/1`, unless the module is already loaded. However, in embedded mode it does not load a module that is not already loaded, but returns `{error, embedded}` instead. See Error Reasons for Code-Loading Functions for a description of other possible error reasons.

```
load_binary(Module, Filename, Binary) ->
               {module, Module} | {error, What}
```

Types:

```
Module = module()
Filename = loaded_filename()
Binary = binary()
What = badarg | load_error_rsn()
loaded_filename() =
    (Filename :: file:filename()) | loaded_ret_atoms()
loaded_ret_atoms() = cover_compiled | preloaded
```

This function can be used to load object code on remote Erlang nodes. Argument `Binary` must contain object code for `Module`. `Filename` is only used by the code server to keep a record of from which file the object code for `Module` comes. Thus, `Filename` is not opened and read by the code server.

Returns `{module, Module}` if successful, or `{error, Reason}` if loading fails. See Error Reasons for Code-Loading Functions for a description of the possible error reasons.

```
atomic_load(Modules) -> ok | {error, [{Module, What}]}
```

Types:

```
Modules = [Module | {Module, Filename, Binary}]
Module = module()
Filename = file:filename()
Binary = binary()
What =
    badfile | nofile | on_load_not_allowed | duplicated |
```

not_purged | sticky_directory | pending_on_load

Tries to load all of the modules in the list `Modules` atomically. That means that either all modules are loaded at the same time, or none of the modules are loaded if there is a problem with any of the modules.

Loading can fail for one the following reasons:

`badfile`

The object code has an incorrect format or the module name in the object code is not the expected module name.

`nofile`

No file with object code exists.

`on_load_not_allowed`

A module contains an -on_load function.

`duplicated`

A module is included more than once in `Modules`.

`not_purged`

The object code cannot be loaded because an old version of the code already exists.

`sticky_directory`

The object code resides in a sticky directory.

`pending_on_load`

A previously loaded module contains an `-on_load` function that never finished.

If it is important to minimize the time that an application is inactive while changing code, use prepare_loading/1 and finish_loading/1 instead of `atomic_load/1`. Here is an example:

```
{ok,Prepared} = code:prepare_loading(Modules),
%% Put the application into an inactive state or do any
%% other preparation needed before changing the code.
ok = code:finish_loading(Prepared),
%% Resume the application.
```

prepare_loading(Modules) ->
{ok, Prepared} | {error, [{Module, What}]}

Types:

Modules = [Module | {Module, Filename, Binary}]
Module = module()
Filename = file:filename()
Binary = binary()
Prepared = prepared_code()
What = badfile | nofile | on_load_not_allowed | duplicated

Prepares to load the modules in the list `Modules`. Finish the loading by calling finish_loading(Prepared).

This function can fail with one of the following error reasons:

`badfile`

The object code has an incorrect format or the module name in the object code is not the expected module name.

`nofile`

No file with object code exists.

`on_load_not_allowed`

A module contains an -on_load function.

`duplicated`

A module is included more than once in `Modules`.

`finish_loading(Prepared) -> ok | {error, [{Module, What}]}`

Types:

`Prepared = prepared_code()`
`Module = module()`
`What = not_purged | sticky_directory | pending_on_load`

Tries to load code for all modules that have been previously prepared by prepare_loading/1. The loading occurs atomically, meaning that either all modules are loaded at the same time, or none of the modules are loaded.

This function can fail with one of the following error reasons:

`not_purged`

The object code cannot be loaded because an old version of the code already exists.

`sticky_directory`

The object code resides in a sticky directory.

`pending_on_load`

A previously loaded module contains an `-on_load` function that never finished.

`ensure_modules_loaded(Modules :: [Module]) ->`
`ok | {error, [{Module, What}]}`

Types:

`Module = module()`
`What = badfile | nofile | on_load_failure`

Tries to load any modules not already loaded in the list `Modules` in the same way as load_file/1.

Returns `ok` if successful, or `{error,[{Module,Reason}]}` if loading of some modules fails. See Error Reasons for Code-Loading Functions for a description of other possible error reasons.

`delete(Module) -> boolean()`

Types:

`Module = module()`

Removes the current code for `Module`, that is, the current code for `Module` is made old. This means that processes can continue to execute the code in the module, but no external function calls can be made to it.

Returns `true` if successful, or `false` if there is old code for `Module` that must be purged first, or if `Module` is not a (loaded) module.

`purge(Module) -> boolean()`

Types:

`Module = module()`

Purges the code for `Module`, that is, removes code marked as old. If some processes still linger in the old code, these processes are killed before the code is removed.

> **Note:**
>
> As of ERTS version 9.0, a process is only considered to be lingering in the code if it has direct references to the code. For more information see documentation of `erlang:check_process_code/3`, which is used in order to determine this.

Returns `true` if successful and any process is needed to be killed, otherwise `false`.

`soft_purge(Module) -> boolean()`

Types:

`Module = module()`

Purges the code for `Module`, that is, removes code marked as old, but only if no processes linger in it.

> **Note:**
>
> As of ERTS version 9.0, a process is only considered to be lingering in the code if it has direct references to the code. For more information see documentation of `erlang:check_process_code/3`, which is used in order to determine this.

Returns `false` if the module cannot be purged because of processes lingering in old code, otherwise `true`.

`is_loaded(Module) -> {file, Loaded} | false`

Types:

`Module = module()`

`Loaded = loaded_filename()`

`loaded_filename() =`
`    (Filename :: file:filename()) | loaded_ret_atoms()`

`Filename` is an absolute filename.

`loaded_ret_atoms() = cover_compiled | preloaded`

Checks if `Module` is loaded. If it is, `{file, Loaded}` is returned, otherwise `false`.

Normally, `Loaded` is the absolute filename `Filename` from which the code is obtained. If the module is preloaded (see `script(4)`), `Loaded==preloaded`. If the module is Cover-compiled (see `cover(3)`), `Loaded==cover_compiled`.

`all_available() -> [{Module, Filename, Loaded}]`

Types:

`Module = string()`

`Filename = loaded_filename()`

`Loaded = boolean()`

`loaded_filename() =`
`    (Filename :: file:filename()) | loaded_ret_atoms()`

`Filename` is an absolute filename.

```
loaded_ret_atoms() = cover_compiled | preloaded
```

Returns a list of tuples `{Module, Filename, Loaded}` for all available modules. A module is considered to be available if it either is loaded or would be loaded if called. `Filename` is normally the absolute filename, as described for `is_loaded/1`.

`all_loaded() -> [{Module, Loaded}]`

Types:

```
Module = module()
Loaded = loaded_filename()
loaded_filename() =
    (Filename :: file:filename()) | loaded_ret_atoms()
```

`Filename` is an absolute filename.

```
loaded_ret_atoms() = cover_compiled | preloaded
```

Returns a list of tuples `{Module, Loaded}` for all loaded modules. `Loaded` is normally the absolute filename, as described for `is_loaded/1`.

`which(Module) -> Which`

Types:

```
Module = module()
Which = loaded_filename() | non_existing
loaded_filename() =
    (Filename :: file:filename()) | loaded_ret_atoms()
loaded_ret_atoms() = cover_compiled | preloaded
```

If the module is not loaded, this function searches the code path for the first file containing object code for `Module` and returns the absolute filename.

If the module is loaded, it returns the name of the file containing the loaded object code.

If the module is preloaded, `preloaded` is returned.

If the module is Cover-compiled, `cover_compiled` is returned.

If the module cannot be found, `non_existing` is returned.

`get_object_code(Module) -> {Module, Binary, Filename} | error`

Types:

```
Module = module()
Binary = binary()
Filename = file:filename()
```

Searches the code path for the object code of module `Module`. Returns `{Module, Binary, Filename}` if successful, otherwise `error`. `Binary` is a binary data object, which contains the object code for the module. This can be useful if code is to be loaded on a remote node in a distributed system. For example, loading module `Module` on a node `Node` is done as follows:

```
...
{_Module, Binary, Filename} = code:get_object_code(Module),
rpc:call(Node, code, load_binary, [Module, Filename, Binary]),
...
```

get_doc(Mod) -> {ok, Res} | {error, Reason}

Types:

Mod = module()

Res = #docs_v1{}

Reason = non_existing | missing | file:posix()

Searches the code path for EEP-48 style documentation and returns it if available. If no documentation can be found the function tries to generate documentation from the debug information in the module. If no debug information is available, this function will return `{error,missing}`.

For more information about the documentation chunk see Documentation Storage and Format in Kernel's User's Guide.

root_dir() -> file:filename()

Returns the root directory of Erlang/OTP, which is the directory where it is installed.

Example:

```
> code:root_dir().
"/usr/local/otp"
```

lib_dir() -> file:filename()

Returns the library directory, `$OTPROOT/lib`, where `$OTPROOT` is the root directory of Erlang/OTP.

Example:

```
> code:lib_dir().
"/usr/local/otp/lib"
```

lib_dir(Name) -> file:filename() | {error, bad_name}

Types:

Name = atom()

Returns the path for the "library directory", the top directory, for an application `Name` located under `$OTPROOT/lib` or on a directory referred to with environment variable `ERL_LIBS`.

If a regular directory called `Name` or `Name-Vsn` exists in the code path with an `ebin` subdirectory, the path to this directory is returned (not the `ebin` directory).

If the directory refers to a directory in an archive, the archive name is stripped away before the path is returned. For example, if directory `/usr/local/otp/lib/mnesia-4.2.2.ez/mnesia-4.2.2/ebin` is in the path, `/usr/local/otp/lib/mnesia-4.2.2/ebin` is returned. This means that the library directory for an application is the same, regardless if the application resides in an archive or not.

Example:

```
> code:lib_dir(mnesia).
"/usr/local/otp/lib/mnesia-4.2.2"
```

Returns `{error, bad_name}` if `Name` is not the name of an application under `$OTPROOT/lib` or on a directory referred to through environment variable `ERL_LIBS`. Fails with an exception if `Name` has the wrong type.

Warning:

For backward compatibility, `Name` is also allowed to be a string. That will probably change in a future release.

`lib_dir(Name, SubDir) -> file:filename() | {error, bad_name}`

Types:

`Name = SubDir = atom()`

Returns the path to a subdirectory directly under the top directory of an application. Normally the subdirectories reside under the top directory for the application, but when applications at least partly reside in an archive, the situation is different. Some of the subdirectories can reside as regular directories while others reside in an archive file. It is not checked whether this directory exists.

Example:

```
> code:lib_dir(megaco, priv).
"/usr/local/otp/lib/megaco-3.9.1.1/priv"
```

Fails with an exception if `Name` or `SubDir` has the wrong type.

`compiler_dir() -> file:filename()`

Returns the compiler library directory. Equivalent to `code:lib_dir(compiler)`.

`priv_dir(Name) -> file:filename() | {error, bad_name}`

Types:

`Name = atom()`

Returns the path to the `priv` directory in an application. Equivalent to `code:lib_dir(Name, priv)`.

Warning:

For backward compatibility, `Name` is also allowed to be a string. That will probably change in a future release.

`objfile_extension() -> nonempty_string()`

Returns the object code file extension corresponding to the Erlang machine used, namely `.beam`.

`stick_dir(Dir) -> ok | error`

Types:

`Dir = file:filename()`

Marks `Dir` as sticky.

Returns `ok` if successful, otherwise `error`.

`unstick_dir(Dir) -> ok | error`

Types:

`Dir = file:filename()`

Unsticks a directory that is marked as sticky.

Returns `ok` if successful, otherwise `error`.

`is_sticky(Module) -> boolean()`

Types:

`Module = module()`

Returns `true` if `Module` is the name of a module that has been loaded from a sticky directory (in other words: an attempt to reload the module will fail), or `false` if `Module` is not a loaded module or is not sticky.

`where_is_file(Filename) -> non_existing | Absname`

Types:

`Filename = Absname = file:filename()`

Searches the code path for `Filename`, a file of arbitrary type. If found, the full name is returned. `non_existing` is returned if the file cannot be found. The function can be useful, for example, to locate application resource files.

`clash() -> ok`

Searches all directories in the code path for module names with identical names and writes a report to `stdout`.

`module_status() -> [{module(), module_status()}]`

Types:

`module_status() = not_loaded | loaded | modified | removed`

See `module_status/1` and `all_loaded/0` for details.

`module_status(Module :: module() | [module()]) ->`
`module_status() | [{module(), module_status()}]`

Types:

`module_status() = not_loaded | loaded | modified | removed`

The status of a module can be one of:

`not_loaded`

If `Module` is not currently loaded.

`loaded`

If `Module` is loaded and the object file exists and contains the same code.

`removed`

If `Module` is loaded but no corresponding object file can be found in the code path.

`modified`

If `Module` is loaded but the object file contains code with a different MD5 checksum.

Preloaded modules are always reported as `loaded`, without inspecting the contents on disk. Cover compiled modules will always be reported as `modified` if an object file exists, or as `removed` otherwise. Modules whose load path is an empty string (which is the convention for auto-generated code) will only be reported as `loaded` or `not_loaded`.

See also `modified_modules/0`.

modified_modules() -> [module()]

Returns the list of all currently loaded modules for which `module_status/1` returns `modified`. See also `all_loaded/0`.

get_mode() -> embedded | interactive

Returns an atom describing the mode of the code server: `interactive` or `embedded`.

This information is useful when an external entity (for example, an IDE) provides additional code for a running node. If the code server is in interactive mode, it only has to add the path to the code. If the code server is in embedded mode, the code must be loaded with `load_binary/3`.

config

Name

A **configuration file** contains values for configuration parameters for the applications in the system. The `erl` command-line argument `-config Name` tells the system to use data in the system configuration file `Name.config`.

The erl command-line argument `-configfd` works the same way as the `-config` option but specifies a file descriptor to read configuration data from instead of a file.

The configuration data from configuration files and file descriptors are read in the same order as they are given on the command line. For example, `erl -config a -configfd 3 -config b -configfd 4` would cause the system to read configuration data in the following order `a.config`, file descriptor `3`, `b.config`, and file descriptor `4`. If a configuration parameter is specified more than once in the given files and file descriptors, the last one overrides the previous ones.

Configuration parameter values in a configuration file or file descriptor override the values in the application resource files (see `app(4)`). The values in the configuration file are always overridden by command-line flags (see `erts:erl(1)`).

The value of a configuration parameter is retrieved by calling `application:get_env/1,2`.

File Syntax

The configuration file is to be called `Name.config`, where `Name` is any name.

File `.config` contains a single Erlang term and has the following syntax:

```
[{Application1, [{Par11, Val11}, ...]},
 ...
 {ApplicationN, [{ParN1, ValN1}, ...]}].
```

`Application = atom()`

Application name.

`Par = atom()`

Name of a configuration parameter.

`Val = term()`

Value of a configuration parameter.

sys.config

When starting Erlang in embedded mode, it is assumed that exactly one system configuration file is used, named `sys.config`. This file is to be located in `$ROOT/releases/Vsn`, where `$ROOT` is the Erlang/OTP root installation directory and `Vsn` is the release version.

Release handling relies on this assumption. When installing a new release version, the new `sys.config` is read and used to update the application's configurations.

This means that specifying another `.config` file, or more `.config` files, leads to an inconsistent update of application configurations. There is, however, a way to point out other config files from a `sys.config`. How to do this is described in the next section.

Including Files from sys.config and -configfd Configurations

There is a way to include other configuration files from a `sys.config` file and from a configuration that comes from a file descriptor that has been pointed out with the `-configfd` command-line argument.

The syntax for including files can be described by the Erlang type language like this:

```
[{Application, [{Par, Val}]} | IncludeFile].
```

`IncludeFile = string()`

Name of a `.config` file. The extension `.config` can be omitted. It is recommended to use absolute paths. If a relative path is used in a `sys.config`, `IncludeFile` is searched, first, relative to the `sys.config` directory, then relative to the current working directory of the emulator. If a relative path is used in a `-configfd` configuration, `IncludeFile` is searched, first, relative to the dictionary containing the boot script (see also the `-boot` command-line argument) for the emulator, then relative to the current working directory of the emulator. This makes it possible to use `sys.config` for pointing out other `.config` files in a release or in a node started manually using `-config` or `-configfd` with the same result whatever the current working directory is.

When traversing the contents of a `sys.config` or a `-configfd` configuration and a filename is encountered, its contents are read and merged with the result so far. When an application configuration tuple `{Application, Env}` is found, it is merged with the result so far. Merging means that new parameters are added and existing parameter values are overwritten.

Example:

```
sys.config:

["/home/user/myconfig1"
 {myapp,[{par1,val1},{par2,val2}]},
 "/home/user/myconfig2"].

myconfig1.config:

[{myapp,[{par0,val0},{par1,val0},{par2,val0}]}].

myconfig2.config:

[{myapp,[{par2,val3},{par3,val4}]}].
```

This yields the following environment for `myapp`:

```
[{par0,val0},{par1,val1},{par2,val3},{par3,val4}]
```

The run-time system will abort before staring up if an include file specified in `sys.config` or a `-configfd` configuration does not exist, or is erroneous. However, installing a new release version will not fail if there is an error while loading an include file, but an error message is returned and the erroneous file is ignored.

See Also

`app(4)`, `erts:erl(1)`, OTP Design Principles

disk_log

Erlang module

`disk_log` is a disk-based term logger that enables efficient logging of items on files.

Three types of logs are supported:

halt logs

Appends items to a single file, which size can be limited by the `disk_log` module.

wrap logs

Uses a sequence of wrap log files of limited size. As a wrap log file is filled up, further items are logged on to the next file in the sequence, starting all over with the first file when the last file is filled up.

rotate logs

Uses a sequence of rotate log files of limited size. As a log file is filled up, it is rotated and then compressed. There is one active log file and upto the configured number of compressed log files. Only externally formatted logs are supported. It follows the same naming convention as the handler logger_std_h for Logger. For more details about the naming convention check the file parameter for `open/1`.

It follows the same naming convention as that for the compressed files for Linux's logrotate and BSD's newsyslog.

For efficiency reasons, items are always written to files as binaries.

Two formats of the log files are supported:

internal format

Supports automatic repair of log files that are not properly closed and enables efficient reading of logged items in **chunks** using a set of functions defined in this module. This is the only way to read internally formatted logs. An item logged to an internally formatted log must not occupy more than 4 GB of disk space (the size must fit in 4 bytes).

external format

Leaves it up to the user to read and interpret the logged data. The `disk_log` module cannot repair externally formatted logs.

For each open disk log, one process handles requests made to the disk log. This process is created when `open/1` is called, provided there exists no process handling the disk log. A process that opens a disk log can be an **owner** or an anonymous **user** of the disk log. Each owner is linked to the disk log process, and an owner can close the disk log either explicitly (by calling `close/1`) or by terminating.

Owners can subscribe to **notifications**, messages of the form `{disk_log, Node, Log, Info}`, which are sent from the disk log process when certain events occur, see the functions and in particular the `open/1` option `notify`. A log can have many owners, but a process cannot own a log more than once. However, the same process can open the log as a user more than once.

For a disk log process to close its file properly and terminate, it must be closed by its owners and once by some non-owner process for each time the log was used anonymously. The users are counted and there must not be any users left when the disk log process terminates.

Items can be logged **synchronously** by using functions `log/2`, `blog/2`, `log_terms/2`, and `blog_terms/2`. For each of these functions, the caller is put on hold until the items are logged (but not necessarily written, use `sync/1` to ensure that). By adding an `a` to each of the mentioned function names, we get functions that log items **asynchronously**. Asynchronous functions do not wait for the disk log process to write the items to the file, but return the control to the caller more or less immediately.

When using the internal format for logs, use functions `log/2`, `log_terms/2`, `alog/2`, and `alog_terms/2`. These functions log one or more Erlang terms. By prefixing each of the functions with a `b` (for "binary"), we get the corresponding `blog()` functions for the external format. These functions log one or more chunks of bytes. For example, to log the string `"hello"` in ASCII format, you can use `disk_log:blog(Log, "hello")`, or `disk_log:blog(Log, list_to_binary("hello"))`. The two alternatives are equally efficient.

The `blog()` functions can also be used for internally formatted logs, but in this case they must be called with binaries constructed with calls to `term_to_binary/1`. There is no check to ensure this, it is entirely the responsibility of the caller. If these functions are called with binaries that do not correspond to Erlang terms, the `chunk/2,3` and automatic repair functions fail. The corresponding terms (not the binaries) are returned when `chunk/2,3` is called.

An open disk log is only accessible from the node where the disk log process runs. All processes on the node where the disk log process runs can log items or otherwise change, inspect, or close the log.

Errors are reported differently for asynchronous log attempts and other uses of the `disk_log` module. When used synchronously, this module replies with an error message, but when called asynchronously, this module does not know where to send the error message. Instead, owners subscribing to notifications receive an `error_status` message.

The `disk_log` module does not report errors to the `error_logger` module. It is up to the caller to decide whether to employ the error logger. Function `format_error/1` can be used to produce readable messages from error replies. However, information events are sent to the error logger in two situations, namely when a log is repaired, or when a file is missing while reading chunks.

Error message `no_such_log` means that the specified disk log is not open. Nothing is said about whether the disk log files exist or not.

Note:

If an attempt to reopen or truncate a log fails (see `reopen/2,3` and `truncate/1,2`) the disk log process terminates immediately. Before the process terminates, links to owners and blocking processes (see `block/1,2`) are removed. The effect is that the links work in one direction only. Any process using a disk log must check for error message `no_such_log` if some other process truncates or reopens the log simultaneously.

Data Types

```
log() = term()
dlog_size() =
    infinity |
    integer() >= 1 |
    {MaxNoBytes :: integer() >= 1, MaxNoFiles :: integer() >= 1}
dlog_format() = external | internal
dlog_head_opt() = none | term() | iodata()
dlog_mode() = read_only | read_write
dlog_type() = halt | wrap | rotate
continuation()
```

Chunk continuation returned by `chunk/2,3`, `bchunk/2,3`, or `chunk_step/3`.

```
invalid_header() = term()
file_error() = term()
next_file_error_rsn() =
    no_such_log | nonode |
    {read_only_mode, log()} |
    {blocked_log, log()} |
```

```
    {halt_log, log()} |
    {rotate_log, log()} |
    {invalid_header, invalid_header()} |
    {file_error, file:filename(), file_error()}
```

Exports

all() -> [Log]

Types:

Log = log()

Returns the names of the disk logs accessible on the current node.

alog(Log, Term) -> notify_ret()
balog(Log, Bytes) -> notify_ret()

Types:

Log = log()
Term = term()
Bytes = iodata()
notify_ret() = ok | {error, no_such_log}

Asynchronously append an item to a disk log. `alog/2` is used for internally formatted logs and `balog/2` for externally formatted logs. `balog/2` can also be used for internally formatted logs if the binary is constructed with a call to `term_to_binary/1`.

Owners subscribing to notifications receive message `read_only`, `blocked_log`, or `format_external` if the item cannot be written on the log, and possibly one of the messages `wrap`, `full`, or `error_status` if an item is written on the log. Message `error_status` is sent if something is wrong with the header function or if a file error occurs.

alog_terms(Log, TermList) -> notify_ret()
balog_terms(Log, ByteList) -> notify_ret()

Types:

Log = log()
TermList = [term()]
ByteList = [iodata()]
notify_ret() = ok | {error, no_such_log}

Asynchronously append a list of items to a disk log. `alog_terms/2` is used for internally formatted logs and `balog_terms/2` for externally formatted logs. `balog_terms/2` can also be used for internally formatted logs if the binaries are constructed with calls to `term_to_binary/1`.

Owners subscribing to notifications receive message `read_only`, `blocked_log`, or `format_external` if the items cannot be written on the log, and possibly one or more of the messages `wrap`, `full`, and `error_status` if items are written on the log. Message `error_status` is sent if something is wrong with the header function or if a file error occurs.

block(Log) -> ok | {error, block_error_rsn()}
block(Log, QueueLogRecords) -> ok | {error, block_error_rsn()}

Types:

```
Log = log()
QueueLogRecords = boolean()
block_error_rsn() = no_such_log | nonode | {blocked_log, log()}
```

With a call to `block/1,2` a process can block a log. If the blocking process is not an owner of the log, a temporary link is created between the disk log process and the blocking process. The link ensures that the disk log is unblocked if the blocking process terminates without first closing or unblocking the log.

Any process can probe a blocked log with `info/1` or close it with `close/1`. The blocking process can also use functions `chunk/2,3`, `bchunk/2,3`, `chunk_step/3`, and `unblock/1` without being affected by the block. Any other attempt than those mentioned so far to update or read a blocked log suspends the calling process until the log is unblocked or returns error message `{blocked_log, Log}`, depending on whether the value of `QueueLogRecords` is `true` or `false`. `QueueLogRecords` defaults to `true`, which is used by `block/1`.

`change_header(Log, Header) -> ok | {error, Reason}`

Types:

```
Log = log()
Header =
    {head, dlog_head_opt()} |
    {head_func, MFA :: {atom(), atom(), list()}}
Reason =
    no_such_log | nonode |
    {read_only_mode, Log} |
    {blocked_log, Log} |
    {badarg, head}
```

Changes the value of option `head` or `head_func` for an owner of a disk log.

`change_notify(Log, Owner, Notify) -> ok | {error, Reason}`

Types:

```
Log = log()
Owner = pid()
Notify = boolean()
Reason =
    no_such_log | nonode |
    {blocked_log, Log} |
    {badarg, notify} |
    {not_owner, Owner}
```

Changes the value of option `notify` for an owner of a disk log.

`change_size(Log, Size) -> ok | {error, Reason}`

Types:

```
Log = log()
Size = dlog_size()
Reason =
    no_such_log | nonode |
    {read_only_mode, Log} |
    {blocked_log, Log} |
    {new_size_too_small, Log, CurrentSize :: integer() >= 1} |
```

```
      {badarg, size} |
      {file_error, file:filename(), file_error()}
```

Changes the size of an open log. For a halt log, the size can always be increased, but it cannot be decreased to something less than the current file size.

For a wrap or rotate log, both the size and the number of files can always be increased, as long as the number of files does not exceed 65000. For wrap logs, if the maximum number of files is decreased, the change is not valid until the current file is full and the log wraps to the next file. The redundant files are removed the next time the log wraps around, that is, starts to log to file number 1.

As an example, assume that the old maximum number of files is 10 and that the new maximum number of files is 6. If the current file number is not greater than the new maximum number of files, files 7-10 are removed when file 6 is full and the log starts to write to file number 1 again. Otherwise, the files greater than the current file are removed when the current file is full (for example, if the current file is 8, files 9 and 10 are removed). The files between the new maximum number of files and the current file (that is, files 7 and 8) are removed the next time file 6 is full.

For rotate logs, if the maximum number of files is decreased, the redundant files are deleted instantly.

If the size of the files is decreased, the change immediately affects the current log. It does not change the size of log files already full until the next time they are used.

If the log size is decreased, for example, to save space, function `next_file/1`, can be used to force the log to wrap.

```
chunk(Log, Continuation) -> chunk_ret()
chunk(Log, Continuation, N) -> chunk_ret()
bchunk(Log, Continuation) -> bchunk_ret()
bchunk(Log, Continuation, N) -> bchunk_ret()
```

Types:

```
   Log = log()
   Continuation = start | continuation()
   N = integer() >= 1 | infinity
   chunk_ret() =
       {Continuation2 :: continuation(), Terms :: [term()]} |
       {Continuation2 :: continuation(),
        Terms :: [term()],
        Badbytes :: integer() >= 0} |
       eof |
       {error, Reason :: chunk_error_rsn()}
   bchunk_ret() =
       {Continuation2 :: continuation(), Binaries :: [binary()]} |
       {Continuation2 :: continuation(),
        Binaries :: [binary()],
        Badbytes :: integer() >= 0} |
       eof |
       {error, Reason :: chunk_error_rsn()}
   chunk_error_rsn() =
       no_such_log |
       {format_external, log()} |
       {blocked_log, log()} |
       {badarg, continuation} |
       {not_internal_wrap, log()} |
       {corrupt_log_file, FileName :: file:filename()} |
```

```
{file_error, file:filename(), file_error()}
```

Efficiently reads the terms that are appended to an internally formatted log. It minimizes disk I/O by reading 64 kilobyte chunks from the file. Functions `bchunk/2,3` return the binaries read from the file, they do not call `binary_to_term()`. Apart from that, they work just like `chunk/2,3`.

The first time `chunk()` (or `bchunk()`) is called, an initial continuation, the atom `start`, must be provided.

When `chunk/3` is called, `N` controls the maximum number of terms that are read from the log in each chunk. Defaults to `infinity`, which means that all the terms contained in the 64 kilobyte chunk are read. If less than `N` terms are returned, this does not necessarily mean that the end of the file is reached.

`chunk()` returns a tuple `{Continuation2, Terms}`, where `Terms` is a list of terms found in the log. `Continuation2` is yet another continuation, which must be passed on to any subsequent calls to `chunk()`. With a series of calls to `chunk()`, all terms from a log can be extracted.

`chunk()` returns a tuple `{Continuation2, Terms, Badbytes}` if the log is opened in read-only mode and the read chunk is corrupt. `Badbytes` is the number of bytes in the file found not to be Erlang terms in the chunk. Notice that the log is not repaired. When trying to read chunks from a log opened in read-write mode, tuple `{corrupt_log_file, FileName}` is returned if the read chunk is corrupt.

`chunk()` returns `eof` when the end of the log is reached, or `{error, Reason}` if an error occurs. If a wrap log file is missing, a message is output on the error log.

When `chunk/2,3` is used with wrap logs, the returned continuation might not be valid in the next call to `chunk()`. This is because the log can wrap and delete the file into which the continuation points. To prevent this, the log can be blocked during the search.

```
chunk_info(Continuation) -> InfoList | {error, Reason}
```

Types:

```
Continuation = continuation()
InfoList = [{node, Node :: node()}, ...]
Reason = {no_continuation, Continuation}
```

Returns the pair `{node, Node}`, describing the chunk continuation returned by `chunk/2,3`, `bchunk/2,3`, or `chunk_step/3`.

Terms are read from the disk log running on `Node`.

```
chunk_step(Log, Continuation, Step) ->
              {ok, any()} | {error, Reason}
```

Types:

```
Log = log()
Continuation = start | continuation()
Step = integer()
Reason =
    no_such_log | end_of_log |
    {format_external, Log} |
    {blocked_log, Log} |
    {badarg, continuation} |
    {file_error, file:filename(), file_error()}
```

Can be used with `chunk/2,3` and `bchunk/2,3` to search through an internally formatted wrap log. It takes as argument a continuation as returned by `chunk/2,3`, `bchunk/2,3`, or `chunk_step/3`, and steps forward (or backward) `Step` files in the wrap log. The continuation returned, points to the first log item in the new current file.

If atom `start` is specified as continuation, the first file of the wrap log is chosen as the new current file.

If the wrap log is not full because all files are not yet used, `{error, end_of_log}` is returned if trying to step outside the log.

`close(Log) -> ok | {error, close_error_rsn()}`

Types:

```
Log = log()
close_error_rsn() =
    no_such_log | nonode |
    {file_error, file:filename(), file_error()}
```

Closes a disk log properly. An internally formatted log must be closed before the Erlang system is stopped. Otherwise, the log is regarded as unclosed and the automatic repair procedure is activated next time the log is opened.

The disk log process is not terminated as long as there are owners or users of the log. All owners must close the log, possibly by terminating. Also, any other process, not only the processes that have opened the log anonymously, can decrement the `users` counter by closing the log. Attempts to close a log by a process that is not an owner are ignored if there are no users.

If the log is blocked by the closing process, the log is also unblocked.

`format_error(Error) -> io_lib:chars()`

Types:

```
Error = term()
```

Given the error returned by any function in this module, this function returns a descriptive string of the error in English. For file errors, function `format_error/1` in module `file` is called.

`inc_wrap_file(Log) -> ok | {error, inc_wrap_error_rsn()}`

Types:

```
Log = log()
inc_wrap_error_rsn() = next_file_error_rsn()
invalid_header() = term()
```

Forces the internally formatted disk log to start logging to the next log file. It can be used, for example, with `change_size/2` to reduce the amount of disk space allocated by the disk log.

Owners subscribing to notifications normally receive a `wrap` message, but if an error occurs with a reason tag of `invalid_header` or `file_error`, an `error_status` message is sent.

`info(Log) -> InfoList | {error, no_such_log}`

Types:

```
Log = log()
InfoList = [dlog_info()]
dlog_info() =
    {name, Log :: log()} |
    {file, File :: file:filename()} |
    {type, Type :: dlog_type()} |
    {format, Format :: dlog_format()} |
    {size, Size :: dlog_size()} |
    {mode, Mode :: dlog_mode()} |
```

```
{owners, [{pid(), Notify :: boolean()}]} |
{users, Users :: integer() >= 0} |
{status,
 Status :: ok | {blocked, QueueLogRecords :: boolean()}} |
{node, Node :: node()} |
{head,
 Head ::
     none |
     {head, binary()} |
     (MFA :: {atom(), atom(), list()})} |
{no_written_items, NoWrittenItems :: integer() >= 0} |
{full, Full :: boolean} |
{no_current_bytes, integer() >= 0} |
{no_current_items, integer() >= 0} |
{no_items, integer() >= 0} |
{current_file, integer() >= 1} |
{no_overflows,
 {SinceLogWasOpened :: integer() >= 0,
  SinceLastInfo :: integer() >= 0}}
```

Returns a list of `{Tag, Value}` pairs describing a log running on the node.

The following pairs are returned for all logs:

`{name, Log}`

`Log` is the log name as specified by the `open/1` option `name`.

`{file, File}`

For halt logs `File` is the filename, and for wrap logs `File` is the base name.

`{type, Type}`

`Type` is the log type as specified by the `open/1` option `type`.

`{format, Format}`

`Format` is the log format as specified by the `open/1` option `format`.

`{size, Size}`

`Size` is the log size as specified by the `open/1` option `size`, or the size set by `change_size/2`. The value set by `change_size/2` is reflected immediately.

`{mode, Mode}`

`Mode` is the log mode as specified by the `open/1` option `mode`.

`{owners, [{pid(), Notify}]}`

`Notify` is the value set by the `open/1` option `notify` or function `change_notify/3` for the owners of the log.

`{users, Users}`

`Users` is the number of anonymous users of the log, see the `open/1` option `linkto`.

`{status, Status}`

`Status` is `ok` or `{blocked, QueueLogRecords}` as set by functions `block/1,2` and `unblock/1`.

`{node, Node}`

The information returned by the current invocation of function `info/1` is gathered from the disk log process running on `Node`.

The following pairs are returned for all logs opened in `read_write` mode:

`{head, Head}`

Depending on the value of the `open/1` options `head` and `head_func`, or set by function `change_header/2`, the value of `Head` is `none` (default), `{head, H}` (`head` option), or `{M,F,A}` (`head_func` option).

`{no_written_items, NoWrittenItems}`

`NoWrittenItems` is the number of items written to the log since the disk log process was created.

The following pair is returned for halt logs opened in `read_write` mode:

`{full, Full}`

`Full` is `true` or `false` depending on whether the halt log is full or not.

The following pairs are returned for wrap logs opened in `read_write` mode:

`{no_current_bytes, integer() >= 0}`

The number of bytes written to the current wrap log file.

`{no_current_items, integer() >= 0}`

The number of items written to the current wrap log file, header inclusive.

`{no_items, integer() >= 0}`

The total number of items in all wrap log files.

`{current_file, integer()}`

The ordinal for the current wrap log file in the range `1..MaxNoFiles`, where `MaxNoFiles` is specified by the `open/1` option `size` or set by `change_size/2`.

`{no_overflows, {SinceLogWasOpened, SinceLastInfo}}`

`SinceLogWasOpened` (`SinceLastInfo`) is the number of times a wrap log file has been filled up and a new one is opened or `inc_wrap_file/1` has been called since the disk log was last opened (`info/1` was last called). The first time `info/2` is called after a log was (re)opened or truncated, the two values are equal.

Notice that functions `chunk/2,3`, `bchunk/2,3`, and `chunk_step/3` do not affect any value returned by `info/1`.

`log(Log, Term) -> ok | {error, Reason :: log_error_rsn()}`
`blog(Log, Bytes) -> ok | {error, Reason :: log_error_rsn()}`

Types:

```
Log = log()
Term = term()
Bytes = iodata()
log_error_rsn() =
    no_such_log | nonode |
    {read_only_mode, log()} |
    {format_external, log()} |
    {blocked_log, log()} |
    {full, log()} |
```

```
      {invalid_header, invalid_header()} |
      {file_error, file:filename(), file_error()}
```

Synchronously appends a term to a disk log. Returns `ok` or `{error, Reason}` when the term is written to disk. Terms are written by the ordinary `write()` function of the operating system. Hence, it is not guaranteed that the term is written to disk, it can linger in the operating system kernel for a while. To ensure that the item is written to disk, function `sync/1` must be called.

`log/2` is used for internally formatted logs, and `blog/2` for externally formatted logs. `blog/2` can also be used for internally formatted logs if the binary is constructed with a call to `term_to_binary/1`.

Owners subscribing to notifications are notified of an error with an `error_status` message if the error reason tag is `invalid_header` or `file_error`.

```
log_terms(Log, TermList) ->
             ok | {error, Reason :: log_error_rsn()}
blog_terms(Log, BytesList) ->
              ok | {error, Reason :: log_error_rsn()}
```

Types:

```
   Log = log()
   TermList = [term()]
   BytesList = [iodata()]
   log_error_rsn() =
       no_such_log | nonode |
       {read_only_mode, log()} |
       {format_external, log()} |
       {blocked_log, log()} |
       {full, log()} |
       {invalid_header, invalid_header()} |
       {file_error, file:filename(), file_error()}
```

Synchronously appends a list of items to the log. It is more efficient to use these functions instead of functions `log/2` and `blog/2`. The specified list is split into as large sublists as possible (limited by the size of wrap log files), and each sublist is logged as one single item, which reduces the overhead.

`log_terms/2` is used for internally formatted logs, and `blog_terms/2` for externally formatted logs. `blog_terms/2` can also be used for internally formatted logs if the binaries are constructed with calls to `term_to_binary/1`.

Owners subscribing to notifications are notified of an error with an `error_status` message if the error reason tag is `invalid_header` or `file_error`.

```
next_file(Log) -> ok | {error, next_file_error_rsn()}
```

Types:

```
   Log = log()
   next_file_error_rsn() =
       no_such_log | nonode |
       {read_only_mode, log()} |
       {blocked_log, log()} |
       {halt_log, log()} |
       {rotate_log, log()} |
       {invalid_header, invalid_header()} |
```

```
      {file_error, file:filename(), file_error()}
  invalid_header() = term()
```

For wrap logs, it forces the disk log to start logging to the next log file. It can be used, for example, with `change_size/2` to reduce the amount of disk space allocated by the disk log.

Owners subscribing to notifications normally receive a `wrap` message, but if an error occurs with a reason tag of `invalid_header` or `file_error`, an `error_status` message is sent.

For rotate logs, it forces rotation of the currently active log file, compresses it and opens a new active file for logging.

`open(ArgL) -> open_ret()`

Types:

```
  ArgL = dlog_options()
  dlog_options() = [dlog_option()]
  dlog_option() =
      {name, Log :: log()} |
      {file, FileName :: file:filename()} |
      {linkto, LinkTo :: none | pid()} |
      {repair, Repair :: true | false | truncate} |
      {type, Type :: dlog_type()} |
      {format, Format :: dlog_format()} |
      {size, Size :: dlog_size()} |
      {notify, boolean()} |
      {head, Head :: dlog_head_opt()} |
      {head_func, MFA :: {atom(), atom(), list()}} |
      {quiet, boolean()} |
      {mode, Mode :: dlog_mode()}
  open_ret() =
      {ok, Log :: log()} |
      {repaired,
       Log :: log(),
       {recovered, Rec :: integer() >= 0},
       {badbytes, Bad :: integer() >= 0}} |
      {error, open_error_rsn()}
  open_error_rsn() =
      no_such_log |
      {badarg, term()} |
      {size_mismatch,
       CurrentSize :: dlog_size(),
       NewSize :: dlog_size()} |
      {arg_mismatch,
       OptionName :: dlog_optattr(),
       CurrentValue :: term(),
       Value :: term()} |
      {name_already_open, Log :: log()} |
      {open_read_write, Log :: log()} |
      {open_read_only, Log :: log()} |
      {need_repair, Log :: log()} |
      {not_a_log_file, FileName :: file:filename()} |
      {invalid_index_file, FileName :: file:filename()} |
      {invalid_header, invalid_header()} |
```

```
        {file_error, file:filename(), file_error()} |
        {node_already_open, Log :: log()}
    dlog_optattr() =
        name | file | linkto | repair | type | format | size |
        notify | head | head_func | mode
    dlog_size() =
        infinity |
        integer() >= 1 |
        {MaxNoBytes :: integer() >= 1, MaxNoFiles :: integer() >= 1}
```

Parameter `ArgL` is a list of the following options:

`{name, Log}`

Specifies the log name. This name must be passed on as a parameter in all subsequent logging operations. A name must always be supplied.

`{file, FileName}`

Specifies the name of the file to be used for logged terms. If this value is omitted and the log name is an atom or a string, the filename defaults to `lists:concat([Log, ".LOG"])` for halt logs.

For wrap logs, this is the base name of the files. Each file in a wrap log is called `<FileName>.N`, where `N` is an integer. Each wrap log also has two files called `<FileName>.idx` and `<FileName>.siz`.

For rotate logs, this is the name of the active log file. The compressed files are named as `<FileName>.N.gz`, where `N` is an integer and `<FileName>.0.gz` is the latest compressed log file. All the compressed files are renamed at each rotation so that the latest files have the smallest index. The maximum value for N is the value of `MaxNoFiles` minus 1.

`{linkto, LinkTo}`

If `LinkTo` is a pid, it becomes an owner of the log. If `LinkTo` is `none`, the log records that it is used anonymously by some process by incrementing the `users` counter. By default, the process that calls `open/1` owns the log.

`{repair, Repair}`

If `Repair` is `true`, the current log file is repaired, if needed. As the restoration is initiated, a message is output on the error log. If `false` is specified, no automatic repair is attempted. Instead, the tuple `{error, {need_repair, Log}}` is returned if an attempt is made to open a corrupt log file. If `truncate` is specified, the log file becomes truncated, creating an empty log, regardless of previous content. Defaults to `true`, which has no effect on logs opened in read-only mode.

`{type, Type}`

The log type. Defaults to `halt`.

`{format, Format}`

Disk log format. Defaults to `internal`.

`{size, Size}`

Log size.

When a halt log has reached its maximum size, all attempts to log more items are rejected. Defaults to `infinity`, which for halt implies that there is no maximum size.

For wrap and rotate logs, parameter `Size` can be a pair `{MaxNoBytes, MaxNoFiles}`. For wrap logs it can also be `infinity`. In the latter case, if the files of an existing wrap log with the same name can be found, the size is read from the existing wrap log, otherwise an error is returned.

Wrap logs write at most `MaxNoBytes` bytes on each file and use `MaxNoFiles` files before starting all over with the first wrap log file. Regardless of `MaxNoBytes`, at least the header (if there is one) and one item are written on each wrap log file before wrapping to the next file.

The first time an existing wrap log is opened, that is, when the disk log process is created, the value of the option `size` is allowed to differ from the current log size, and the size of the disk log is changed as per `change_size/2`.

When opening an existing wrap log, it is not necessary to supply a value for option `size`, but if the log is already open, that is, the disk log process exists, the supplied value must equal the current log size, otherwise the tuple `{error, {size_mismatch, CurrentSize, NewSize}}` is returned.

> **Note:**
>
> Before Erlang/OTP 24.0, the supplied value of option `size` was to be equal to the current log size when opening an existing wrap log for the first time, that is, when creating the disk log process.

Rotate logs write at most `MaxNoBytes` bytes on the active log file and keep the latest `MaxNoFiles` compressed files. Regardless of `MaxNoBytes`, at least the header (if there is one) and one item are written on each rotate log file before rotation.

When opening an already open halt log, option `size` is ignored.

`{notify, boolean()}`

If `true`, the log owners are notified when certain log events occur. Defaults to `false`. The owners are sent one of the following messages when an event occurs:

`{disk_log, Node, Log, {wrap, NoLostItems}}`

Sent when a wrap log has filled up one of its files and a new file is opened. `NoLostItems` is the number of previously logged items that were lost when truncating existing files.

`{disk_log, Node, Log, {truncated, NoLostItems}}`

Sent when a log is truncated or reopened. For halt logs `NoLostItems` is the number of items written on the log since the disk log process was created. For wrap logs `NoLostItems` is the number of items on all wrap log files.

`{disk_log, Node, Log, {read_only, Items}}`

Sent when an asynchronous log attempt is made to a log file opened in read-only mode. `Items` is the items from the log attempt.

`{disk_log, Node, Log, {blocked_log, Items}}`

Sent when an asynchronous log attempt is made to a blocked log that does not queue log attempts. `Items` is the items from the log attempt.

`{disk_log, Node, Log, {format_external, Items}}`

Sent when function `alog/2` or `alog_terms/2` is used for internally formatted logs. `Items` is the items from the log attempt.

`{disk_log, Node, Log, full}`

Sent when an attempt to log items to a wrap log would write more bytes than the limit set by option `size`.

`{disk_log, Node, Log, {error_status, Status}}`

Sent when the error status changes. The error status is defined by the outcome of the last attempt to log items to the log, or to truncate the log, or the last use of function `sync/1`, `inc_wrap_file/1`, or `change_size/2`. `Status` is either `ok` or `{error, Error}`, the former is the initial value.

`{head, Head}`

Specifies a header to be written first on the log file. If the log is a wrap or rotate log, the item `Head` is written first in each new file. `Head` is to be a term if the format is `internal`, otherwise an `iodata()`. Defaults to `none`, which means that no header is written first on the file.

`{head_func, {M,F,A}}`

Specifies a function to be called each time a new log file is opened. The call `M:F(A)` is assumed to return `{ok, Head}`. The item `Head` is written first in each file. `Head` is to be a term if the format is `internal`, otherwise an `iodata()`.

`{mode, Mode}`

Specifies if the log is to be opened in read-only or read-write mode. Defaults to `read_write`.

`{quiet, Boolean}`

Specifies if messages will be sent to `error_logger` on recoverable errors with the log files. Defaults to `false`.

`open/1` returns `{ok, Log}` if the log file is successfully opened. If the file is successfully repaired, the tuple `{repaired, Log, {recovered, Rec}, {badbytes, Bad}}` is returned, where `Rec` is the number of whole Erlang terms found in the file and `Bad` is the number of bytes in the file that are non-Erlang terms.

When a disk log is opened in read-write mode, any existing log file is checked for. If there is none, a new empty log is created, otherwise the existing file is opened at the position after the last logged item, and the logging of items starts from there. If the format is `internal` and the existing file is not recognized as an internally formatted log, a tuple `{error, {not_a_log_file, FileName}}` is returned.

`open/1` cannot be used for changing the values of options of an open log. When there are prior owners or users of a log, all option values except `name`, `linkto`, and `notify` are only checked against the values supplied before as option values to function `open/1`, `change_header/2`, `change_notify/3`, or `change_size/2`. Thus, none of the options except `name` is mandatory. If some specified value differs from the current value, a tuple `{error, {arg_mismatch, OptionName, CurrentValue, Value}}` is returned.

> **Note:**
>
> If an owner attempts to open a log as owner once again, it is acknowledged with the return value `{ok, Log}`, but the state of the disk log is not affected.

A log file can be opened more than once by giving different values to option `name` or by using the same file when opening a log on different nodes. It is up to the user of module `disk_log` to ensure that not more than one disk log process has write access to any file, otherwise the file can be corrupted.

If an attempt to open a log file for the first time fails, the disk log process terminates with the EXIT message `{{failed,Reason},[{disk_log,open,1}]}`. The function returns `{error, Reason}` for all other errors.

`pid2name(Pid) -> {ok, Log} | undefined`

Types:

```
Pid = pid()
Log = log()
```

Returns the log name given the pid of a disk log process on the current node, or `undefined` if the specified pid is not a disk log process.

This function is meant to be used for debugging only.

```
reopen(Log, File) -> ok | {error, reopen_error_rsn()}
reopen(Log, File, Head) -> ok | {error, reopen_error_rsn()}
breopen(Log, File, BHead) -> ok | {error, reopen_error_rsn()}
```

Types:

```
Log = log()
File = file:filename()
Head = term()
BHead = iodata()
reopen_error_rsn() =
    no_such_log | nonode |
    {read_only_mode, log()} |
    {blocked_log, log()} |
    {same_file_name, log()} |
    {invalid_index_file, file:filename()} |
    {invalid_header, invalid_header()} |
    {file_error, file:filename(), file_error()}
```

Renames the log file to `File` and then recreates a new log file. If a wrap/rotate log exists, `File` is used as the base name of the renamed files. By default the header given to `open/1` is written first in the newly opened log file, but if argument `Head` or `BHead` is specified, this item is used instead. The header argument is used only once. Next time a wrap/rotate log file is opened, the header given to `open/1` is used.

`reopen/2,3` are used for internally formatted logs, and `breopen/3` for externally formatted logs.

Owners subscribing to notifications receive a `truncate` message.

Upon failure to reopen the log, the disk log process terminates with the EXIT message `{{failed,Error}, [{disk_log,Fun,Arity}]}`. Other processes having requests queued receive the message `{disk_log, Node, {error, disk_log_stopped}}`.

```
sync(Log) -> ok | {error, sync_error_rsn()}
```

Types:

```
Log = log()
sync_error_rsn() =
    no_such_log | nonode |
    {read_only_mode, log()} |
    {blocked_log, log()} |
    {file_error, file:filename(), file_error()}
```

Ensures that the contents of the log are written to the disk. This is usually a rather expensive operation.

```
truncate(Log) -> ok | {error, trunc_error_rsn()}
truncate(Log, Head) -> ok | {error, trunc_error_rsn()}
btruncate(Log, BHead) -> ok | {error, trunc_error_rsn()}
```

Types:

```
Log = log()
Head = term()
BHead = iodata()
trunc_error_rsn() =
    no_such_log | nonode |
    {read_only_mode, log()} |
```

```
      {blocked_log, log()} |
      {invalid_header, invalid_header()} |
      {file_error, file:filename(), file_error()}
```

Removes all items from a disk log. If argument `Head` or `BHead` is specified, this item is written first in the newly truncated log, otherwise the header given to `open/1` is used. The header argument is used only once. Next time a wrap/rotate log file is opened, the header given to `open/1` is used.

`truncate/1` is used for both internally and externally formatted logs.

`truncate/2` is used for internally formatted logs, and `btruncate/2` for externally formatted logs.

Owners subscribing to notifications receive a `truncate` message.

If the attempt to truncate the log fails, the disk log process terminates with the EXIT message `{{failed,Reason}, [{disk_log,Fun,Arity}]}`. Other processes having requests queued receive the message `{disk_log, Node, {error, disk_log_stopped}}`.

`unblock(Log) -> ok | {error, unblock_error_rsn()}`

Types:

```
   Log = log()
   unblock_error_rsn() =
       no_such_log | nonode |
       {not_blocked, log()} |
       {not_blocked_by_pid, log()}
```

Unblocks a log. A log can only be unblocked by the blocking process.

See Also

`file(3)`, `wrap_log_reader(3)`

erl_boot_server

Erlang module

This server is used to assist diskless Erlang nodes that fetch all Erlang code from another machine.

This server is used to fetch all code, including the start script, if an Erlang runtime system is started with command-line flag `-loader inet`. All hosts specified with command-line flag `-hosts Host` must have one instance of this server running.

This server can be started with the Kernel configuration parameter `start_boot_server`.

The `erl_boot_server` can read regular files and files in archives. See `code(3)` and `erl_prim_loader(3)` in ERTS.

Warning:

The support for loading code from archive files is experimental. It is released before it is ready to obtain early feedback. The file format, semantics, interfaces, and so on, can be changed in a future release.

Exports

`add_slave(Slave) -> ok | {error, Reason}`

Types:

```
Slave = Host
Host = inet:ip_address() | inet:hostname()
Reason = {badarg, Slave}
```

Adds a `Slave` node to the list of allowed slave hosts.

`delete_slave(Slave) -> ok | {error, Reason}`

Types:

```
Slave = Host
Host = inet:ip_address() | inet:hostname()
Reason = {badarg, Slave}
```

Deletes a `Slave` node from the list of allowed slave hosts.

`start(Slaves) -> {ok, Pid} | {error, Reason}`

Types:

```
Slaves = [Host]
Host = inet:ip_address() | inet:hostname()
Pid = pid()
Reason = {badarg, Slaves}
```

Starts the boot server. `Slaves` is a list of IP addresses for hosts, which are allowed to use this server as a boot server.

`start_link(Slaves) -> {ok, Pid} | {error, Reason}`

Types:

```
   Slaves = [Host]
   Host = inet:ip_address() | inet:hostname()
   Pid = pid()
   Reason = {badarg, Slaves}
```

Starts the boot server and links to the caller. This function is used to start the server if it is included in a supervision tree.

`which_slaves() -> Slaves`

Types:

```
   Slaves = [Slave]
   Slave =
       {Netmask :: inet:ip_address(), Address :: inet:ip_address()}
```

Returns the current list of allowed slave hosts.

SEE ALSO

`erts:init(3)`, `erts:erl_prim_loader(3)`

erl_ddll

Erlang module

This module provides an interface for loading and unloading **Erlang linked-in drivers** in runtime.

> **Note:**
>
> This is a large reference document. For casual use of this module, and for most real world applications, the descriptions of functions `load/2` and `unload/1` are enough to getting started.

The driver is to be provided as a dynamically linked library in an object code format specific for the platform in use, that is, `.so` files on most Unix systems and `.ddl` files on Windows. An Erlang linked-in driver must provide specific interfaces to the emulator, so this module is not designed for loading arbitrary dynamic libraries. For more information about Erlang drivers, see `erts:erl_driver` .

When describing a set of functions (that is, a module, a part of a module, or an application), executing in a process and wanting to use a ddll-driver, we use the term **user**. A process can have many users (different modules needing the same driver) and many processes running the same code, making up many **users** of a driver.

In the basic scenario, each user loads the driver before starting to use it and unloads the driver when done. The reference counting keeps track of processes and the number of loads by each process. This way the driver is only unloaded when no one wants it (it has no user). The driver also keeps track of ports that are opened to it. This enables delay of unloading until all ports are closed, or killing of all ports that use the driver when it is unloaded.

The interface supports two basic scenarios of loading and unloading. Each scenario can also have the option of either killing ports when the driver is unloading, or waiting for the ports to close themselves. The scenarios are as follows:

Load and Unload on a "When Needed Basis"

This (most common) scenario simply supports that each user of the driver loads it when needed and unloads it when no longer needed. The driver is always reference counted and as long as a process keeping the driver loaded is still alive, the driver is present in the system.

Each user of the driver use **literally** the same pathname for the driver when demanding load, but the users are not concerned with if the driver is already loaded from the file system or if the object code must be loaded from file system.

The following two pairs of functions support this scenario:

load/2 and unload/1

When using the `load/unload` interfaces, the driver is not unloaded until the **last port** using the driver is closed. Function `unload/1` can return immediately, as the users have no interest in when the unloading occurs. The driver is unloaded when no one needs it any longer.

If a process having the driver loaded dies, it has the same effect as if unloading is done.

When loading, function `load/2` returns `ok` when any instance of the driver is present. Thus, if a driver is waiting to get unloaded (because of open ports), it simply changes state to no longer need unloading.

load_driver/2 and unload_driver/1

These interfaces are intended to be used when it is considered an error that ports are open to a driver that no user has loaded. The ports that are still open when the last user calls `unload_driver/1` or when the last process having the driver loaded dies, are killed with reason `driver_unloaded`.

The function names `load_driver` and `unload_driver` are kept for backward compatibility.

Loading and Reloading for Code Replacement

This scenario can occur if the driver code needs replacement during operation of the Erlang emulator. Implementing driver code replacement is a little more tedious than Beam code replacement, as one driver cannot be loaded as both "old" and "new" code. All users of a driver must have it closed (no open ports) before the old code can be unloaded and the new code can be loaded.

The unloading/loading is done as one atomic operation, blocking all processes in the system from using the driver in question while in progress.

The preferred way to do driver code replacement is to let **one single process** keep track of the driver. When the process starts, the driver is loaded. When replacement is required, the driver is reloaded. Unload is probably never done, or done when the process exits. If more than one user has a driver loaded when code replacement is demanded, the replacement cannot occur until the last "other" user has unloaded the driver.

Demanding reload when a reload is already in progress is always an error. Using the high-level functions, it is also an error to demand reloading when more than one user has the driver loaded.

To simplify driver replacement, avoid designing your system so that more than one user has the driver loaded.

The two functions for reloading drivers are to be used together with corresponding load functions to support the two different behaviors concerning open ports:

load/2 and reload/2

This pair of functions is used when reloading is to be done after the last open port to the driver is closed.

As `reload/2` waits for the reloading to occur, a misbehaving process keeping open ports to the driver (or keeping the driver loaded) can cause infinite waiting for reload. Time-outs must be provided outside of the process demanding the reload or by using the low-level interface `try_load/3` in combination with driver monitors.

load_driver/2 and reload_driver/2

This pair of functions are used when open ports to the driver are to be killed with reason `driver_unloaded` to allow for new driver code to get loaded.

However, if another process has the driver loaded, calling `reload_driver` returns error code `pending_process`. As stated earlier, the recommended design is to not allow other users than the "driver reloader" to demand loading of the driver in question.

Data Types

`driver() = iolist() | atom()`
`path() = string() | atom()`

Exports

`demonitor(MonitorRef) -> ok`

Types:

`MonitorRef = reference()`

Removes a driver monitor in much the same way as `erlang:demonitor/1` in ERTS does with process monitors. For details about how to create driver monitors, see `monitor/2`, `try_load/3`, and `try_unload/2`.

The function throws a `badarg` exception if the parameter is not a `reference()`.

`format_error(ErrorDesc) -> string()`

Types:

```
ErrorDesc = term()
```

Takes an `ErrorDesc` returned by load, unload, or reload functions and returns a string that describes the error or warning.

> **Note:**
>
> Because of peculiarities in the dynamic loading interfaces on different platforms, the returned string is only guaranteed to describe the correct error **if format_error/1 is called in the same instance of the Erlang virtual machine as the error appeared in** (meaning the same operating system process).

`info() -> AllInfoList`

Types:

```
AllInfoList = [DriverInfo]
DriverInfo = {DriverName, InfoList}
DriverName = string()
InfoList = [InfoItem]
InfoItem = {Tag :: atom(), Value :: term()}
```

Returns a list of tuples `{DriverName, InfoList}`, where `InfoList` is the result of calling `info/1` for that `DriverName`. Only dynamically linked-in drivers are included in the list.

`info(Name) -> InfoList`

Types:

```
Name = driver()
InfoList = [InfoItem, ...]
InfoItem = {Tag :: atom(), Value :: term()}
```

Returns a list of tuples `{Tag, Value}`, where `Tag` is the information item and `Value` is the result of calling `info/2` with this driver name and this tag. The result is a tuple list containing all information available about a driver.

The following tags appears in the list:

- `processes`
- `driver_options`
- `port_count`
- `linked_in_driver`
- `permanent`
- `awaiting_load`
- `awaiting_unload`

For a detailed description of each value, see `info/2`.

The function throws a `badarg` exception if the driver is not present in the system.

`info(Name, Tag) -> Value`

Types:

```
Name = driver()
Tag =
    processes | driver_options | port_count | linked_in_driver |
```

```
      permanent | awaiting_load | awaiting_unload
  Value = term()
```

Returns specific information about one aspect of a driver. Parameter `Tag` specifies which aspect to get information about. The return `Value` differs between different tags:

`processes`

Returns all processes containing users of the specific drivers as a list of tuples `{pid(),integer() >= 0}`, where `integer()` denotes the number of users in process `pid()`.

`driver_options`

Returns a list of the driver options provided when loading, and any options set by the driver during initialization. The only valid option is `kill_ports`.

`port_count`

Returns the number of ports (an `integer() >= 0`) using the driver.

`linked_in_driver`

Returns a `boolean()`, which is `true` if the driver is a statically linked-in one, otherwise `false`.

`permanent`

Returns a `boolean()`, which is `true` if the driver has made itself permanent (and is **not** a statically linked-in driver), otherwise `false`.

`awaiting_load`

Returns a list of all processes having monitors for `loading` active. Each process is returned as `{pid(),integer() >= 0}`, where `integer()` is the number of monitors held by process `pid()`.

`awaiting_unload`

Returns a list of all processes having monitors for `unloading` active. Each process is returned as `{pid(),integer() >= 0}`, where `integer()` is the number of monitors held by process `pid()`.

If option `linked_in_driver` or `permanent` returns `true`, all other options return `linked_in_driver` or `permanent`, respectively.

The function throws a `badarg` exception if the driver is not present in the system or if the tag is not supported.

`load(Path, Name) -> ok | {error, ErrorDesc}`

Types:

```
Path = path()
Name = driver()
ErrorDesc = term()
```

Loads and links the dynamic driver `Name`. `Path` is a file path to the directory containing the driver. `Name` must be a shareable object/dynamic library. Two drivers with different `Path` parameters cannot be loaded under the same name. `Name` is a string or atom containing at least one character.

The `Name` specified is to correspond to the filename of the dynamically loadable object file residing in the directory specified as `Path`, but **without** the extension (that is, `.so`). The driver name provided in the driver initialization routine must correspond with the filename, in much the same way as Erlang module names correspond to the names of the `.beam` files.

If the driver was previously unloaded, but is still present because of open ports to it, a call to `load/2` stops the unloading and keeps the driver (as long as `Path` is the same), and `ok` is returned. If you really want the object code to

be reloaded, use `reload/2` or the low-level interface `try_load/3` instead. See also the description of `different scenarios` for loading/unloading in the introduction.

If more than one process tries to load an already loaded driver with the same `Path`, or if the same process tries to load it many times, the function returns `ok`. The emulator keeps track of the `load/2` calls, so that a corresponding number of `unload/2` calls must be done from the same process before the driver gets unloaded. It is therefore safe for an application to load a driver that is shared between processes or applications when needed. It can safely be unloaded without causing trouble for other parts of the system.

It is not allowed to load multiple drivers with the same name but with different `Path` parameters.

Note:

`Path` is interpreted literally, so that all loaders of the same driver must specify the same **literal** `Path` string, although different paths can point out the same directory in the file system (because of use of relative paths and links).

On success, the function returns `ok`. On failure, the return value is `{error,ErrorDesc}`, where `ErrorDesc` is an opaque term to be translated into human readable form by function `format_error/1`.

For more control over the error handling, use the `try_load/3` interface instead.

The function throws a `badarg` exception if the parameters are not specified as described here.

`load_driver(Path, Name) -> ok | {error, ErrorDesc}`

Types:

```
Path = path()
Name = driver()
ErrorDesc = term()
```

Works essentially as `load/2`, but loads the driver with other options. All ports using the driver are killed with reason `driver_unloaded` when the driver is to be unloaded.

The number of loads and unloads by different users influences the loading and unloading of a driver file. The port killing therefore only occurs when the **last** user unloads the driver, or when the last process having loaded the driver exits.

This interface (or at least the name of the functions) is kept for backward compatibility. Using `try_load/3` with `{driver_options,[kill_ports]}` in the option list gives the same effect regarding the port killing.

The function throws a `badarg` exception if the parameters are not specified as described here.

`loaded_drivers() -> {ok, Drivers}`

Types:

```
Drivers = [Driver]
Driver = string()
```

Returns a list of all the available drivers, both (statically) linked-in and dynamically loaded ones.

The driver names are returned as a list of strings rather than a list of atoms for historical reasons.

For more information about drivers, see `info`.

`monitor(Tag, Item) -> MonitorRef`

Types:

```
Tag = driver
Item = {Name, When}
Name = driver()
When = loaded | unloaded | unloaded_only
MonitorRef = reference()
```

Creates a driver monitor and works in many ways as `erlang:monitor/2` in ERTS, does for processes. When a driver changes state, the monitor results in a monitor message that is sent to the calling process. `MonitorRef` returned by this function is included in the message sent.

As with process monitors, each driver monitor set only generates **one single message**. The monitor is "destroyed" after the message is sent, so it is then not needed to call `demonitor/1`.

`MonitorRef` can also be used in subsequent calls to `demonitor/1` to remove a monitor.

The function accepts the following parameters:

`Tag`

The monitor tag is always `driver`, as this function can only be used to create driver monitors. In the future, driver monitors will be integrated with process monitors, why this parameter has to be specified for consistence.

`Item`

Parameter `Item` specifies which driver to monitor (the driver name) and which state change to monitor. The parameter is a tuple of arity two whose first element is the driver name and second element is one of the following:

`loaded`

Notifies when the driver is reloaded (or loaded if loading is underway). It only makes sense to monitor drivers that are in the process of being loaded or reloaded. A future driver name for loading cannot be monitored. That only results in a `DOWN` message sent immediately. Monitoring for loading is therefore most useful when triggered by function `try_load/3`, where the monitor is created **because** the driver is in such a pending state.

Setting a driver monitor for `loading` eventually leads to one of the following messages being sent:

`{'UP', reference(), driver, Name, loaded}`

This message is sent either immediately if the driver is already loaded and no reloading is pending, or when reloading is executed if reloading is pending.

The user is expected to know if reloading is demanded before creating a monitor for loading.

`{'UP', reference(), driver, Name, permanent}`

This message is sent if reloading was expected, but the (old) driver made itself permanent before reloading. It is also sent if the driver was permanent or statically linked-in when trying to create the monitor.

`{'DOWN', reference(), driver, Name, load_cancelled}`

This message arrives if reloading was underway, but the requesting user cancelled it by dying or calling `try_unload/2` (or `unload/1`/`unload_driver/1`) again before it was reloaded.

`{'DOWN', reference(), driver, Name, {load_failure, Failure}}`

This message arrives if reloading was underway but the loading for some reason failed. The `Failure` term is one of the errors that can be returned from `try_load/3`. The error term can be passed to `format_error/1` for translation into human readable form. Notice that the translation must be done in the same running Erlang virtual machine as the error was detected in.

`unloaded`

Monitors when a driver gets unloaded. If one monitors a driver that is not present in the system, one immediately gets notified that the driver got unloaded. There is no guarantee that the driver was ever loaded.

A driver monitor for unload eventually results in one of the following messages being sent:

`{'DOWN', reference(), driver, Name, unloaded}`

The monitored driver instance is now unloaded. As the unload can be a result of a `reload/2` request, the driver can once again have been loaded when this message arrives.

`{'UP', reference(), driver, Name, unload_cancelled}`

This message is sent if unloading was expected, but while the driver was waiting for all ports to get closed, a new user of the driver appeared, and the unloading was cancelled.

This message appears if `{ok, pending_driver}` was returned from `try_unload/2` for the last user of the driver, and then `{ok, already_loaded}` is returned from a call to `try_load/3`.

If one **really** wants to monitor when the driver gets unloaded, this message distorts the picture, because no unloading was done. Option `unloaded_only` creates a monitor similar to an `unloaded` monitor, but never results in this message.

`{'UP', reference(), driver, Name, permanent}`

This message is sent if unloading was expected, but the driver made itself permanent before unloading. It is also sent if trying to monitor a permanent or statically linked-in driver.

`unloaded_only`

A monitor created as `unloaded_only` behaves exactly as one created as `unloaded` except that the `{'UP', reference(), driver, Name, unload_cancelled}` message is never sent, but the monitor instead persists until the driver **really** gets unloaded.

The function throws a `badarg` exception if the parameters are not specified as described here.

`reload(Path, Name) -> ok | {error, ErrorDesc}`

Types:

```
Path = path()
Name = driver()
ErrorDesc = pending_process | OpaqueError
OpaqueError = term()
```

Reloads the driver named `Name` from a possibly different `Path` than previously used. This function is used in the code change `scenario` described in the introduction.

If there are other users of this driver, the function returns `{error, pending_process}`, but if there are no other users, the function call hangs until all open ports are closed.

Note:

Avoid mixing multiple users with driver reload requests.

To avoid hanging on open ports, use function `try_load/3` instead.

The `Name` and `Path` parameters have exactly the same meaning as when calling the plain function `load/2`.

On success, the function returns `ok`. On failure, the function returns an opaque error, except the `pending_process` error described earlier. The opaque errors are to be translated into human readable form by function `format_error/1`.

For more control over the error handling, use the `try_load/3` interface instead.

The function throws a `badarg` exception if the parameters are not specified as described here.

`reload_driver(Path, Name) -> ok | {error, ErrorDesc}`

Types:

```
Path = path()
Name = driver()
ErrorDesc = pending_process | OpaqueError
OpaqueError = term()
```

Works exactly as `reload/2`, but for drivers loaded with the `load_driver/2` interface.

As this interface implies that ports are killed when the last user disappears, the function does not hang waiting for ports to get closed.

For more details, see `scenarios` in this module description and the function description for `reload/2`.

The function throws a `badarg` exception if the parameters are not specified as described here.

```
try_load(Path, Name, OptionList) ->
            {ok, Status} |
            {ok, PendingStatus, Ref} |
            {error, ErrorDesc}
```

Types:

```
Path = path()
Name = driver()
OptionList = [Option]
Option =
    {driver_options, DriverOptionList} |
    {monitor, MonitorOption} |
    {reload, ReloadOption}
DriverOptionList = [DriverOption]
DriverOption = kill_ports
MonitorOption = ReloadOption = pending_driver | pending
Status = loaded | already_loaded | PendingStatus
PendingStatus = pending_driver | pending_process
Ref = reference()
ErrorDesc = ErrorAtom | OpaqueError
ErrorAtom =
    linked_in_driver | inconsistent | permanent |
    not_loaded_by_this_process | not_loaded | pending_reload |
    pending_process
OpaqueError = term()
```

Provides more control than the `load/2`/`reload/2` and `load_driver/2`/`reload_driver/2` interfaces. It never waits for completion of other operations related to the driver, but immediately returns the status of the driver as one of the following:

`{ok, loaded}`

The driver was loaded and is immediately usable.

`{ok, already_loaded}`

The driver was already loaded by another process or is in use by a living port, or both. The load by you is registered and a corresponding `try_unload` is expected sometime in the future.

`{ok, pending_driver}`or `{ok, pending_driver, reference()}`

The load request is registered, but the loading is delayed because an earlier instance of the driver is still waiting to get unloaded (open ports use it). Still, unload is expected when you are done with the driver. This return value **mostly** occurs when options `{reload,pending_driver}` or `{reload,pending}` are used, but **can** occur when another user is unloading a driver in parallel and driver option `kill_ports` is set. In other words, this return value always needs to be handled.

`{ok, pending_process}`or `{ok, pending_process, reference()}`

The load request is registered, but the loading is delayed because an earlier instance of the driver is still waiting to get unloaded by another user (not only by a port, in which case `{ok,pending_driver}` would have been returned). Still, unload is expected when you are done with the driver. This return value **only** occurs when option `{reload,pending}` is used.

When the function returns `{ok, pending_driver}` or `{ok, pending_process}`, one can get information about when the driver is **actually** loaded by using option `{monitor, MonitorOption}`.

When monitoring is requested, and a corresponding `{ok, pending_driver}` or `{ok, pending_process}` would be returned, the function instead returns a tuple `{ok, PendingStatus, reference()}` and the process then gets a monitor message later, when the driver gets loaded. The monitor message to expect is described in the function description of `monitor/2`.

Note:

In case of loading, monitoring can **not** only get triggered by using option `{reload, ReloadOption}`, but also in special cases where the load error is transient. Thus, `{monitor, pending_driver}` is to be used under basically **all** real world circumstances.

The function accepts the following parameters:

`Path`

The file system path to the directory where the driver object file is located. The filename of the object file (minus extension) must correspond to the driver name (used in parameter `Name`) and the driver must identify itself with the same name. `Path` can be provided as an **iolist()**, meaning it can be a list of other `iolist()`s, characters (8-bit integers), or binaries, all to be flattened into a sequence of characters.

The (possibly flattened) `Path` parameter must be consistent throughout the system. A driver is to, by all users, be loaded using the same **literal** `Path`. The exception is when **reloading** is requested, in which case `Path` can be specified differently. Notice that all users trying to load the driver later need to use the **new** `Path` if `Path` is changed using a `reload` option. This is yet another reason to have **only one loader** of a driver one wants to upgrade in a running system.

`Name`

This parameter is the name of the driver to be used in subsequent calls to function `erlang:open_port` in ERTS. The name can be specified as an `iolist()` or an `atom()`. The name specified when loading is used to find the object file (with the help of `Path` and the system-implied extension suffix, that is, `.so`). The name by which the driver identifies itself must also be consistent with this `Name` parameter, much as the module name of a Beam file much corresponds to its filename.

`OptionList`

Some options can be specified to control the loading operation. The options are specified as a list of two-tuples. The tuples have the following values and meanings:

`{driver_options, DriverOptionList}`

This is to provide options that changes its general behavior and "sticks" to the driver throughout its lifespan.

The driver options for a specified driver name need always to be consistent, **even when the driver is reloaded**, meaning that they are as much a part of the driver as the name.

The only allowed driver option is `kill_ports`, which means that all ports opened to the driver are killed with exit reason `driver_unloaded` when no process any longer has the driver loaded. This situation arises either when the last user calls `try_unload/2`, or when the last process having loaded the driver exits.

`{monitor, MonitorOption}`

A `MonitorOption` tells `try_load/3` to trigger a driver monitor under certain conditions. When the monitor is triggered, the function returns a three-tuple `{ok, PendingStatus, reference()}`, where `reference()` is the monitor reference for the driver monitor.

Only one `MonitorOption` can be specified. It is one of the following:

- The atom `pending`, which means that a monitor is to be created whenever a load operation is delayed,
- The atom `pending_driver`, in which a monitor is created whenever the operation is delayed because of open ports to an otherwise unused driver.

Option `pending_driver` is of little use, but is present for completeness, as it is well defined which reload options that can give rise to which delays. However, it can be a good idea to use the same `MonitorOption` as the `ReloadOption`, if present.

If reloading is not requested, it can still be useful to specify option `monitor`, as forced unloads (driver option `kill_ports` or option `kill_ports` to `try_unload/2`) trigger a transient state where driver loading cannot be performed until all closing ports are closed. Thus, as `try_unload` can, in almost all situations, return `{ok, pending_driver}`, always specify at least `{monitor, pending_driver}` in production code (see the monitor discussion earlier).

`{reload, ReloadOption}`

This option is used to **reload** a driver from disk, most often in a code upgrade scenario. Having a `reload` option also implies that parameter `Path` does **not** need to be consistent with earlier loads of the driver.

To reload a driver, the process must have loaded the driver before, that is, there must be an active user of the driver in the process.

The `reload` option can be either of the following:

`pending`

With the atom `pending`, reloading is requested for any driver and is effectuated when **all** ports opened to the driver are closed. The driver replacement in this case takes place regardless if there are still pending users having the driver loaded.

The option also triggers port-killing (if driver option `kill_ports` is used) although there are pending users, making it usable for forced driver replacement, but laying much responsibility on the driver users. The pending option is seldom used as one does not want other users to have loaded the driver when code change is underway.

`pending_driver`

This option is more useful. Here, reloading is queued if the driver is **not** loaded by any other users, but the driver has opened ports, in which case `{ok, pending_driver}` is returned (a `monitor` option is recommended).

If the driver is unloaded (not present in the system), error code `not_loaded` is returned. Option `reload` is intended for when the user has already loaded the driver in advance.

The function can return numerous errors, some can only be returned given a certain combination of options.

Some errors are opaque and can only be interpreted by passing them to function `format_error/1`, but some can be interpreted directly:

`{error,linked_in_driver}`

The driver with the specified name is an Erlang statically linked-in driver, which cannot be manipulated with this API.

`{error,inconsistent}`

The driver is already loaded with other `DriverOptionList` or a different **literal** `Path` argument.

This can occur even if a `reload` option is specified, if `DriverOptionList` differs from the current.

`{error, permanent}`

The driver has requested itself to be permanent, making it behave like an Erlang linked-in driver and can no longer be manipulated with this API.

`{error, pending_process}`

The driver is loaded by other users when option `{reload, pending_driver}` was specified.

`{error, pending_reload}`

Driver reload is already requested by another user when option `{reload, ReloadOption}` was specified.

`{error, not_loaded_by_this_process}`

Appears when option `reload` is specified. The driver `Name` is present in the system, but there is no user of it in this process.

`{error, not_loaded}`

Appears when option `reload` is specified. The driver `Name` is not in the system. Only drivers loaded by this process can be reloaded.

All other error codes are to be translated by function `format_error/1`. Notice that calls to `format_error` are to be performed from the same running instance of the Erlang virtual machine as the error is detected in, because of system-dependent behavior concerning error values.

If the arguments or options are malformed, the function throws a `badarg` exception.

```
try_unload(Name, OptionList) ->
              {ok, Status} |
              {ok, PendingStatus, Ref} |
              {error, ErrorAtom}
```

Types:

```
Name = driver()
OptionList = [Option]
Option = {monitor, MonitorOption} | kill_ports
MonitorOption = pending_driver | pending
Status = unloaded | PendingStatus
PendingStatus = pending_driver | pending_process
Ref = reference()
ErrorAtom =
    linked_in_driver | not_loaded | not_loaded_by_this_process |
    permanent
```

This is the low-level function to unload (or decrement reference counts of) a driver. It can be used to force port killing, in much the same way as the driver option `kill_ports` implicitly does. Also, it can trigger a monitor either because other users still have the driver loaded or because open ports use the driver.

Unloading can be described as the process of telling the emulator that this particular part of the code in this particular process (that is, this user) no longer needs the driver. That can, if there are no other users, trigger unloading of the driver, in which case the driver name disappears from the system and (if possible) the memory occupied by the driver executable code is reclaimed.

If the driver has option `kill_ports` set, or if `kill_ports` is specified as an option to this function, all pending ports using this driver are killed when unloading is done by the last user. If no port-killing is involved and there are open ports, the unloading is delayed until no more open ports use the driver. If, in this case, another user (or even this user) loads the driver again before the driver is unloaded, the unloading never takes place.

To allow the user to **request unloading** to wait for **actual unloading**, `monitor` triggers can be specified in much the same way as when loading. However, as users of this function seldom are interested in more than decrementing the reference counts, monitoring is seldom needed.

> **Note:**
>
> If option `kill_ports` is used, monitor trigging is crucial, as the ports are not guaranteed to be killed until the driver is unloaded. Thus, a monitor must be triggered for at least the `pending_driver` case.

The possible monitor messages to expect are the same as when using option `unloaded` to function `monitor/2`.

The function returns one of the following statuses upon success:

`{ok, unloaded}`

The driver was immediately unloaded, meaning that the driver name is now free to use by other drivers and, if the underlying OS permits it, the memory occupied by the driver object code is now reclaimed.

The driver can only be unloaded when there are no open ports using it and no more users require it to be loaded.

`{ok, pending_driver}`or `{ok, pending_driver, reference()}`

Indicates that this call removed the last user from the driver, but there are still open ports using it. When all ports are closed and no new users have arrived, the driver is reloaded and the name and memory reclaimed.

This return value is valid even if option `kill_ports` was used, as killing ports can be a process that does not complete immediately. However, the condition is in that case transient. Monitors are always useful to detect when the driver is really unloaded.

`{ok, pending_process}`or `{ok, pending_process, reference()}`

The unload request is registered, but other users still hold the driver. Notice that the term `pending_process` can refer to the running process; there can be more than one user in the same process.

This is a normal, healthy, return value if the call was just placed to inform the emulator that you have no further use of the driver. It is the most common return value in the most common `scenario` described in the introduction.

The function accepts the following parameters:

`Name`

`Name` is the name of the driver to be unloaded. The name can be specified as an `iolist()` or as an `atom()`.

`OptionList`

Argument `OptionList` can be used to specify certain behavior regarding ports and triggering monitors under certain conditions:

`kill_ports`

Forces killing of all ports opened using this driver, with exit reason `driver_unloaded`, if you are the **last** user of the driver.

If other users have the driver loaded, this option has no effect.

To get the consistent behavior of killing ports when the last user unloads, use driver option `kill_ports` when loading the driver instead.

`{monitor, MonitorOption}`

Creates a driver monitor if the condition specified in `MonitorOption` is true. The valid options are:

`pending_driver`

Creates a driver monitor if the return value is to be `{ok, pending_driver}`.

`pending`

Creates a monitor if the return value is `{ok, pending_driver}` or `{ok, pending_process}`.

The `pending_driver` `MonitorOption` is by far the most useful. It must be used to ensure that the driver really is unloaded and the ports closed whenever option `kill_ports` is used, or the driver can have been loaded with driver option `kill_ports`.

Using the monitor triggers in the call to `try_unload` ensures that the monitor is added before the unloading is executed, meaning that the monitor is always properly triggered, which is not the case if `monitor/2` is called separately.

The function can return the following error conditions, all well specified (no opaque values):

`{error, linked_in_driver}`

You were trying to unload an Erlang statically linked-in driver, which cannot be manipulated with this interface (and cannot be unloaded at all).

`{error, not_loaded}`

The driver `Name` is not present in the system.

`{error, not_loaded_by_this_process}`

The driver `Name` is present in the system, but there is no user of it in this process.

As a special case, drivers can be unloaded from processes that have done no corresponding call to `try_load/3` if, and only if, there are **no users of the driver at all**, which can occur if the process containing the last user dies.

`{error, permanent}`

The driver has made itself permanent, in which case it can no longer be manipulated by this interface (much like a statically linked-in driver).

The function throws a `badarg` exception if the parameters are not specified as described here.

unload(Name) -> ok | {error, ErrorDesc}

Types:

Name = driver()

ErrorDesc = term()

Unloads, or at least dereferences the driver named `Name`. If the caller is the last user of the driver, and no more open ports use the driver, the driver gets unloaded. Otherwise, unloading is delayed until all ports are closed and no users remain.

If there are other users of the driver, the reference counts of the driver is merely decreased, so that the caller is no longer considered a user of the driver. For use scenarios, see the `description` in the beginning of this module.

The `ErrorDesc` returned is an opaque value to be passed further on to function `format_error/1`. For more control over the operation, use the `try_unload/2` interface.

The function throws a `badarg` exception if the parameters are not specified as described here.

unload_driver(Name) -> ok | {error, ErrorDesc}

Types:

Name = driver()

ErrorDesc = term()

Unloads, or at least dereferences the driver named `Name`. If the caller is the last user of the driver, all remaining open ports using the driver are killed with reason `driver_unloaded` and the driver eventually gets unloaded.

If there are other users of the driver, the reference counts of the driver is merely decreased, so that the caller is no longer considered a user. For use scenarios, see the `description` in the beginning of this module.

The `ErrorDesc` returned is an opaque value to be passed further on to function `format_error/1`. For more control over the operation, use the `try_unload/2` interface.

The function throws a `badarg` exception if the parameters are not specified as described here.

See Also

`erts:erl_driver(4)`, `erts:driver_entry(4)`

erl_epmd

Erlang module

This module communicates with the EPMD daemon, see epmd. To implement your own epmd module please see ERTS User's Guide: How to Implement an Alternative Node Discovery for Erlang Distribution

Exports

`start_link() -> {ok, pid()} | ignore | {error, term()}`

This function is invoked as this module is added as a child of the `erl_distribution` supervisor.

```
register_node(Name, Port) -> Result
register_node(Name, Port, Driver) -> Result
```

Types:

```
Name = string()
Port = integer() >= 0
Driver = inet_tcp | inet6_tcp | inet | inet6
Creation = integer() >= 0 | -1
Result = {ok, Creation} | {error, already_registered} | term()
```

Registers the node with `epmd` and tells epmd what port will be used for the current node. It returns a creation number. This number is incremented on each register to help differentiate a new node instance connecting to epmd with the same name.

After the node has successfully registered with epmd it will automatically attempt reconnect to the daemon if the connection is broken.

```
port_please(Name, Host) ->
               {port, Port, Version} |
               noport | closed |
               {error, term()}
port_please(Name, Host, Timeout) ->
               {port, Port, Version} |
               noport | closed |
               {error, term()}
```

Types:

```
Name = atom() | string()
Host = atom() | string() | inet:ip_address()
Timeout = integer() >= 0 | infinity
Port = Version = integer() >= 0
```

Requests the distribution port for the given node of an EPMD instance. Together with the port it returns a distribution protocol version which has been 5 since Erlang/OTP R6.

`listen_port_please(Name, Host) -> {ok, Port}`

Types:

```
Name = atom() | string()
Host = atom() | string() | inet:ip_address()
Port = integer() >= 0
```

Called by the distribution module to get which port the local node should listen to when accepting new distribution requests.

```
address_please(Name, Host, AddressFamily) ->
                  Success | {error, term()}
```

Types:

```
Name = string()
Host = string() | inet:ip_address()
AddressFamily = inet | inet6
Port = Version = integer() >= 0
Success =
    {ok, inet:ip_address()} |
    {ok, inet:ip_address(), Port, Version}
```

Called by the distribution module to resolves the `Host` to an IP address of a remote node.

As an optimization this function may also return the port and version of the remote node. If port and version are returned `port_please/3` will not be called.

```
names(Host) -> {ok, [{Name, Port}]} | {error, Reason}
```

Types:

```
Host = atom() | string() | inet:ip_address()
Name = string()
Port = integer() >= 0
Reason = address | file:posix()
```

Called by `net_adm:names/0`. `Host` defaults to the localhost. Returns the names and associated port numbers of the Erlang nodes that `epmd` registered at the specified host. Returns `{error, address}` if `epmd` is not operational.

Example:

```
(arne@dunn)1> erl_epmd:names(localhost).
{ok,[{"arne",40262}]}
```

erl_prim_loader

Erlang module

The module erl_prim_loader is moved to the runtime system application. Please see erl_prim_loader(3) in the ERTS reference manual instead.

erlang

Erlang module

The module erlang is moved to the runtime system application. Please see erlang(3) in the ERTS reference manual instead.

erpc

Erlang module

This module provide services similar to Remote Procedure Calls. A remote procedure call is a method to call a function on a remote node and collect the answer. It is used for collecting information on a remote node, or for running a function with some specific side effects on the remote node.

This is an enhanced subset of the operations provided by the `rpc` module. Enhanced in the sense that it makes it possible to distinguish between returned value, raised exceptions, and other errors. `erpc` also has better performance and scalability than the original `rpc` implementation. However, current `rpc` module will utilize `erpc` in order to also provide these properties when possible.

In order for an `erpc` operation to succeed, the remote node also needs to support `erpc`. Typically only ordinary Erlang nodes as of OTP 23 have `erpc` support.

Note that it is up to the user to ensure that correct code to execute via `erpc` is available on the involved nodes.

> **Note:**
>
> For some important information about distributed signals, see the Blocking Signaling Over Distribution section in the *Processes* chapter of the *Erlang Reference Manual*. Blocking signaling can, for example, cause timeouts in `erpc` to be significantly delayed.

Data Types

`request_id()`

An opaque request identifier. For more information see `send_request/4`.

`request_id_collection()`

An opaque collection of request identifiers (`request_id()`) where each request identifier can be associated with a label chosen by the user. For more information see `reqids_new/0`.

`timeout_time() = 0..4294967295 | infinity | {abs, integer()}`

`0..4294967295`

Timeout relative to current time in milliseconds.

`infinity`

Infinite timeout. That is, the operation will never time out.

`{abs, Timeout}`

An absolute Erlang monotonic time timeout in milliseconds. That is, the operation will time out when `erlang:monotonic_time(millisecond)` returns a value larger than or equal to `Timeout`. `Timeout` is not allowed to identify a time further into the future than `4294967295` milliseconds. Identifying the timeout using an absolute timeout value is especially handy when you have a deadline for responses corresponding to a complete collection of requests (`request_id_collection()`) , since you do not have to recalculate the relative time until the deadline over and over again.

Exports

call(Node, Fun) -> Result
call(Node, Fun, Timeout) -> Result

Types:

Node = node()
Fun = function()
Timeout = timeout_time()
Result = term()

The same as calling `erpc:call(Node, erlang, apply, [Fun,[]], Timeout)`. May raise all the same exceptions as `call/5` plus an `{erpc, badarg}` `error` exception if `Fun` is not a fun of zero arity.

The call `erpc:call(Node,Fun)` is the same as the call `erpc:call(Node,Fun,infinity)`.

call(Node, Module, Function, Args) -> Result
call(Node, Module, Function, Args, Timeout) -> Result

Types:

Node = node()
Module = Function = atom()
Args = [term()]
Timeout = timeout_time()
Result = term()

Evaluates `apply(Module, Function, Args)` on node `Node` and returns the corresponding value `Result`. `Timeout` sets an upper time limit for the `call` operation to complete.

The call `erpc:call(Node, Module, Function, Args)` is equivalent to the call `erpc:call(Node, Module, Function, Args, infinity)`

The `call()` function only returns if the applied function successfully returned without raising any uncaught exceptions, the operation did not time out, and no failures occurred. In all other cases an exception is raised. The following exceptions, listed by exception class, can currently be raised by `call()`:

`throw`

The applied function called `throw(Value)` and did not catch this exception. The exception reason `Value` equals the argument passed to `throw/1`.

`exit`

Exception reason:

`{exception, ExitReason}`

The applied function called `exit(ExitReason)` and did not catch this exception. The exit reason `ExitReason` equals the argument passed to `exit/1`.

`{signal, ExitReason}`

The process that applied the function received an exit signal and terminated due to this signal. The process terminated with exit reason `ExitReason`.

`error`

Exception reason:

`{exception, ErrorReason, StackTrace}`

A runtime error occurred which raised an error exception while applying the function, and the applied function did not catch the exception. The error reason `ErrorReason` indicates the type of error that occurred. `StackTrace` is formatted as when caught in a `try/catch` construct. The `StackTrace` is limited to the applied function and functions called by it.

`{erpc, ERpcErrorReason}`

The `erpc` operation failed. The following `ERpcErrorReason`s are the most common ones:

`badarg`

If any one of these are true:

- `Node` is not an atom.
- `Module` is not an atom.
- `Function` is not an atom.
- `Args` is not a list. Note that the list is not verified to be a proper list at the client side.
- `Timeout` is invalid.

`noconnection`

The connection to `Node` was lost or could not be established. The function may or may not be applied.

`system_limit`

The `erpc` operation failed due to some system limit being reached. This typically due to failure to create a process on the remote node `Node`, but can be other things as well.

`timeout`

The `erpc` operation timed out. The function may or may not be applied.

`notsup`

The remote node `Node` does not support this `erpc` operation.

If the `erpc` operation fails, but it is unknown if the function is/will be applied (that is, a timeout or a connection loss), the caller will not receive any further information about the result if/when the applied function completes. If the applied function explicitly communicates with the calling process, such communication may, of course, reach the calling process.

Note:

You cannot make **any** assumptions about the process that will perform the `apply()`. It may be the calling process itself, a server, or a freshly spawned process.

`cast(Node, Fun) -> ok`

Types:

```
Node = node()
Fun = function()
```

The same as calling `erpc:cast(Node,erlang,apply,[Fun,[]])`.

`cast/2` fails with an `{erpc, badarg}` `error` exception if:

- `Node` is not an atom.
- `Fun` is not a a fun of zero arity.

```
cast(Node, Module, Function, Args) -> ok
```

Types:

```
Node = node()
Module = Function = atom()
Args = [term()]
```

Evaluates `apply(Module, Function, Args)` on node `Node`. No response is delivered to the calling process. `cast()` returns immediately after the cast request has been sent. Any failures beside bad arguments are silently ignored.

`cast/4` fails with an `{erpc, badarg}` `error` exception if:

- `Node` is not an atom.
- `Module` is not an atom.
- `Function` is not an atom.
- `Args` is not a list. Note that the list is not verified to be a proper list at the client side.

Note:

You cannot make **any** assumptions about the process that will perform the `apply()`. It may be a server, or a freshly spawned process.

```
check_response(Message, RequestId) ->
                  {response, Result} | no_response
```

Types:

```
Message = term()
RequestId = request_id()
Result = term()
```

Check if a message is a response to a `call` request previously made by the calling process using `send_request/4`. `RequestId` should be the value returned from the previously made `send_request/4` call, and the corresponding response should not already have been received and handled to completion by `check_response/2`, `receive_response/2`, or `wait_response/2`. `Message` is the message to check.

If `Message` does not correspond to the response, the atom `no_response` is returned. If `Message` corresponds to the response, the `call` operation is completed and either the result is returned as `{response, Result}` where `Result` corresponds to the value returned from the applied function or an exception is raised. The exceptions that can be raised corresponds to the same exceptions as can be raised by `call/4`. That is, no `{erpc, timeout}` `error` exception can be raised. `check_response()` will fail with an `{erpc, badarg}` exception if/when an invalid `RequestId` is detected.

If the `erpc` operation fails, but it is unknown if the function is/will be applied (that is, a connection loss), the caller will not receive any further information about the result if/when the applied function completes. If the applied function explicitly communicates with the calling process, such communication may, of course, reach the calling process.

```
check_response(Message, RequestIdCollection, Delete) ->
                  {{response, Result},
                   Label, NewRequestIdCollection} |
                  no_response | no_request
```

Types:

```
Message = term()
RequestIdCollection = request_id_collection()
Delete = boolean()
Result = Label = term()
NewRequestIdCollection = request_id_collection()
```

Check if a message is a response to a `call` request corresponding to a request identifier saved in `RequestIdCollection`. All request identifiers of `RequestIdCollection` must correspond to requests that have been made using `send_request/4` or `send_request/6`, and all requests must have been made by the process calling this function.

`Label` is the label associated with the request identifier of the request that the response corresponds to. A request identifier is associated with a label when adding a request identifier in a request identifier collection, or when sending the request using `send_request/6`.

Compared to `check_response/2`, the returned result associated with a specific request identifier or an exception associated with a specific request identifier will be wrapped in a 3-tuple. The first element of this tuple equals the value that would have been produced by `check_response/2`, the second element equals the `Label` associated with the specific request identifier, and the third element `NewRequestIdCollection` is a possibly modified request identifier collection. The `error` exception `{erpc, badarg}` is not associated with any specific request identifier, and will hence not be wrapped.

If `RequestIdCollection` is empty, the atom `no_request` will be returned. If `Message` does not correspond to any of the request identifiers in `RequestIdCollection`, the atom `no_response` is returned.

If `Delete` equals `true`, the association with `Label` will have been deleted from `RequestIdCollection` in the resulting `NewRequestIdCollection`. If `Delete` equals `false`, `NewRequestIdCollection` will equal `RequestIdCollection`. Note that deleting an association is not for free and that a collection containing already handled requests can still be used by subsequent calls to `check_response/3`, `receive_response/3`, and `wait_response/3`. However, without deleting handled associations, the above calls will not be able to detect when there are no more outstanding requests to handle, so you will have to keep track of this some other way than relying on a `no_request` return. Note that if you pass a collection only containing associations of already handled or abandoned requests to `check_response/3`, it will always return `no_response`.

Note that a response might have been consumed uppon an `{erpc, badarg}` exception and if so, will be lost for ever.

```
multicall(Nodes, Fun) -> Result
multicall(Nodes, Fun, Timeout) -> Result
```

Types:

```
Nodes = [atom()]
Fun = function()
Timeout = timeout_time()
Result = term()
```

The same as calling `erpc:multicall(Nodes, erlang, apply, [Fun,[]], Timeout)`. May raise all the same exceptions as `multicall/5` plus an `{erpc, badarg}` `error` exception if `Fun` is not a fun of zero arity.

The call `erpc:multicall(Nodes,Fun)` is the same as the call `erpc:multicall(Nodes,Fun, infinity)`.

```
multicall(Nodes, Module, Function, Args) -> Result
multicall(Nodes, Module, Function, Args, Timeout) -> Result
```

Types:

```
Nodes = [atom()]
Module = Function = atom()
Args = [term()]
Timeout = timeout_time()
Result =
    [{ok, ReturnValue :: term()} | caught_call_exception()]
caught_call_exception() =
    {throw, Throw :: term()} |
    {exit, {exception, Reason :: term()}} |
    {error,
     {exception, Reason :: term(), StackTrace :: [stack_item()]}} |
    {exit, {signal, Reason :: term()}} |
    {error, {erpc, Reason :: term()}}
stack_item() =
    {Module :: atom(),
     Function :: atom(),
     Arity :: arity() | (Args :: [term()]),
     Location ::
         [{file, Filename :: string()} |
          {line, Line :: integer() >= 1}]}
```

Performs multiple `call` operations in parallel on multiple nodes. That is, evaluates `apply(Module, Function, Args)` on the nodes `Nodes` in parallel. `Timeout` sets an upper time limit for all `call` operations to complete. The result is returned as a list where the result from each node is placed at the same position as the node name is placed in `Nodes`. Each item in the resulting list is formatted as either:

`{ok, Result}`

The `call` operation for this specific node returned `Result`.

`{Class, ExceptionReason}`

The `call` operation for this specific node raised an exception of class `Class` with exception reason `ExceptionReason`. These correspond to the exceptions that `call/5` can raise.

`multicall/5` fails with an `{erpc, badarg}` `error` exception if:

- `Nodes` is not a proper list of atoms. Note that some requests may already have been sent when the failure occurs. That is, the function may or may not be applied on some nodes.
- `Module` is not an atom.
- `Function` is not an atom.
- `Args` is not a list. Note that the list is not verified to be a proper list at the client side.

The call `erpc:multicall(Nodes, Module, Function, Args)` is equivalent to the call `erpc:multicall(Nodes, Module, Function, Args, infinity)`. These calls are also equivalent to calling `my_multicall(Nodes, Module, Function, Args)` below if one disregard performance and failure behavior. `multicall()` can utilize a selective receive optimization which removes the need to scan the message queue from the beginning in order to find a matching message. The `send_request()/receive_response()` combination can, however, not utilize this optimization.

```
my_multicall(Nodes, Module, Function, Args) ->
  ReqIds = lists:map(fun (Node) ->
                       erpc:send_request(Node, Module, Function, Args)
                     end,
                     Nodes),
  lists:map(fun (ReqId) ->
              try
                {ok, erpc:receive_response(ReqId, infinity)}
              catch
                Class:Reason ->
                  {Class, Reason}
              end
            end,
            ReqIds).
```

If an `erpc` operation fails, but it is unknown if the function is/will be applied (that is, a timeout, connection loss, or an improper `Nodes` list), the caller will not receive any further information about the result if/when the applied function completes. If the applied function communicates with the calling process, such communication may, of course, reach the calling process.

Note:

You cannot make **any** assumptions about the process that will perform the `apply()`. It may be the calling process itself, a server, or a freshly spawned process.

`multicast(Nodes, Fun) -> ok`

Types:

`Nodes = [node()]`
`Fun = function()`

The same as calling `erpc:multicast(Nodes,erlang,apply,[Fun,[]])`.

`multicast/2` fails with an `{erpc, badarg}` `error` exception if:

- `Nodes` is not a proper list of atoms.
- `Fun` is not a a fun of zero arity.

`multicast(Nodes, Module, Function, Args) -> ok`

Types:

`Nodes = [node()]`
`Module = Function = atom()`
`Args = [term()]`

Evaluates `apply(Module, Function, Args)` on the nodes `Nodes`. No response is delivered to the calling process. `multicast()` returns immediately after the cast requests have been sent. Any failures beside bad arguments are silently ignored.

`multicast/4` fails with an `{erpc, badarg}` `error` exception if:

- `Nodes` is not a proper list of atoms. Note that some requests may already have been sent when the failure occurs. That is, the function may or may not be applied on some nodes.
- `Module` is not an atom.
- `Function` is not an atom.
- `Args` is not a list. Note that the list is not verified to be a proper list at the client side.

> **Note:**
>
> You cannot make **any** assumptions about the process that will perform the `apply()`. It may be a server, or a freshly spawned process.

`receive_response(RequestId) -> Result`

Types:

`RequestId = request_id()`
`Result = term()`

The same as calling `erpc:receive_response(RequestId, infinity)`.

`receive_response(RequestId, Timeout) -> Result`

Types:

`RequestId = request_id()`
`Timeout = timeout_time()`
`Result = term()`

Receive a response to a `call` request previously made by the calling process using `send_request/4`. `RequestId` should be the value returned from the previously made `send_request/4` call, and the corresponding response should not already have been received and handled to completion by `receive_response()`, `check_response/4`, or `wait_response/4`.

`Timeout` sets an upper time limit on how long to wait for a response. If the operation times out, the request identified by `RequestId` will be abandoned, then an `{erpc, timeout}` `error` exception will be raised. That is, no response corresponding to the request will ever be received after a timeout. If a response is received, the `call` operation is completed and either the result is returned or an exception is raised. The exceptions that can be raised corresponds to the same exceptions as can be raised by `call/5`. `receive_response/2` will fail with an `{erpc, badarg}` exception if/when an invalid `RequestId` is detected or if an invalid `Timeout` is passed.

A call to the function `my_call(Node, Module, Function, Args, Timeout)` below is equivalent to the call `erpc:call(Node, Module, Function, Args, Timeout)` if one disregards performance. `call()` can utilize a selective receive optimization which removes the need to scan the message queue from the beginning in order to find a matching message. The `send_request()/receive_response()` combination can, however, not utilize this optimization.

```
my_call(Node, Module, Function, Args, Timeout) ->
  RequestId = erpc:send_request(Node, Module, Function, Args),
  erpc:receive_response(RequestId, Timeout).
```

If the `erpc` operation fails, but it is unknown if the function is/will be applied (that is, a timeout, or a connection loss), the caller will not receive any further information about the result if/when the applied function completes. If the applied function explicitly communicates with the calling process, such communication may, of course, reach the calling process.

`receive_response(RequestIdCollection, Timeout, Delete) ->`
`{Result, Label, NewRequestIdCollection} |`
`no_request`

Types:

```
RequestIdCollection = request_id_collection()
Timeout = timeout_time()
Delete = boolean()
Result = Label = term()
NewRequestIdCollection = request_id_collection()
```

Receive a response to a `call` request corresponding to a request identifier saved in `RequestIdCollection`. All request identifiers of `RequestIdCollection` must correspond to requests that have been made using `send_request/4` or `send_request/6`, and all requests must have been made by the process calling this function.

`Label` is the label associated with the request identifier of the request that the response corresponds to. A request identifier is associated with a label when adding a request identifier in a request identifier collection, or when sending the request using `send_request/6`.

Compared to `receive_response/2`, the returned result associated with a specific request identifier or an exception associated with a specific request identifier will be wrapped in a 3-tuple. The first element of this tuple equals the value that would have been produced by `receive_response/2`, the second element equals the `Label` associated with the specific request identifier, and the third element `NewRequestIdCollection` is a possibly modified request identifier collection. The `error` exceptions `{erpc, badarg}` and `{erpc, timeout}` are not associated with any specific request identifiers, and will hence not be wrapped.

If `RequestIdCollection` is empty, the atom `no_request` will be returned.

If the operation times out, all requests identified by `RequestIdCollection` will be abandoned, then an `{erpc, timeout}` `error` exception will be raised. That is, no responses corresponding to any of the request identifiers in `RequestIdCollection` will ever be received after a timeout. The difference between `receive_response/3` and `wait_response/3` is that `receive_response/3` abandons the requests at timeout so that any potential future responses are ignored, while `wait_response/3` does not.

If `Delete` equals `true`, the association with `Label` will have been deleted from `RequestIdCollection` in the resulting `NewRequestIdCollection`. If `Delete` equals `false`, `NewRequestIdCollection` will equal `RequestIdCollection`. Note that deleting an association is not for free and that a collection containing already handled requests can still be used by subsequent calls to `receive_response/3`, `check_response/3`, and `wait_response/3`. However, without deleting handled associations, the above calls will not be able to detect when there are no more outstanding requests to handle, so you will have to keep track of this some other way than relying on a `no_request` return. Note that if you pass a collection only containing associations of already handled or abandoned requests to `receive_response/3`, it will always block until a timeout determined by `Timeout` is triggered.

Note that a response might have been consumed uppon an `{erpc, badarg}` exception and if so, will be lost for ever.

```
reqids_add(RequestId :: request_id(),
           Label :: term(),
           RequestIdCollection :: request_id_collection()) ->
              NewRequestIdCollection :: request_id_collection()
```

Saves `RequestId` and associates a `Label` with the request identifier by adding this information to `RequestIdCollection` and returning the resulting request identifier collection.

```
reqids_new() -> NewRequestIdCollection :: request_id_collection()
```

Returns a new empty request identifier collection. A request identifier collection can be utilized in order the handle multiple outstanding requests.

Request identifiers of requests made by `send_request/4` can be saved in a request identifier collection using `reqids_add/3`. Such a collection of request identifiers can later be used in order to get one response

corresponding to a request in the collection by passing the collection as argument to `check_response/3`, `receive_response/3`, and `wait_response/3`.

`reqids_size/1` can be used to determine the amount of request identifiers in a request identifier collection.

```
reqids_size(RequestIdCollection :: request_id_collection()) ->
               integer() >= 0
```

Returns the amount of request identifiers saved in `RequestIdCollection`.

```
reqids_to_list(RequestIdCollection :: request_id_collection()) ->
                   [{RequestId :: request_id(), Label :: term()}]
```

Returns a list of `{RequestId, Label}` tuples which corresponds to all request identifiers with their associated labels present in the `RequestIdCollection` collection.

```
send_request(Node, Fun) -> RequestId
```

Types:

```
Node = node()
Fun = function()
RequestId = request_id()
```

The same as calling `erpc:send_request(Node, erlang, apply, [Fun, []])`.

Fails with an `{erpc, badarg}` `error` exception if:

- `Node` is not an atom.
- `Fun` is not a fun of zero arity.

> **Note:**
>
> You cannot make **any** assumptions about the process that will perform the `apply()`. It may be a server, or a freshly spawned process.

```
send_request(Node, Module, Function, Args) -> RequestId
```

Types:

```
Node = node()
Module = Function = atom()
Args = [term()]
RequestId = request_id()
```

Send an asynchronous `call` request to the node `Node`. `send_request/4` returns a request identifier that later is to be passed to either `receive_response/2`, `wait_response/2`, or, `check_response/2` in order to get the response of the call request. Besides passing the request identifier directly to these functions, it can also be added in a request identifier collection using `reqids_add/3`. Such a collection of request identifiers can later be used in order to get one response corresponding to a request in the collection by passing the collection as argument to `receive_response/3`, `wait_response/3`, or, `check_response/3`. If you are about to save the request identifier in a request identifier collection, you may want to consider using `send_request/6` instead.

A call to the function `my_call(Node, Module, Function, Args, Timeout)` below is equivalent to the call `erpc:call(Node, Module, Function, Args, Timeout)` if one disregards performance. `call()` can utilize a selective receive optimization which removes the need to scan the message queue from the beginning in

order to find a matching message. The `send_request()/receive_response()` combination can, however, not utilize this optimization.

```
my_call(Node, Module, Function, Args, Timeout) ->
  RequestId = erpc:send_request(Node, Module, Function, Args),
  erpc:receive_response(RequestId, Timeout).
```

Fails with an `{erpc, badarg}` `error` exception if:

- `Node` is not an atom.
- `Module` is not an atom.
- `Function` is not an atom.
- `Args` is not a list. Note that the list is not verified to be a proper list at the client side.

Note:

You cannot make **any** assumptions about the process that will perform the `apply()`. It may be a server, or a freshly spawned process.

`send_request(Node, Fun, Label, RequestIdCollection) -> NewRequestIdCollection`

Types:

`Node = node()`
`Fun = function()`
`Label = term()`
`RequestIdCollection = NewRequestIdCollection = request_id_collection()`

The same as calling `erpc:send_request(Node, erlang, apply, [Fun,[]]), Label, RequestIdCollection)`.

Fails with an `{erpc, badarg}` `error` exception if:

- `Node` is not an atom.
- `Fun` is not a fun of zero arity.
- `RequestIdCollection` is detected not to be request identifier collection.

Note:

You cannot make **any** assumptions about the process that will perform the `apply()`. It may be a server, or a freshly spawned process.

`send_request(Node, Module, Function, Args, Label, RequestIdCollection) -> NewRequestIdCollection`

Types:

```
Node = node()
Module = Function = atom()
Args = [term()]
Label = term()
RequestIdCollection = NewRequestIdCollection = request_id_collection()
```

Send an asynchronous `call` request to the node `Node`. The `Label` will be associated with the request identifier of the operation and added to the returned request identifier collection `NewRequestIdCollection`. The collection can later be used in order to get one response corresponding to a request in the collection by passing the collection as argument to `receive_response/3`, `wait_response/3`, or, `check_response/3`.

The same as calling `erpc:reqids_add(erpc:send_request(Node, Module, Function, Args), Label, RequestIdCollection)`, but calling `send_request/6` is slightly more efficient.

Fails with an `{erpc, badarg}` `error` exception if:

- `Node` is not an atom.
- `Module` is not an atom.
- `Function` is not an atom.
- `Args` is not a list. Note that the list is not verified to be a proper list at the client side.
- `RequestIdCollection` is detected not to be request identifier collection.

> **Note:**
>
> You cannot make **any** assumptions about the process that will perform the `apply()`. It may be a server, or a freshly spawned process.

```
wait_response(RequestId) -> {response, Result} | no_response
```

Types:

```
RequestId = request_id()
Result = term()
```

The same as calling `erpc:wait_response(RequestId, 0)`. That is, poll for a response message to a `call` request previously made by the calling process.

```
wait_response(RequestId, WaitTime) ->
                 {response, Result} | no_response
```

Types:

```
RequestId = request_id()
WaitTime = timeout_time()
Result = term()
```

Wait or poll for a response message to a `call` request previously made by the calling process using `send_request/4`. `RequestId` should be the value returned from the previously made `send_request()` call, and the corresponding response should not already have been received and handled to completion by `check_response/2`, `receive_response/2`, or `wait_response()`.

`WaitTime` sets an upper time limit on how long to wait for a response. If no response is received before the `WaitTime` timeout has triggered, the atom `no_response` is returned. It is valid to continue waiting for a response as many times as needed up until a response has been received and completed by `check_response()`, `receive_response()`, or `wait_response()`. If a response is received, the `call` operation is completed and either the result is returned as `{response, Result}` where `Result` corresponds to the value returned from the

applied function or an exception is raised. The exceptions that can be raised corresponds to the same exceptions as can be raised by `call/4`. That is, no `{erpc, timeout}` `error` exception can be raised. `wait_response/2` will fail with an `{erpc, badarg}` exception if/when an invalid `RequestId` is detected or if an invalid `WaitTime` is passed.

If the `erpc` operation fails, but it is unknown if the function is/will be applied (that is, a too large wait time value, or a connection loss), the caller will not receive any further information about the result if/when the applied function completes. If the applied function explicitly communicates with the calling process, such communication may, of course, reach the calling process.

```
wait_response(RequestIdCollection, WaitTime, Delete) ->
                 {{response, Result},
                  Label, NewRequestIdCollection} |
                 no_response | no_request
```

Types:

```
RequestIdCollection = request_id_collection()
WaitTime = timeout_time()
Delete = boolean()
Label = term()
NewRequestIdCollection = request_id_collection()
Result = term()
```

Wait or poll for a response to a `call` request corresponding to a request identifier saved in `RequestIdCollection`. All request identifiers of `RequestIdCollection` must correspond to requests that have been made using `send_request/4` or `send_request/6`, and all requests must have been made by the process calling this function.

`Label` is the label associated with the request identifier of the request that the response corresponds to. A request identifier is associated with a label when adding a request identifier in a request identifier collection, or when sending the request using `send_request/6`.

Compared to `wait_response/2`, the returned result associated with a specific request identifier or an exception associated with a specific request identifier will be wrapped in a 3-tuple. The first element of this tuple equals the value that would have been produced by `wait_response/2`, the second element equals the `Label` associated with the specific request identifier, and the third element `NewRequestIdCollection` is a possibly modified request identifier collection. The `error` exception `{erpc, badarg}` is not associated with any specific request identifier, and will hence not be wrapped.

If `RequestIdCollection` is empty, `no_request` will be returned. If no response is received before the `WaitTime` timeout has triggered, the atom `no_response` is returned. It is valid to continue waiting for a response as many times as needed up until a response has been received and completed by `check_response()`, `receive_response()`, or `wait_response()`. The difference between `receive_response/3` and `wait_response/3` is that `receive_response/3` abandons requests at timeout so that any potential future responses are ignored, while `wait_response/3` does not.

If `Delete` equals `true`, the association with `Label` will have been deleted from `RequestIdCollection` in the resulting `NewRequestIdCollection`. If `Delete` equals `false`, `NewRequestIdCollection` will equal `RequestIdCollection`. Note that deleting an association is not for free and that a collection containing already handled requests can still be used by subsequent calls to `wait_response/3`, `check_response/3`, and `receive_response/3`. However, without deleting handled associations, the above calls will not be able to detect when there are no more outstanding requests to handle, so you will have to keep track of this some other way than relying on a `no_request` return. Note that if you pass a collection only containing associations of already handled or abandoned requests to `wait_response/3`, it will always block until a timeout determined by `WaitTime` is triggered and then return `no_response`.

Note that a response might have been consumed uppon an `{erpc, badarg}` exception and if so, will be lost for ever.

error_handler

Erlang module

This module defines what happens when certain types of errors occur.

Exports

`raise_undef_exception(Module, Function, Args) -> no_return()`

Types:

`Module = Function = atom()`
`Args = list()`

A (possibly empty) list of arguments `Arg1,..,ArgN`

Raises an `undef` exception with a stacktrace, indicating that `Module:Function/N` is undefined.

`undefined_function(Module, Function, Args) -> any()`

Types:

`Module = Function = atom()`
`Args = list()`

A (possibly empty) list of arguments `Arg1,..,ArgN`

This function is called by the runtime system if a call is made to `Module:Function(Arg1,.., ArgN)` and `Module:Function/N` is undefined. Notice that this function is evaluated inside the process making the original call.

This function first attempts to autoload `Module`. If that is not possible, an `undef` exception is raised.

If it is possible to load `Module` and function `Function/N` is exported, it is called.

Otherwise, if function `'$handle_undefined_function'/2` is exported, it is called as `'$handle_undefined_function'(`Function, Args).

Warning:

Defining `'$handle_undefined_function'/2` in ordinary application code is highly discouraged. It is very easy to make subtle errors that can take a long time to debug. Furthermore, none of the tools for static code analysis (such as Dialyzer and Xref) supports the use of `'$handle_undefined_function'/2` and no such support will be added. Only use this function after having carefully considered other, less dangerous, solutions. One example of potential legitimate use is creating stubs for other sub-systems during testing and debugging.

Otherwise an `undef` exception is raised.

`undefined_lambda(Module, Fun, Args) -> term()`

Types:

`Module = atom()`
`Fun = function()`
`Args = list()`

A (possibly empty) list of arguments `Arg1,..,ArgN`

This function is evaluated if a call is made to `Fun(Arg1,.., ArgN)` when the module defining the fun is not loaded. The function is evaluated inside the process making the original call.

If `Module` is interpreted, the interpreter is invoked and the return value of the interpreted `Fun(Arg1,.., ArgN)` call is returned.

Otherwise, it returns, if possible, the value of `apply(Fun, Args)` after an attempt is made to autoload `Module`. If this is not possible, the call fails with exit reason `undef`.

Notes

The code in `error_handler` is complex. Do not change it without fully understanding the interaction between the error handler, the `init` process of the code server, and the I/O mechanism of the code.

Code changes that seem small can cause a deadlock, as unforeseen consequences can occur. The use of `input` is dangerous in this type of code.

error_logger

Erlang module

> **Note:**
>
> In Erlang/OTP 21.0, a new API for logging was added. The old `error_logger` module can still be used by legacy code, but log events are redirected to the new Logger API. New code should use the Logger API directly.
>
> `error_logger` is no longer started by default, but is automatically started when an event handler is added with `error_logger:add_report_handler/1,2`. The `error_logger` module is then also added as a handler to the new logger.
>
> See `logger(3)` and the Logging chapter in the User's Guide for more information.

The Erlang **error logger** is an event manager (see OTP Design Principles and `gen_event(3)`), registered as `error_logger`.

Error logger is no longer started by default, but is automatically started when an event handler is added with `add_report_handler/1,2`. The `error_logger` module is then also added as a handler to the new logger, causing log events to be forwarded from logger to error logger, and consequently to all installed error logger event handlers.

User-defined event handlers can be added to handle application-specific events.

Existing event handlers provided by STDLIB and SASL are still available, but are no longer used by OTP.

Warning events were introduced in Erlang/OTP R9C and are enabled by default as from Erlang/OTP 18.0. To retain backwards compatibility with existing user-defined event handlers, the warning events can be tagged as `errors` or `info` using command-line flag `+W <e | i | w>`, thus showing up as `ERROR REPORT` or `INFO REPORT` in the logs.

Data Types

```
report() =
    [{Tag :: term(), Data :: term()} | term()] | string() | term()
```

Exports

```
add_report_handler(Handler) -> any()
add_report_handler(Handler, Args) -> Result
```

Types:

```
Handler = module()
Args = gen_event:handler_args()
Result = gen_event:add_handler_ret()
```

Adds a new event handler to the error logger. The event handler must be implemented as a `gen_event` callback module, see `gen_event(3)`.

`Handler` is typically the name of the callback module and `Args` is an optional term (defaults to []) passed to the initialization callback function `Handler:init/1`. The function returns `ok` if successful.

The event handler must be able to handle the events in this module, see section Events.

The first time this function is called, `error_logger` is added as a Logger handler, and the `error_logger` process is started.

`delete_report_handler(Handler) -> Result`

Types:

`Handler = module()`

`Result = gen_event:del_handler_ret()`

Deletes an event handler from the error logger by calling `gen_event:delete_handler(error_logger, Handler, [])`, see `gen_event(3)`.

If no more event handlers exist after the deletion, `error_logger` is removed as a Logger handler, and the `error_logger` process is stopped.

`error_msg(Format) -> ok`

`error_msg(Format, Data) -> ok`

`format(Format, Data) -> ok`

Types:

`Format = string()`

`Data = list()`

Log a standard error event. The `Format` and `Data` arguments are the same as the arguments of `io:format/2` in STDLIB.

Error logger forwards the event to Logger, including metadata that allows backwards compatibility with legacy error logger event handlers.

The event is handled by the default Logger handler.

These functions are kept for backwards compatibility and must not be used by new code. Use the `?LOG_ERROR` macro or `logger:error/1,2,3` instead.

Example:

```
1> error_logger:error_msg("An error occurred in ~p", [a_module]).
=ERROR REPORT==== 22-May-2018::11:18:43.376917 ===
An error occurred in a_module
ok
```

Warning:

If the Unicode translation modifier (`t`) is used in the format string, all event handlers must ensure that the formatted output is correctly encoded for the I/O device.

`error_report(Report) -> ok`

Types:

`Report = report()`

Log a standard error event. Error logger forwards the event to Logger, including metadata that allows backwards compatibility with legacy error logger event handlers.

The event is handled by the default Logger handler.

This functions is kept for backwards compatibility and must not be used by new code. Use the `?LOG_ERROR` macro or `logger:error/1,2,3` instead.

Example:

```
2> error_logger:error_report([{tag1,data1},a_term,{tag2,data}]).
=ERROR REPORT==== 22-May-2018::11:24:23.699306 ===
    tag1: data1
    a_term
    tag2: data
ok
3> error_logger:error_report("Serious error in my module").
=ERROR REPORT==== 22-May-2018::11:24:45.972445 ===
Serious error in my module
ok
```

`error_report(Type, Report) -> ok`

Types:

`Type = term()`

`Report = report()`

Log a user-defined error event. Error logger forwards the event to Logger, including metadata that allows backwards compatibility with legacy error logger event handlers.

Error logger also adds a `domain` field with value `[Type]` to this event's metadata, causing the filters of the default Logger handler to discard the event. A different Logger handler, or an error logger event handler, must be added to handle this event.

It is recommended that `Report` follows the same structure as for `error_report/1`.

This functions is kept for backwards compatibility and must not be used by new code. Use the `?LOG_ERROR` macro or `logger:error/1,2,3` instead.

`get_format_depth() -> unlimited | integer() >= 1`

Returns `max(10, Depth)`, where `Depth` is the value of `error_logger_format_depth` in the Kernel application, if Depth is an integer. Otherwise, `unlimited` is returned.

> **Note:**
>
> The `error_logger_format_depth` variable is deprecated since the Logger API was introduced in Erlang/OTP 21.0. The variable, and this function, are kept for backwards compatibility since they still might be used by legacy report handlers.

`info_msg(Format) -> ok`

`info_msg(Format, Data) -> ok`

Types:

`Format = string()`

`Data = list()`

Log a standard information event. The `Format` and `Data` arguments are the same as the arguments of `io:format/2` in STDLIB.

Error logger forwards the event to Logger, including metadata that allows backwards compatibility with legacy error logger event handlers.

The event is handled by the default Logger handler.

These functions are kept for backwards compatibility and must not be used by new code. Use the `?LOG_INFO` macro or `logger:info/1,2,3` instead.

Example:

```
1> error_logger:info_msg("Something happened in ~p", [a_module]).
=INFO REPORT==== 22-May-2018::12:03:32.612462 ===
Something happened in a_module
ok
```

Warning:

If the Unicode translation modifier (`t`) is used in the format string, all event handlers must ensure that the formatted output is correctly encoded for the I/O device.

`info_report(Report) -> ok`

Types:

`Report = report()`

Log a standard information event. Error logger forwards the event to Logger, including metadata that allows backwards compatibility with legacy error logger event handlers.

The event is handled by the default Logger handler.

This functions is kept for backwards compatibility and must not be used by new code. Use the `?LOG_INFO` macro or `logger:info/1,2,3` instead.

Example:

```
2> error_logger:info_report([{tag1,data1},a_term,{tag2,data}]).
=INFO REPORT==== 22-May-2018::12:06:35.994440 ===
    tag1: data1
    a_term
    tag2: data
ok
3> error_logger:info_report("Something strange happened").
=INFO REPORT==== 22-May-2018::12:06:49.066872 ===
Something strange happened
ok
```

`info_report(Type, Report) -> ok`

Types:

`Type = any()`

`Report = report()`

Log a user-defined information event. Error logger forwards the event to Logger, including metadata that allows backwards compatibility with legacy error logger event handlers.

Error logger also adds a `domain` field with value `[Type]` to this event's metadata, causing the filters of the default Logger handler to discard the event. A different Logger handler, or an error logger event handler, must be added to handle this event.

It is recommended that `Report` follows the same structure as for `info_report/1`.

This functions is kept for backwards compatibility and must not be used by new code. Use the `?LOG_INFO` macro or `logger:info/1,2,3` instead.

`logfile(Request :: {open, Filename}) -> ok | {error, OpenReason}`
`logfile(Request :: close) -> ok | {error, CloseReason}`
`logfile(Request :: filename) -> Filename | {error, FilenameReason}`

Types:

`Filename = file:name()`
`OpenReason = allready_have_logfile | open_error()`
`CloseReason = module_not_found`
`FilenameReason = no_log_file`
`open_error() = file:posix() | badarg | system_limit`

Enables or disables printout of standard events to a file.

This is done by adding or deleting the `error_logger_file_h` event handler, and thus indirectly adding `error_logger` as a Logger handler.

Notice that this function does not manipulate the Logger configuration directly, meaning that if the default Logger handler is already logging to a file, this function can potentially cause logging to a second file.

This function is useful as a shortcut during development and testing, but must not be used in a production system. See section Logging in the Kernel User's Guide, and the `logger(3)` manual page for information about how to configure Logger for live systems.

`Request` is one of the following:

`{open, Filename}`

Opens log file `Filename`. Returns `ok` if successful, or `{error, allready_have_logfile}` if logging to file is already enabled, or an error tuple if another error occurred (for example, if `Filename` cannot be opened). The file is opened with encoding UTF-8.

`close`

Closes the current log file. Returns `ok`, or `{error, module_not_found}`.

`filename`

Returns the name of the log file `Filename`, or `{error, no_log_file}` if logging to file is not enabled.

`tty(Flag) -> ok`

Types:

`Flag = boolean()`

Enables (`Flag == true`) or disables (`Flag == false`) printout of standard events to the terminal.

This is done by manipulating the Logger configuration. The function is useful as a shortcut during development and testing, but must not be used in a production system. See section Logging in the Kernel User's Guide, and the `logger(3)` manual page for information about how to configure Logger for live systems.

`warning_map() -> Tag`

Types:

Tag = error | warning | info

Returns the current mapping for warning events. Events sent using `warning_msg/1,2` or `warning_report/1,2` are tagged as errors, warnings (default), or info, depending on the value of command-line flag `+W`.

Example:

```
os$ erl
Erlang (BEAM) emulator version 5.4.8 [hipe] [threads:0] [kernel-poll]

Eshell V5.4.8  (abort with ^G)
1> error_logger:warning_map().
warning
2> error_logger:warning_msg("Warnings tagged as: ~p~n", [warning]).

=WARNING REPORT==== 11-Aug-2005::15:31:55 ===
Warnings tagged as: warning
ok
3>
User switch command
 --> q
os$ erl +W e
Erlang (BEAM) emulator version 5.4.8 [hipe] [threads:0] [kernel-poll]

Eshell V5.4.8  (abort with ^G)
1> error_logger:warning_map().
error
2> error_logger:warning_msg("Warnings tagged as: ~p~n", [error]).

=ERROR REPORT==== 11-Aug-2005::15:31:23 ===
Warnings tagged as: error
ok
```

warning_msg(Format) -> ok

warning_msg(Format, Data) -> ok

Types:

Format = string()

Data = list()

Log a standard warning event. The `Format` and `Data` arguments are the same as the arguments of `io:format/2` in STDLIB.

Error logger forwards the event to Logger, including metadata that allows backwards compatibility with legacy error logger event handlers.

The event is handled by the default Logger handler. The log level can be changed to error or info, see `warning_map/0`.

These functions are kept for backwards compatibility and must not be used by new code. Use the `?LOG_WARNING` macro or `logger:warning/1,2,3` instead.

Warning:

If the Unicode translation modifier (`t`) is used in the format string, all event handlers must ensure that the formatted output is correctly encoded for the I/O device.

`warning_report(Report) -> ok`

Types:

`Report = report()`

Log a standard warning event. Error logger forwards the event to Logger, including metadata that allows backwards compatibility with legacy error logger event handlers.

The event is handled by the default Logger handler. The log level can be changed to error or info, see `warning_map/0`.

This functions is kept for backwards compatibility and must not be used by new code. Use the `?LOG_WARNING` macro or `logger:warning/1,2,3` instead.

`warning_report(Type, Report) -> ok`

Types:

`Type = any()`
`Report = report()`

Log a user-defined warning event. Error logger forwards the event to Logger, including metadata that allows backwards compatibility with legacy error logger event handlers.

Error logger also adds a `domain` field with value `[Type]` to this event's metadata, causing the filters of the default Logger handler to discard the event. A different Logger handler, or an error logger event handler, must be added to handle this event.

The log level can be changed to error or info, see `warning_map/0`.

It is recommended that `Report` follows the same structure as for `warning_report/1`.

This functions is kept for backwards compatibility and must not be used by new code. Use the `?LOG_WARNING` macro or `logger:warning/1,2,3` instead.

Events

All event handlers added to the error logger must handle the following events. `Gleader` is the group leader pid of the process that sent the event, and `Pid` is the process that sent the event.

`{error, Gleader, {Pid, Format, Data}}`

Generated when `error_msg/1,2` or `format` is called.

`{error_report, Gleader, {Pid, std_error, Report}}`

Generated when `error_report/1` is called.

`{error_report, Gleader, {Pid, Type, Report}}`

Generated when `error_report/2` is called.

`{warning_msg, Gleader, {Pid, Format, Data}}`

Generated when `warning_msg/1,2` is called if warnings are set to be tagged as warnings.

`{warning_report, Gleader, {Pid, std_warning, Report}}`

Generated when `warning_report/1` is called if warnings are set to be tagged as warnings.

`{warning_report, Gleader, {Pid, Type, Report}}`

Generated when `warning_report/2` is called if warnings are set to be tagged as warnings.

`{info_msg, Gleader, {Pid, Format, Data}}`

Generated when `info_msg/1,2` is called.

`{info_report, Gleader, {Pid, std_info, Report}}`

Generated when `info_report/1` is called.

`{info_report, Gleader, {Pid, Type, Report}}`

Generated when `info_report/2` is called.

Notice that some system-internal events can also be received. Therefore a catch-all clause last in the definition of the event handler callback function `Module:handle_event/2` is necessary. This also applies for `Module:handle_info/2`, as the event handler must also take care of some system-internal messages.

See Also

`gen_event(3)`, `logger(3)`, `log_mf_h(3)`, `kernel(6)`, `sasl(6)`

file

Erlang module

This module provides an interface to the file system.

Warning:

File operations are only guaranteed to appear atomic when going through the same file server. A NIF or other OS process may observe intermediate steps on certain operations on some operating systems, eg. renaming an existing file on Windows, or `write_file_info/2` on any OS at the time of writing.

Regarding filename encoding, the Erlang VM can operate in two modes. The current mode can be queried using function `native_name_encoding/0`. It returns `latin1` or `utf8`.

In `latin1` mode, the Erlang VM does not change the encoding of filenames. In `utf8` mode, filenames can contain Unicode characters greater than 255 and the VM converts filenames back and forth to the native filename encoding (usually UTF-8, but UTF-16 on Windows).

The default mode depends on the operating system. Windows, MacOS X and Android enforce consistent filename encoding and therefore the VM uses `utf8` mode.

On operating systems with transparent naming (for example, all Unix systems except MacOS X), default is `utf8` if the terminal supports UTF-8, otherwise `latin1`. The default can be overridden using `+fnl` (to force `latin1` mode) or `+fnu` (to force `utf8` mode) when starting `erl`.

On operating systems with transparent naming, files can be inconsistently named, for example, some files are encoded in UTF-8 while others are encoded in ISO Latin-1. The concept of **raw filenames** is introduced to handle file systems with inconsistent naming when running in `utf8` mode.

A **raw filename** is a filename specified as a binary. The Erlang VM does not translate a filename specified as a binary on systems with transparent naming.

When running in `utf8` mode, functions `list_dir/1` and `read_link/1` never return raw filenames. To return all filenames including raw filenames, use functions `list_dir_all/1` and `read_link_all/1`.

See also section Notes About Raw Filenames in the STDLIB User's Guide.

Note:

File operations used to accept filenames containing null characters (integer value zero). This caused the name to be truncated and in some cases arguments to primitive operations to be mixed up. Filenames containing null characters inside the filename are now **rejected** and will cause primitive file operations fail.

Data Types

`deep_list() = [char() | atom() | deep_list()]`

`fd()`

A file descriptor representing a file opened in `raw` mode.

`filename() = string()`

See also the documentation of the `name_all()` type.

`filename_all() = string() | binary()`

See also the documentation of the `name_all()` type.

```
io_device() = pid() | fd()
```

As returned by `open/2`; `pid()` is a process handling I/O-protocols.

```
name() = string() | atom() | deep_list()
```

If VM is in Unicode filename mode, `string()` and `char()` are allowed to be > 255. See also the documentation of the `name_all()` type.

```
name_all() =
    string() | atom() | deep_list() | (RawFilename :: binary())
```

If VM is in Unicode filename mode, characters are allowed to be > 255. `RawFilename` is a filename not subject to Unicode translation, meaning that it can contain characters not conforming to the Unicode encoding expected from the file system (that is, non-UTF-8 characters although the VM is started in Unicode filename mode). Null characters (integer value zero) are **not** allowed in filenames (not even at the end).

```
posix() =
    eacces | eagain | ebadf | ebadmsg | ebusy | edeadlk |
    edeadlock | edquot | eexist | efault | efbig | eftype |
    eintr | einval | eio | eisdir | eloop | emfile | emlink |
    emultihop | enametoolong | enfile | enobufs | enodev |
    enolck | enolink | enoent | enomem | enospc | enosr | enostr |
    enosys | enotblk | enotdir | enotsup | enxio | eopnotsupp |
    eoverflow | eperm | epipe | erange | erofs | espipe | esrch |
    estale | etxtbsy | exdev
```

An atom that is named from the POSIX error codes used in Unix, and in the runtime libraries of most C compilers.

```
date_time() = calendar:datetime()
```

Must denote a valid date and time.

```
file_info() =
    #file_info{size = integer() >= 0 | undefined,
               type =
                   device | directory | other | regular |
                   symlink | undefined,
               access =
                   read | write | read_write | none | undefined,
               atime =
                   file:date_time() |
                   integer() >= 0 |
                   undefined,
               mtime =
                   file:date_time() |
                   integer() >= 0 |
                   undefined,
               ctime =
                   file:date_time() |
                   integer() >= 0 |
                   undefined,
               mode = integer() >= 0 | undefined,
               links = integer() >= 0 | undefined,
               major_device = integer() >= 0 | undefined,
               minor_device = integer() >= 0 | undefined,
               inode = integer() >= 0 | undefined,
               uid = integer() >= 0 | undefined,
```

```
              gid = integer() >= 0 | undefined}
location() =
    integer() |
    {bof, Offset :: integer()} |
    {cur, Offset :: integer()} |
    {eof, Offset :: integer()} |
    bof | cur | eof
mode() =
    read | write | append | exclusive | raw | binary |
    {delayed_write,
     Size :: integer() >= 0,
     Delay :: integer() >= 0} |
    delayed_write |
    {read_ahead, Size :: integer() >= 1} |
    read_ahead | compressed | compressed_one |
    {encoding, unicode:encoding()} |
    sync
file_info_option() =
    {time, local} | {time, universal} | {time, posix} | raw
```

Exports

advise(IoDevice, Offset, Length, Advise) -> ok | {error, Reason}

Types:

```
IoDevice = io_device()
Offset = Length = integer()
Advise = posix_file_advise()
Reason = posix() | badarg
posix_file_advise() =
    normal | sequential | random | no_reuse | will_need |
    dont_need
```

`advise/4` can be used to announce an intention to access file data in a specific pattern in the future, thus allowing the operating system to perform appropriate optimizations.

On some platforms, this function might have no effect.

allocate(File, Offset, Length) -> ok | {error, posix()}

Types:

```
File = io_device()
Offset = Length = integer() >= 0
```

`allocate/3` can be used to preallocate space for a file.

This function only succeeds in platforms that provide this feature.

change_group(Filename, Gid) -> ok | {error, Reason}

Types:

```
Filename = name_all()
Gid = integer()
Reason = posix() | badarg
```

Changes group of a file. See `write_file_info/2`.

`change_mode(Filename, Mode) -> ok | {error, Reason}`

Types:

```
Filename = name_all()
Mode = integer()
Reason = posix() | badarg
```

Changes permissions of a file. See `write_file_info/2`.

`change_owner(Filename, Uid) -> ok | {error, Reason}`

Types:

```
Filename = name_all()
Uid = integer()
Reason = posix() | badarg
```

Changes owner of a file. See `write_file_info/2`.

`change_owner(Filename, Uid, Gid) -> ok | {error, Reason}`

Types:

```
Filename = name_all()
Uid = Gid = integer()
Reason = posix() | badarg
```

Changes owner and group of a file. See `write_file_info/2`.

`change_time(Filename, Mtime) -> ok | {error, Reason}`

Types:

```
Filename = name_all()
Mtime = date_time()
Reason = posix() | badarg
```

Changes the modification and access times of a file. See `write_file_info/2`.

`change_time(Filename, Atime, Mtime) -> ok | {error, Reason}`

Types:

```
Filename = name_all()
Atime = Mtime = date_time()
Reason = posix() | badarg
```

Changes the modification and last access times of a file. See `write_file_info/2`.

`close(IoDevice) -> ok | {error, Reason}`

Types:

```
IoDevice = io_device()
Reason = posix() | badarg | terminated
```

Closes the file referenced by `IoDevice`. It mostly returns `ok`, except for some severe errors such as out of memory.

Notice that if option `delayed_write` was used when opening the file, `close/1` can return an old write error and not even try to close the file. See `open/2`.

```
consult(Filename) -> {ok, Terms} | {error, Reason}
```

Types:

```
Filename = name_all()
Terms = [term()]
Reason =
    posix() |
    badarg | terminated | system_limit |
    {Line :: integer(), Mod :: module(), Term :: term()}
```

Reads Erlang terms, separated by '.', from `Filename`. Returns one of the following:

`{ok, Terms}`

The file was successfully read.

`{error, atom()}`

An error occurred when opening the file or reading it. For a list of typical error codes, see `open/2`.

`{error, {Line, Mod, Term}}`

An error occurred when interpreting the Erlang terms in the file. To convert the three-element tuple to an English description of the error, use `format_error/1`.

Example:

```
f.txt:  {person, "kalle", 25}.
        {person, "pelle", 30}.
```

```
1> file:consult("f.txt").
{ok,[{person,"kalle",25},{person,"pelle",30}]}
```

The encoding of `Filename` can be set by a comment, as described in `epp(3)`.

```
copy(Source, Destination) -> {ok, BytesCopied} | {error, Reason}
copy(Source, Destination, ByteCount) ->
        {ok, BytesCopied} | {error, Reason}
```

Types:

```
Source = Destination = io_device() | Filename | {Filename, Modes}
Filename = name_all()
Modes = [mode()]
ByteCount = integer() >= 0 | infinity
BytesCopied = integer() >= 0
Reason = posix() | badarg | terminated
```

Copies `ByteCount` bytes from `Source` to `Destination`. `Source` and `Destination` refer to either filenames or IO devices from, for example, `open/2`. `ByteCount` defaults to `infinity`, denoting an infinite number of bytes.

Argument `Modes` is a list of possible modes, see `open/2`, and defaults to `[]`.

If both `Source` and `Destination` refer to filenames, the files are opened with `[read, binary]` and `[write, binary]` prepended to their mode lists, respectively, to optimize the copy.

If `Source` refers to a filename, it is opened with `read` mode prepended to the mode list before the copy, and closed when done.

If `Destination` refers to a filename, it is opened with `write` mode prepended to the mode list before the copy, and closed when done.

Returns `{ok, BytesCopied}`, where `BytesCopied` is the number of bytes that was copied, which can be less than `ByteCount` if end of file was encountered on the source. If the operation fails, `{error, Reason}` is returned.

Typical error reasons: as for `open/2` if a file had to be opened, and as for `read/2` and `write/2`.

`datasync(IoDevice) -> ok | {error, Reason}`

Types:

`IoDevice = io_device()`

`Reason = posix() | badarg | terminated`

Ensures that any buffers kept by the operating system (not by the Erlang runtime system) are written to disk. In many ways it resembles `fsync` but it does not update some of the metadata of the file, such as the access time. On some platforms this function has no effect.

Applications that access databases or log files often write a tiny data fragment (for example, one line in a log file) and then call `fsync()` immediately to ensure that the written data is physically stored on the hard disk. Unfortunately, `fsync()` always initiates two write operations: one for the newly written data and another one to update the modification time stored in the `inode`. If the modification time is not a part of the transaction concept, `fdatasync()` can be used to avoid unnecessary `inode` disk write operations.

Available only in some POSIX systems, this call results in a call to `fsync()`, or has no effect in systems not providing the `fdatasync()` syscall.

`del_dir(Dir) -> ok | {error, Reason}`

Types:

`Dir = name_all()`

`Reason = posix() | badarg`

Tries to delete directory `Dir`. The directory must be empty before it can be deleted. Returns `ok` if successful.

Typical error reasons:

`eacces`

Missing search or write permissions for the parent directories of `Dir`.

`eexist`

The directory is not empty.

`enoent`

The directory does not exist.

`enotdir`

A component of `Dir` is not a directory. On some platforms, `enoent` is returned instead.

`einval`

Attempt to delete the current directory. On some platforms, `eacces` is returned instead.

`del_dir_r(File) -> ok | {error, Reason}`

Types:

`File = name_all()`
`Reason = posix() | badarg`

Deletes file or directory `File`. If `File` is a directory, its contents is first recursively deleted. Returns:

`ok`

The operation completed without errors.

`{error, posix()}`

An error occurred when accessing or deleting `File`. If some file or directory under `File` could not be deleted, `File` cannot be deleted as it is non-empty, and `{error, eexist}` is returned.

`delete(Filename) -> ok | {error, Reason}`
`delete(Filename, Opts) -> ok | {error, Reason}`

Types:

`Filename = name_all()`
`Opts = [delete_option()]`
`Reason = posix() | badarg`
`delete_option() = raw`

Tries to delete file `Filename`. Returns `ok` if successful.

If the option `raw` is set, the file server is not called. This can be useful in particular during the early boot stage when the file server is not yet registered, to still be able to delete local files.

Typical error reasons:

`enoent`

The file does not exist.

`eacces`

Missing permission for the file or one of its parents.

`eperm`

The file is a directory and the user is not superuser.

`enotdir`

A component of the filename is not a directory. On some platforms, `enoent` is returned instead.

`einval`

`Filename` has an improper type, such as tuple.

Warning:

In a future release, a bad type for argument `Filename` will probably generate an exception.

`eval(Filename) -> ok | {error, Reason}`

Types:

`Filename = name_all()`
`Reason =`

```
      posix() |
      badarg | terminated | system_limit |
      {Line :: integer(), Mod :: module(), Term :: term()}
```

Reads and evaluates Erlang expressions, separated by '.' (or ',', a sequence of expressions is also an expression) from `Filename`. The result of the evaluation is not returned; any expression sequence in the file must be there for its side effect. Returns one of the following:

`ok`

The file was read and evaluated.

`{error, atom()}`

An error occurred when opening the file or reading it. For a list of typical error codes, see `open/2`.

`{error, {Line, Mod, Term}}`

An error occurred when interpreting the Erlang expressions in the file. To convert the three-element tuple to an English description of the error, use `format_error/1`.

The encoding of `Filename` can be set by a comment, as described in `epp(3)`.

`eval(Filename, Bindings) -> ok | {error, Reason}`

Types:

```
Filename = name_all()
Bindings = erl_eval:binding_struct()
Reason =
    posix() |
    badarg | terminated | system_limit |
    {Line :: integer(), Mod :: module(), Term :: term()}
```

The same as `eval/1`, but the variable bindings `Bindings` are used in the evaluation. For information about the variable bindings, see `erl_eval(3)`.

`format_error(Reason) -> Chars`

Types:

```
Reason =
    posix() |
    badarg | terminated | system_limit |
    {Line :: integer(), Mod :: module(), Term :: term()}
Chars = string()
```

Given the error reason returned by any function in this module, returns a descriptive string of the error in English.

`get_cwd() -> {ok, Dir} | {error, Reason}`

Types:

```
Dir = filename()
Reason = posix()
```

Returns `{ok, Dir}`, where `Dir` is the current working directory of the file server.

> **Note:**
>
> In rare circumstances, this function can fail on Unix. It can occur if read permission does not exist for the parent directories of the current directory.

A typical error reason:

`eacces`

Missing read permission for one of the parents of the current directory.

`get_cwd(Drive) -> {ok, Dir} | {error, Reason}`

Types:

```
Drive = string()
Dir = filename()
Reason = posix() | badarg
```

Returns `{ok, Dir}` or `{error, Reason}`, where `Dir` is the current working directory of the specified drive.

`Drive` is to be of the form "`Letter:`", for example, "c:".

Returns `{error, enotsup}` on platforms that have no concept of current drive (Unix, for example).

Typical error reasons:

`enotsup`

The operating system has no concept of drives.

`eacces`

The drive does not exist.

`einval`

The format of `Drive` is invalid.

`list_dir(Dir) -> {ok, Filenames} | {error, Reason}`

Types:

```
Dir = name_all()
Filenames = [filename()]
Reason =
    posix() |
    badarg |
    {no_translation, Filename :: unicode:latin1_binary()}
```

Lists all files in a directory, **except** files with raw filenames. Returns `{ok, Filenames}` if successful, otherwise `{error, Reason}`. `Filenames` is a list of the names of all the files in the directory. The names are not sorted.

Typical error reasons:

`eacces`

Missing search or write permissions for `Dir` or one of its parent directories.

`enoent`

The directory does not exist.

`{no_translation, Filename}`

`Filename` is a `binary()` with characters coded in ISO Latin-1 and the VM was started with parameter `+fnue`.

`list_dir_all(Dir) -> {ok, Filenames} | {error, Reason}`

Types:

```
Dir = name_all()
Filenames = [filename_all()]
Reason = posix() | badarg
```

Lists all the files in a directory, including files with raw filenames. Returns `{ok, Filenames}` if successful, otherwise `{error, Reason}`. `Filenames` is a list of the names of all the files in the directory. The names are not sorted.

Typical error reasons:

`eacces`

Missing search or write permissions for `Dir` or one of its parent directories.

`enoent`

The directory does not exist.

`make_dir(Dir) -> ok | {error, Reason}`

Types:

```
Dir = name_all()
Reason = posix() | badarg
```

Tries to create directory `Dir`. Missing parent directories are **not** created. Returns `ok` if successful.

Typical error reasons:

`eacces`

Missing search or write permissions for the parent directories of `Dir`.

`eexist`

A file or directory named `Dir` exists already.

`enoent`

A component of `Dir` does not exist.

`enospc`

No space is left on the device.

`enotdir`

A component of `Dir` is not a directory. On some platforms, `enoent` is returned instead.

`make_link(Existing, New) -> ok | {error, Reason}`

Types:

```
Existing = New = name_all()
Reason = posix() | badarg
```

Makes a hard link from `Existing` to `New` on platforms supporting links (Unix and Windows). This function returns `ok` if the link was successfully created, otherwise `{error, Reason}`. On platforms not supporting links, `{error,enotsup}` is returned.

Typical error reasons:

`eacces`

Missing read or write permissions for the parent directories of `Existing` or `New`.

`eexist`

`New` already exists.

`enotsup`

Hard links are not supported on this platform.

`make_symlink(Existing, New) -> ok | {error, Reason}`

Types:

```
Existing = New = name_all()
Reason = posix() | badarg
```

Creates a symbolic link `New` to the file or directory `Existing` on platforms supporting symbolic links (most Unix systems and Windows, beginning with Vista). `Existing` does not need to exist. Returns `ok` if the link is successfully created, otherwise `{error, Reason}`. On platforms not supporting symbolic links, `{error, enotsup}` is returned.

Typical error reasons:

`eacces`

Missing read or write permissions for the parent directories of `Existing` or `New`.

`eexist`

`New` already exists.

`enotsup`

Symbolic links are not supported on this platform.

`eperm`

User does not have privileges to create symbolic links (`SeCreateSymbolicLinkPrivilege` on Windows).

`native_name_encoding() -> latin1 | utf8`

Returns the filename encoding mode. If it is `latin1`, the system translates no filenames. If it is `utf8`, filenames are converted back and forth to the native filename encoding (usually UTF-8, but UTF-16 on Windows).

`open(File, Modes) -> {ok, IoDevice} | {error, Reason}`

Types:

```
File = Filename | iodata()
Filename = name_all()
Modes = [mode() | ram | directory]
IoDevice = io_device()
Reason = posix() | badarg | system_limit
```

Opens file `File` in the mode determined by `Modes`, which can contain one or more of the following options:

`read`

The file, which must exist, is opened for reading.

`write`

The file is opened for writing. It is created if it does not exist. If the file exists and `write` is not combined with `read`, the file is truncated.

`append`

The file is opened for writing. It is created if it does not exist. Every write operation to a file opened with `append` takes place at the end of the file.

`exclusive`

The file is opened for writing. It is created if it does not exist. If the file exists, `{error, eexist}` is returned.

> **Warning:**
>
> This option does not guarantee exclusiveness on file systems not supporting `O_EXCL` properly, such as NFS. Do not depend on this option unless you know that the file system supports it (in general, local file systems are safe).

`raw`

Allows faster access to a file, as no Erlang process is needed to handle the file. However, a file opened in this way has the following limitations:

- The functions in the `io` module cannot be used, as they can only talk to an Erlang process. Instead, use functions `read/2`, `read_line/1`, and `write/2`.
- Especially if `read_line/1` is to be used on a `raw` file, it is recommended to combine this option with option `{read_ahead, Size}` as line-oriented I/O is inefficient without buffering.
- Only the Erlang process that opened the file can use it.
- A remote Erlang file server cannot be used. The computer on which the Erlang node is running must have access to the file system (directly or through NFS).

`binary`

Read operations on the file return binaries rather than lists.

`{delayed_write, Size, Delay}`

Data in subsequent `write/2` calls is buffered until at least `Size` bytes are buffered, or until the oldest buffered data is `Delay` milliseconds old. Then all buffered data is written in one operating system call. The buffered data is also flushed before some other file operation than `write/2` is executed.

The purpose of this option is to increase performance by reducing the number of operating system calls. Thus, the `write/2` calls must be for sizes significantly less than `Size`, and not interspersed by too many other file operations.

When this option is used, the result of `write/2` calls can prematurely be reported as successful, and if a write error occurs, the error is reported as the result of the next file operation, which is not executed.

For example, when `delayed_write` is used, after a number of `write/2` calls, `close/1` can return `{error, enospc}`, as there is not enough space on the disc for previously written data. `close/1` must probably be called again, as the file is still open.

`delayed_write`

The same as `{delayed_write, Size, Delay}` with reasonable default values for `Size` and `Delay` (roughly some 64 KB, 2 seconds).

`{read_ahead, Size}`

Activates read data buffering. If `read/2` calls are for significantly less than `Size` bytes, read operations to the operating system are still performed for blocks of `Size` bytes. The extra data is buffered and returned in subsequent `read/2` calls, giving a performance gain as the number of operating system calls is reduced.

The `read_ahead` buffer is also highly used by function `read_line/1` in `raw` mode, therefore this option is recommended (for performance reasons) when accessing raw files using that function.

If `read/2` calls are for sizes not significantly less than, or even greater than `Size` bytes, no performance gain can be expected.

`read_ahead`

The same as `{read_ahead, Size}` with a reasonable default value for `Size` (roughly some 64 KB).

`compressed`

Makes it possible to read or write gzip compressed files. Option `compressed` must be combined with `read` or `write`, but not both. Notice that the file size obtained with `read_file_info/1` does probably not match the number of bytes that can be read from a compressed file.

`compressed_one`

Read one member of a gzip compressed file. Option `compressed_one` can only be combined with `read`.

`{encoding, Encoding}`

Makes the file perform automatic translation of characters to and from a specific (Unicode) encoding. Notice that the data supplied to `write/2` or returned by `read/2` still is byte-oriented; this option denotes only how data is stored in the disk file.

Depending on the encoding, different methods of reading and writing data is preferred. The default encoding of `latin1` implies using this module (`file`) for reading and writing data as the interfaces provided here work with byte-oriented data. Using other (Unicode) encodings makes the `io(3)` functions `get_chars`, `get_line`, and `put_chars` more suitable, as they can work with the full Unicode range.

If data is sent to an `io_device()` in a format that cannot be converted to the specified encoding, or if data is read by a function that returns data in a format that cannot cope with the character range of the data, an error occurs and the file is closed.

Allowed values for `Encoding`:

`latin1`

The default encoding. Bytes supplied to the file, that is, `write/2` are written "as is" on the file. Likewise, bytes read from the file, that is, `read/2` are returned "as is". If module `io(3)` is used for writing, the file can only cope with Unicode characters up to code point 255 (the ISO Latin-1 range).

`unicode or utf8`

Characters are translated to and from UTF-8 encoding before they are written to or read from the file. A file opened in this way can be readable using function `read/2`, as long as no data stored on the file lies beyond the ISO Latin-1 range (0..255), but failure occurs if the data contains Unicode code points beyond that range. The file is best read with the functions in the Unicode aware module `io(3)`.

Bytes written to the file by any means are translated to UTF-8 encoding before being stored on the disk file.

`utf16 or {utf16,big}`

Works like `unicode`, but translation is done to and from big endian UTF-16 instead of UTF-8.

`{utf16,little}`

Works like `unicode`, but translation is done to and from little endian UTF-16 instead of UTF-8.

`utf32 or {utf32,big}`

Works like `unicode`, but translation is done to and from big endian UTF-32 instead of UTF-8.

`{utf32,little}`

Works like `unicode`, but translation is done to and from little endian UTF-32 instead of UTF-8.

The Encoding can be changed for a file "on the fly" by using function `io:setopts/2`. So a file can be analyzed in latin1 encoding for, for example, a BOM, positioned beyond the BOM and then be set for the right encoding before further reading. For functions identifying BOMs, see module `unicode(3)`.

This option is not allowed on `raw` files.

`ram`

`File` must be `iodata()`. Returns an `fd()`, which lets module `file` operate on the data in-memory as if it is a file.

`sync`

On platforms supporting it, enables the POSIX `O_SYNC` synchronous I/O flag or its platform-dependent equivalent (for example, `FILE_FLAG_WRITE_THROUGH` on Windows) so that writes to the file block until the data is physically written to disk. However, be aware that the exact semantics of this flag differ from platform to platform. For example, none of Linux or Windows guarantees that all file metadata are also written before the call returns. For precise semantics, check the details of your platform documentation. On platforms with no support for POSIX `O_SYNC` or equivalent, use of the `sync` flag causes `open` to return `{error, enotsup}`.

`directory`

Allows `open` to work on directories.

Returns:

`{ok, IoDevice}`

The file is opened in the requested mode. `IoDevice` is a reference to the file.

`{error, Reason}`

The file cannot be opened.

`IoDevice` is really the pid of the process that handles the file. This process monitors the process that originally opened the file (the owner process). If the owner process terminates, the file is closed and the process itself terminates too. An `IoDevice` returned from this call can be used as an argument to the I/O functions (see `io(3)`).

Warning:

While this function can be used to open any file, we recommend against using it for NFS-mounted files, FIFOs, devices, or similar since they can cause IO threads to hang forever.

If your application needs to interact with these kinds of files we recommend breaking out those parts to a port program instead.

Note:

In previous versions of `file`, modes were specified as one of the atoms `read`, `write`, or `read_write` instead of a list. This is still allowed for reasons of backwards compatibility, but is not to be used for new code. Also note that `read_write` is not allowed in a mode list.

Typical error reasons:

`enoent`

The file does not exist.

`eacces`

Missing permission for reading the file or searching one of the parent directories.

`eisdir`

The named file is a directory.

`enotdir`

A component of the filename is not a directory, or the filename itself is not a directory if `directory` mode was specified. On some platforms, `enoent` is returned instead.

`enospc`

There is no space left on the device (if `write` access was specified).

`path_consult(Path, Filename) ->`
`{ok, Terms, FullName} | {error, Reason}`

Types:

```
Path = [Dir]
Dir = Filename = name_all()
Terms = [term()]
FullName = filename_all()
Reason =
    posix() |
    badarg | terminated | system_limit |
    {Line :: integer(), Mod :: module(), Term :: term()}
```

Searches the path `Path` (a list of directory names) until the file `Filename` is found. If `Filename` is an absolute filename, `Path` is ignored. Then reads Erlang terms, separated by '.', from the file.

Returns one of the following:

`{ok, Terms, FullName}`

The file is successfully read. `FullName` is the full name of the file.

`{error, enoent}`

The file cannot be found in any of the directories in `Path`.

`{error, atom()}`

An error occurred when opening the file or reading it. For a list of typical error codes, see `open/2`.

`{error, {Line, Mod, Term}}`

An error occurred when interpreting the Erlang terms in the file. Use `format_error/1` to convert the three-element tuple to an English description of the error.

The encoding of `Filename` can be set by a comment as described in `epp(3)`.

`path_eval(Path, Filename) -> {ok, FullName} | {error, Reason}`

Types:

```
Path = [Dir :: name_all()]
Filename = name_all()
FullName = filename_all()
Reason =
    posix() |
    badarg | terminated | system_limit |
    {Line :: integer(), Mod :: module(), Term :: term()}
```

Searches the path `Path` (a list of directory names) until the file `Filename` is found. If `Filename` is an absolute filename, `Path` is ignored. Then reads and evaluates Erlang expressions, separated by '.' (or ',', a sequence of expressions is also an expression), from the file. The result of evaluation is not returned; any expression sequence in the file must be there for its side effect.

Returns one of the following:

`{ok, FullName}`

The file is read and evaluated. `FullName` is the full name of the file.

`{error, enoent}`

The file cannot be found in any of the directories in `Path`.

`{error, atom()}`

An error occurred when opening the file or reading it. For a list of typical error codes, see `open/2`.

`{error, {Line, Mod, Term}}`

An error occurred when interpreting the Erlang expressions in the file. Use `format_error/1` to convert the three-element tuple to an English description of the error.

The encoding of `Filename` can be set by a comment as described in `epp(3)`.

```
path_open(Path, Filename, Modes) ->
             {ok, IoDevice, FullName} | {error, Reason}
```

Types:

```
Path = [Dir :: name_all()]
Filename = name_all()
Modes = [mode() | directory]
IoDevice = io_device()
FullName = filename_all()
Reason = posix() | badarg | system_limit
```

Searches the path `Path` (a list of directory names) until the file `Filename` is found. If `Filename` is an absolute filename, `Path` is ignored. Then opens the file in the mode determined by `Modes`.

Returns one of the following:

`{ok, IoDevice, FullName}`

The file is opened in the requested mode. `IoDevice` is a reference to the file and `FullName` is the full name of the file.

`{error, enoent}`

The file cannot be found in any of the directories in `Path`.

`{error, atom()}`

The file cannot be opened.

```
path_script(Path, Filename) ->
               {ok, Value, FullName} | {error, Reason}
```

Types:

```
Path = [Dir :: name_all()]
Filename = name_all()
Value = term()
FullName = filename_all()
Reason =
    posix() |
    badarg | terminated | system_limit |
    {Line :: integer(), Mod :: module(), Term :: term()}
```

Searches the path `Path` (a list of directory names) until the file `Filename` is found. If `Filename` is an absolute filename, `Path` is ignored. Then reads and evaluates Erlang expressions, separated by '.' (or ',', a sequence of expressions is also an expression), from the file.

Returns one of the following:

`{ok, Value, FullName}`

The file is read and evaluated. `FullName` is the full name of the file and `Value` the value of the last expression.

`{error, enoent}`

The file cannot be found in any of the directories in `Path`.

`{error, atom()}`

An error occurred when opening the file or reading it. For a list of typical error codes, see `open/2`.

`{error, {Line, Mod, Term}}`

An error occurred when interpreting the Erlang expressions in the file. Use `format_error/1` to convert the three-element tuple to an English description of the error.

The encoding of `Filename` can be set by a comment as described in `epp(3)`.

```
path_script(Path, Filename, Bindings) ->
               {ok, Value, FullName} | {error, Reason}
```

Types:

```
Path = [Dir :: name_all()]
Filename = name_all()
Bindings = erl_eval:binding_struct()
Value = term()
FullName = filename_all()
Reason =
    posix() |
    badarg | terminated | system_limit |
    {Line :: integer(), Mod :: module(), Term :: term()}
```

The same as `path_script/2` but the variable bindings `Bindings` are used in the evaluation. See `erl_eval(3)` about variable bindings.

```
pid2name(Pid) -> {ok, Filename} | undefined
```

Types:

```
Filename = filename_all()
Pid = pid()
```

Change:

This function is deprecated and will be removed in Erlang/OTP 27.

If `Pid` is an I/O device, that is, a pid returned from `open/2`, this function returns the filename, or rather:

`{ok, Filename}`

If the file server of this node is not a slave, the file was opened by the file server of this node (this implies that `Pid` must be a local pid) and the file is not closed. `Filename` is the filename in flat string format.

`undefined`

In all other cases.

Warning:

This function is intended for debugging only.

```
position(IoDevice, Location) ->
            {ok, NewPosition} | {error, Reason}
```

Types:

```
IoDevice = io_device()
Location = location()
NewPosition = integer()
Reason = posix() | badarg | terminated
```

Sets the position of the file referenced by `IoDevice` to `Location`. Returns `{ok, NewPosition}` (as absolute offset) if successful, otherwise `{error, Reason}`. `Location` is one of the following:

`Offset`

The same as `{bof, Offset}`.

`{bof, Offset}`

Absolute offset.

`{cur, Offset}`

Offset from the current position.

`{eof, Offset}`

Offset from the end of file.

`bof | cur | eof`

The same as above with `Offset` 0.

Notice that offsets are counted in bytes, not in characters. If the file is opened using some other `encoding` than `latin1`, one byte does not correspond to one character. Positioning in such a file can only be done to known character boundaries. That is, to a position earlier retrieved by getting a current position, to the beginning/end of the file or to some other position **known** to be on a correct character boundary by some other means (typically beyond a byte order mark in the file, which has a known byte-size).

A typical error reason is:

einval

Either Location is illegal, or it is evaluated to a negative offset in the file. Notice that if the resulting position is a negative value, the result is an error, and after the call the file position is undefined.

pread(IoDevice, LocNums) -> {ok, DataL} | eof | {error, Reason}

Types:

```
IoDevice = io_device()
LocNums =
    [{Location :: location(), Number :: integer() >= 0}]
DataL = [Data]
Data = string() | binary() | eof
Reason = posix() | badarg | terminated
```

Performs a sequence of pread/3 in one operation, which is more efficient than calling them one at a time. Returns {ok, [Data, ...]} or {error, Reason}, where each Data, the result of the corresponding pread, is either a list or a binary depending on the mode of the file, or eof if the requested position is beyond end of file.

As the position is specified as a byte-offset, take special caution when working with files where encoding is set to something else than latin1, as not every byte position is a valid character boundary on such a file.

pread(IoDevice, Location, Number) ->
{ok, Data} | eof | {error, Reason}

Types:

```
IoDevice = io_device()
Location = location()
Number = integer() >= 0
Data = string() | binary()
Reason = posix() | badarg | terminated
```

Combines position/2 and read/2 in one operation, which is more efficient than calling them one at a time.

Location is only allowed to be an integer for raw and ram modes.

The current position of the file after the operation is undefined for raw mode and unchanged for ram mode.

As the position is specified as a byte-offset, take special caution when working with files where encoding is set to something else than latin1, as not every byte position is a valid character boundary on such a file.

pwrite(IoDevice, LocBytes) -> ok | {error, {N, Reason}}

Types:

```
IoDevice = io_device()
LocBytes = [{Location :: location(), Bytes :: iodata()}]
N = integer() >= 0
Reason = posix() | badarg | terminated
```

Performs a sequence of pwrite/3 in one operation, which is more efficient than calling them one at a time. Returns ok or {error, {N, Reason}}, where N is the number of successful writes done before the failure.

When positioning in a file with other encoding than latin1, caution must be taken to set the position on a correct character boundary. For details, see position/2.

pwrite(IoDevice, Location, Bytes) -> ok | {error, Reason}

Types:

```
IoDevice = io_device()
Location = location()
Bytes = iodata()
Reason = posix() | badarg | terminated
```

Combines `position/2` and `write/2` in one operation, which is more efficient than calling them one at a time.

`Location` is only allowed to be an integer for `raw` and `ram` modes.

The current position of the file after the operation is undefined for `raw` mode and unchanged for `ram` mode.

When positioning in a file with other `encoding` than `latin1`, caution must be taken to set the position on a correct character boundary. For details, see `position/2`.

read(IoDevice, Number) -> {ok, Data} | eof | {error, Reason}

Types:

```
IoDevice = io_device() | io:device()
Number = integer() >= 0
Data = string() | binary()
Reason =
    posix() |
    badarg | terminated |
    {no_translation, unicode, latin1}
```

Reads `Number` bytes/characters from the file referenced by `IoDevice`. The functions `read/2`, `pread/3`, and `read_line/1` are the only ways to read from a file opened in `raw` mode (although they work for normally opened files, too).

For files where `encoding` is set to something else than `latin1`, one character can be represented by more than one byte on the file. The parameter `Number` always denotes the number of **characters** read from the file, while the position in the file can be moved much more than this number when reading a Unicode file.

Also, if `encoding` is set to something else than `latin1`, the `read/2` call fails if the data contains characters larger than 255, which is why `io:get_chars/3` is to be preferred when reading such a file.

The function returns:

`{ok, Data}`

If the file was opened in binary mode, the read bytes are returned in a binary, otherwise in a list. The list or binary is shorter than the number of bytes requested if end of file was reached.

`eof`

Returned if `Number>0` and end of file was reached before anything at all could be read.

`{error, Reason}`

An error occurred.

Typical error reasons:

`ebadf`

The file is not opened for reading.

`{no_translation, unicode, latin1}`

The file is opened with another `encoding` than `latin1` and the data in the file cannot be translated to the byte-oriented data that this function returns.

`read_file(Filename) -> {ok, Binary} | {error, Reason}`

Types:

```
Filename = name_all()
Binary = binary()
Reason = posix() | badarg | terminated | system_limit
```

Returns `{ok, Binary}`, where `Binary` is a binary data object that contains the contents of `Filename`, or `{error, Reason}` if an error occurs.

Typical error reasons:

`enoent`

The file does not exist.

`eacces`

Missing permission for reading the file, or for searching one of the parent directories.

`eisdir`

The named file is a directory.

`enotdir`

A component of the filename is not a directory. On some platforms, `enoent` is returned instead.

`enomem`

There is not enough memory for the contents of the file.

`read_file_info(File) -> {ok, FileInfo} | {error, Reason}`
`read_file_info(File, Opts) -> {ok, FileInfo} | {error, Reason}`

Types:

```
File = name_all() | io_device()
Opts = [file_info_option()]
FileInfo = file_info()
Reason = posix() | badarg
```

Retrieves information about a file. Returns `{ok, FileInfo}` if successful, otherwise `{error, Reason}`. `FileInfo` is a record `file_info`, defined in the Kernel include file `file.hrl`. Include the following directive in the module from which the function is called:

```
-include_lib("kernel/include/file.hrl").
```

The time type returned in `atime`, `mtime`, and `ctime` is dependent on the time type set in `Opts :: {time, Type}` as follows:

`local`

Returns local time.

`universal`

Returns universal time.

`posix`

Returns seconds since or before Unix time epoch, which is 1970-01-01 00:00 UTC.

Default is `{time, local}`.

If the option `raw` is set, the file server is not called and only information about local files is returned. Note that this will break this module's atomicity guarantees as it can race with a concurrent call to `write_file_info/1,2` .

This option has no effect when the function is given an I/O device instead of a file name. Use `open/2` with the `raw` mode to obtain a file descriptor first.

Note:

As file times are stored in POSIX time on most OS, it is faster to query file information with option `posix`.

The record `file_info` contains the following fields:

`size = integer() >= 0`

Size of file in bytes.

`type = device | directory | other | regular`

The type of the file. Can also contain `symlink` when returned from read_link_info/1,2.

`access = read | write | read_write | none`

The current system access to the file.

`atime = date_time() | integer() >= 0`

The last time the file was read.

`mtime = date_time() | integer() >= 0`

The last time the file was written.

`ctime = date_time() | integer() >=0`

The interpretation of this time field depends on the operating system. On Unix, it is the last time the file or the `inode` was changed. In Windows, it is the create time.

`mode = integer() >= 0`

The file permissions as the sum of the following bit values:

`8#00400`

read permission: owner

`8#00200`

write permission: owner

`8#00100`

execute permission: owner

`8#00040`

read permission: group

`8#00020`

write permission: group

`8#00010`

execute permission: group

`8#00004`

read permission: other

`8#00002`

write permission: other

`8#00001`

execute permission: other

`16#800`

set user id on execution

`16#400`

set group id on execution

On Unix platforms, other bits than those listed above may be set.

`links = integer() >= 0`

Number of links to the file (this is always 1 for file systems that have no concept of links).

`major_device = integer() >= 0`

Identifies the file system where the file is located. In Windows, the number indicates a drive as follows: 0 means A:, 1 means B:, and so on.

`minor_device = integer() >= 0`

Only valid for character devices on Unix. In all other cases, this field is zero.

`inode = integer() >= 0`

Gives the `inode` number. On non-Unix file systems, this field is zero.

`uid = integer() >= 0`

Indicates the owner of the file. On non-Unix file systems, this field is zero.

`gid = integer() >= 0`

Gives the group that the owner of the file belongs to. On non-Unix file systems, this field is zero.

Typical error reasons:

`eacces`

Missing search permission for one of the parent directories of the file.

`enoent`

The file does not exist.

`enotdir`

A component of the filename is not a directory. On some platforms, `enoent` is returned instead.

`read_line(IoDevice) -> {ok, Data} | eof | {error, Reason}`

Types:

```
IoDevice = io_device() | io:device()
Data = string() | binary()
Reason =
    posix() |
    badarg | terminated |
    {no_translation, unicode, latin1}
```

Reads a line of bytes/characters from the file referenced by `IoDevice`. Lines are defined to be delimited by the linefeed (LF, `\n`) character, but any carriage return (CR, `\r`) followed by a newline is also treated as a single LF character (the carriage return is silently ignored). The line is returned **including** the LF, but excluding any CR immediately followed by an LF. This behaviour is consistent with the behaviour of `io:get_line/2`. If end of file is reached without any LF ending the last line, a line with no trailing LF is returned.

The function can be used on files opened in `raw` mode. However, it is inefficient to use it on `raw` files if the file is not opened with option `{read_ahead, Size}` specified. Thus, combining `raw` and `{read_ahead, Size}` is highly recommended when opening a text file for raw line-oriented reading.

If `encoding` is set to something else than `latin1`, the `read_line/1` call fails if the data contains characters larger than 255, why `io:get_line/2` is to be preferred when reading such a file.

The function returns:

`{ok, Data}`

One line from the file is returned, including the trailing LF, but with CRLF sequences replaced by a single LF (see above).

If the file is opened in binary mode, the read bytes are returned in a binary, otherwise in a list.

`eof`

Returned if end of file was reached before anything at all could be read.

`{error, Reason}`

An error occurred.

Typical error reasons:

`ebadf`

The file is not opened for reading.

`{no_translation, unicode, latin1}`

The file is opened with another `encoding` than `latin1` and the data on the file cannot be translated to the byte-oriented data that this function returns.

`read_link(Name) -> {ok, Filename} | {error, Reason}`

Types:

```
Name = name_all()
Filename = filename()
Reason = posix() | badarg
```

Returns `{ok, Filename}` if `Name` refers to a symbolic link that is not a raw filename, or `{error, Reason}` otherwise. On platforms that do not support symbolic links, the return value is `{error,enotsup}`.

Typical error reasons:

einval

Name does not refer to a symbolic link or the name of the file that it refers to does not conform to the expected encoding.

enoent

The file does not exist.

enotsup

Symbolic links are not supported on this platform.

read_link_all(Name) -> {ok, Filename} | {error, Reason}

Types:

```
Name = name_all()
Filename = filename_all()
Reason = posix() | badarg
```

Returns {ok, Filename} if Name refers to a symbolic link or {error, Reason} otherwise. On platforms that do not support symbolic links, the return value is {error,enotsup}.

Notice that Filename can be either a list or a binary.

Typical error reasons:

einval

Name does not refer to a symbolic link.

enoent

The file does not exist.

enotsup

Symbolic links are not supported on this platform.

read_link_info(Name) -> {ok, FileInfo} | {error, Reason}
read_link_info(Name, Opts) -> {ok, FileInfo} | {error, Reason}

Types:

```
Name = name_all()
Opts = [file_info_option()]
FileInfo = file_info()
Reason = posix() | badarg
```

Works like read_file_info/1,2 except that if Name is a symbolic link, information about the link is returned in the file_info record and the type field of the record is set to symlink.

If the option raw is set, the file server is not called and only information about local files is returned. Note that this will break this module's atomicity guarantees as it can race with a concurrent call to write_file_info/1,2

If Name is not a symbolic link, this function returns the same result as read_file_info/1. On platforms that do not support symbolic links, this function is always equivalent to read_file_info/1.

rename(Source, Destination) -> ok | {error, Reason}

Types:

```
Source = Destination = name_all()
Reason = posix() | badarg
```

Tries to rename the file `Source` to `Destination`. It can be used to move files (and directories) between directories, but it is not sufficient to specify the destination only. The destination filename must also be specified. For example, if `bar` is a normal file and `foo` and `baz` are directories, `rename("foo/bar", "baz")` returns an error, but `rename("foo/bar", "baz/bar")` succeeds. Returns `ok` if it is successful.

> **Note:**
>
> Renaming of open files is not allowed on most platforms (see `eacces` below).

Typical error reasons:

`eacces`

Missing read or write permissions for the parent directories of `Source` or `Destination`. On some platforms, this error is given if either `Source` or `Destination` is open.

`eexist`

`Destination` is not an empty directory. On some platforms, also given when `Source` and `Destination` are not of the same type.

`einval`

`Source` is a root directory, or `Destination` is a subdirectory of `Source`.

`eisdir`

`Destination` is a directory, but `Source` is not.

`enoent`

`Source` does not exist.

`enotdir`

`Source` is a directory, but `Destination` is not.

`exdev`

`Source` and `Destination` are on different file systems.

`script(Filename) -> {ok, Value} | {error, Reason}`

Types:

```
Filename = name_all()
Value = term()
Reason =
    posix() |
    badarg | terminated | system_limit |
    {Line :: integer(), Mod :: module(), Term :: term()}
```

Reads and evaluates Erlang expressions, separated by '.' (or ',', a sequence of expressions is also an expression), from the file.

Returns one of the following:

`{ok, Value}`

The file is read and evaluated. `Value` is the value of the last expression.

`{error, atom()}`

An error occurred when opening the file or reading it. For a list of typical error codes, see `open/2`.

`{error, {Line, Mod, Term}}`

An error occurred when interpreting the Erlang expressions in the file. Use `format_error/1` to convert the three-element tuple to an English description of the error.

The encoding of `Filename` can be set by a comment as described in `epp(3)`.

```
script(Filename, Bindings) -> {ok, Value} | {error, Reason}
```

Types:

```
Filename = name_all()
Bindings = erl_eval:binding_struct()
Value = term()
Reason =
    posix() |
    badarg | terminated | system_limit |
    {Line :: integer(), Mod :: module(), Term :: term()}
```

The same as `script/1` but the variable bindings `Bindings` are used in the evaluation. See `erl_eval(3)` about variable bindings.

```
sendfile(Filename, Socket) ->
            {ok, integer() >= 0} |
            {error, inet:posix() | closed | badarg | not_owner}
```

Types:

```
Filename = name_all()
Socket =
    inet:socket() |
    socket:socket() |
    fun((iolist()) -> ok | {error, inet:posix() | closed})
```

Sends the file `Filename` to `Socket`. Returns `{ok, BytesSent}` if successful, otherwise `{error, Reason}`.

```
sendfile(RawFile, Socket, Offset, Bytes, Opts) ->
            {ok, integer() >= 0} |
            {error, inet:posix() | closed | badarg | not_owner}
```

Types:

```
RawFile = fd()
Socket =
    inet:socket() |
    socket:socket() |
    fun((iolist()) -> ok | {error, inet:posix() | closed})
Offset = Bytes = integer() >= 0
Opts = [sendfile_option()]
sendfile_option() =
    {chunk_size, integer() >= 0} | {use_threads, boolean()}
```

Sends `Bytes` from the file referenced by `RawFile` beginning at `Offset` to `Socket`. Returns `{ok, BytesSent}` if successful, otherwise `{error, Reason}`. If `Bytes` is set to `0` all data after the specified `Offset` is sent.

The file used must be opened using the `raw` flag, and the process calling `sendfile` must be the controlling process of the socket. See `gen_tcp:controlling_process/2` or module `socket`'s level `otp` socket option `controlling_process`.

If the OS used does not support non-blocking `sendfile`, an Erlang fallback using `read/2` and `gen_tcp:send/2` is used.

The option list can contain the following options:

`chunk_size`

The chunk size used by the Erlang fallback to send data. If using the fallback, set this to a value that comfortably fits in the systems memory. Default is 20 MB.

`set_cwd(Dir) -> ok | {error, Reason}`

Types:

```
Dir = name() | EncodedBinary
EncodedBinary = binary()
Reason = posix() | badarg | no_translation
```

Sets the current working directory of the file server to `Dir`. Returns `ok` if successful.

The functions in the module `file` usually treat binaries as raw filenames, that is, they are passed "as is" even when the encoding of the binary does not agree with `native_name_encoding()`. However, this function expects binaries to be encoded according to the value returned by `native_name_encoding()`.

Typical error reasons are:

`enoent`

The directory does not exist.

`enotdir`

A component of `Dir` is not a directory. On some platforms, `enoent` is returned.

`eacces`

Missing permission for the directory or one of its parents.

`badarg`

`Dir` has an improper type, such as tuple.

`no_translation`

`Dir` is a `binary()` with characters coded in ISO-latin-1 and the VM is operating with unicode filename encoding.

Warning:

In a future release, a bad type for argument `Dir` will probably generate an exception.

`sync(IoDevice) -> ok | {error, Reason}`

Types:

```
IoDevice = io_device()
Reason = posix() | badarg | terminated
```

Ensures that any buffers kept by the operating system (not by the Erlang runtime system) are written to disk. On some platforms, this function might have no effect.

A typical error reason is:

`enospc`

Not enough space left to write the file.

`truncate(IoDevice) -> ok | {error, Reason}`

Types:

```
IoDevice = io_device()
Reason = posix() | badarg | terminated
```

Truncates the file referenced by `IoDevice` at the current position. Returns `ok` if successful, otherwise `{error, Reason}`.

`write(IoDevice, Bytes) -> ok | {error, Reason}`

Types:

```
IoDevice = io_device() | io:device()
Bytes = iodata()
Reason = posix() | badarg | terminated
```

Writes `Bytes` to the file referenced by `IoDevice`. This function is the only way to write to a file opened in `raw` mode (although it works for normally opened files too). Returns `ok` if successful, and `{error, Reason}` otherwise.

If the file is opened with `encoding` set to something else than `latin1`, each byte written can result in many bytes being written to the file, as the byte range 0..255 can represent anything between one and four bytes depending on value and UTF encoding type. If you want to write `unicode:chardata()` to the `IoDevice` you should use `io:put_chars/2` instead.

Typical error reasons:

`ebadf`

The file is not opened for writing.

`enospc`

No space is left on the device.

`write_file(Filename, Bytes) -> ok | {error, Reason}`

Types:

```
Filename = name_all()
Bytes = iodata()
Reason = posix() | badarg | terminated | system_limit
```

Writes the contents of the `iodata` term `Bytes` to file `Filename`. The file is created if it does not exist. If it exists, the previous contents are overwritten. Returns `ok` if successful, otherwise `{error, Reason}`.

Typical error reasons:

`enoent`

A component of the filename does not exist.

`enotdir`

A component of the filename is not a directory. On some platforms, `enoent` is returned instead.

`enospc`

No space is left on the device.

`eacces`

Missing permission for writing the file or searching one of the parent directories.

`eisdir`

The named file is a directory.

`write_file(Filename, Bytes, Modes) -> ok | {error, Reason}`

Types:

`Filename = name_all()`
`Bytes = iodata()`
`Modes = [mode()]`
`Reason = posix() | badarg | terminated | system_limit`

Same as `write_file/2`, but takes a third argument `Modes`, a list of possible modes, see `open/2`. The mode flags `binary` and `write` are implicit, so they are not to be used.

`write_file_info(Filename, FileInfo) -> ok | {error, Reason}`
`write_file_info(Filename, FileInfo, Opts) -> ok | {error, Reason}`

Types:

`Filename = name_all()`
`Opts = [file_info_option()]`
`FileInfo = file_info()`
`Reason = posix() | badarg`

Changes file information. Returns `ok` if successful, otherwise `{error, Reason}`. `FileInfo` is a record `file_info`, defined in the Kernel include file `file.hrl`. Include the following directive in the module from which the function is called:

```
-include_lib("kernel/include/file.hrl").
```

The time type set in `atime`, `mtime`, and `ctime` depends on the time type set in `Opts :: {time, Type}` as follows:

`local`

Interprets the time set as local.

`universal`

Interprets it as universal time.

`posix`

Must be seconds since or before Unix time epoch, which is 1970-01-01 00:00 UTC.

Default is `{time, local}`.

If the option `raw` is set, the file server is not called and only information about local files is returned.

The following fields are used from the record, if they are specified:

`atime = date_time() | integer() >= 0`

The last time the file was read.

`mtime = date_time() | integer() >= 0`

The last time the file was written.

`ctime = date_time() | integer() >= 0`

On Unix, any value specified for this field is ignored (the "ctime" for the file is set to the current time). On Windows, this field is the new creation time to set for the file.

`mode = integer() >= 0`

The file permissions as the sum of the following bit values:

`8#00400`

Read permission: owner

`8#00200`

Write permission: owner

`8#00100`

Execute permission: owner

`8#00040`

Read permission: group

`8#00020`

Write permission: group

`8#00010`

Execute permission: group

`8#00004`

Read permission: other

`8#00002`

Write permission: other

`8#00001`

Execute permission: other

`16#800`

Set user id on execution

`16#400`

Set group id on execution

On Unix platforms, other bits than those listed above may be set.

`uid = integer() >= 0`

Indicates the file owner. Ignored for non-Unix file systems.

`gid = integer() >= 0`

Gives the group that the file owner belongs to. Ignored for non-Unix file systems.

Typical error reasons:

`eacces`

Missing search permission for one of the parent directories of the file.

`enoent`

The file does not exist.

`enotdir`

A component of the filename is not a directory. On some platforms, `enoent` is returned instead.

POSIX Error Codes

- `eacces` - Permission denied
- `eagain` - Resource temporarily unavailable
- `ebadf` - Bad file number
- `ebusy` - File busy
- `edquot` - Disk quota exceeded
- `eexist` - File already exists
- `efault` - Bad address in system call argument
- `efbig` - File too large
- `eintr` - Interrupted system call
- `einval` - Invalid argument
- `eio` - I/O error
- `eisdir` - Illegal operation on a directory
- `eloop` - Too many levels of symbolic links
- `emfile` - Too many open files
- `emlink` - Too many links
- `enametoolong` - Filename too long
- `enfile` - File table overflow
- `enodev` - No such device
- `enoent` - No such file or directory
- `enomem` - Not enough memory
- `enospc` - No space left on device
- `enotblk` - Block device required
- `enotdir` - Not a directory
- `enotsup` - Operation not supported
- `enxio` - No such device or address
- `eperm` - Not owner
- `epipe` - Broken pipe
- `erofs` - Read-only file system
- `espipe` - Invalid seek
- `esrch` - No such process
- `estale` - Stale remote file handle
- `exdev` - Cross-device link

Performance

For increased performance, raw files are recommended.

A normal file is really a process so it can be used as an I/O device (see `io`). Therefore, when data is written to a normal file, the sending of the data to the file process, copies all data that are not binaries. Opening the file in binary mode

and writing binaries is therefore recommended. If the file is opened on another node, or if the file server runs as slave to the file server of another node, also binaries are copied.

Note:

Raw files use the file system of the host machine of the node. For normal files (non-raw), the file server is used to find the files, and if the node is running its file server as slave to the file server of another node, and the other node runs on some other host machine, they can have different file systems. However, this is seldom a problem.

`open/2` can be given the options `delayed_write` and `read_ahead` to turn on caching, which will reduce the number of operating system calls and greatly improve performance for small reads and writes. However, the overhead won't disappear completely and it's best to keep the number of file operations to a minimum. As a contrived example, the following function writes 4MB in 2.5 seconds when tested:

```
create_file_slow(Name) ->
    {ok, Fd} = file:open(Name, [raw, write, delayed_write, binary]),
    create_file_slow_1(Fd, 4 bsl 20),
    file:close(Fd).

create_file_slow_1(_Fd, 0) ->
    ok;
create_file_slow_1(Fd, M) ->
    ok = file:write(Fd, <<0>>),
    create_file_slow_1(Fd, M - 1).
```

The following functionally equivalent code writes 128 bytes per call to `write/2` and so does the same work in 0.08 seconds, which is roughly 30 times faster:

```
create_file(Name) ->
    {ok, Fd} = file:open(Name, [raw, write, delayed_write, binary]),
    create_file_1(Fd, 4 bsl 20),
    file:close(Fd),
    ok.

create_file_1(_Fd, 0) ->
    ok;
create_file_1(Fd, M) when M >= 128 ->
    ok = file:write(Fd, <<0:(128)/unit:8>>),
    create_file_1(Fd, M - 128);
create_file_1(Fd, M) ->
    ok = file:write(Fd, <<0:(M)/unit:8>>),
    create_file_1(Fd, M - 1).
```

When writing data it's generally more efficient to write a list of binaries rather than a list of integers. It is not needed to flatten a deep list before writing. On Unix hosts, scatter output, which writes a set of buffers in one operation, is used when possible. In this way `write(FD, [Bin1, Bin2 | Bin3])` writes the contents of the binaries without copying the data at all, except for perhaps deep down in the operating system kernel.

Warning:

If an error occurs when accessing an open file with module `io`, the process handling the file exits. The dead file process can hang if a process tries to access it later. This will be fixed in a future release.

See Also

`filename(3)`

gen_sctp

Erlang module

This module provides functions for communicating with sockets using the SCTP protocol. The implementation assumes that the OS kernel supports SCTP **(RFC 2960)** through the user-level **Sockets API Extensions**.

During development, this implementation was tested on:

- Linux Fedora Core 5.0 (kernel 2.6.15-2054 or later is needed)
- Solaris 10, 11

During OTP adaptation it was tested on:

- SUSE Linux Enterprise Server 10 (x86_64) kernel 2.6.16.27-0.6-smp, with lksctp-tools-1.0.6
- Briefly on Solaris 10
- SUSE Linux Enterprise Server 10 Service Pack 1 (x86_64) kernel 2.6.16.54-0.2.3-smp with lksctp-tools-1.0.7
- FreeBSD 8.2

This module was written for one-to-many style sockets (type `seqpacket`). With the addition of `peeloff/2`, one-to-one style sockets (type `stream`) were introduced.

Record definitions for this module can be found using:

```
-include_lib("kernel/include/inet_sctp.hrl").
```

These record definitions use the "new" spelling 'adaptation', not the deprecated 'adaption', regardless of which spelling the underlying C API uses.

Data Types

Exported data types

`assoc_id()`

An opaque term returned in, for example, `#sctp_paddr_change{}`, which identifies an association for an SCTP socket. The term is opaque except for the special value `0`, which has a meaning such as "the whole endpoint" or "all future associations".

`option() = elementary_option() | record_option()`

One of the SCTP Socket Options used to set an option.

```
option_name() =
    elementary_option_name() | record_option() | ro_option()
```

An option name or one of the SCTP Socket Options used to get an option.

```
option_value() =
    elementary_option() | record_option() | ro_option()
```

One of the SCTP Socket Options as returned when getting an option.

`sctp_socket()`

Socket identifier returned from `open/*`.

Data Types

Internal data types

```
elementary_option() =
    {active, true | false | once | -32768..32767} |
    {buffer, integer() >= 0} |
    {non_block_send, boolean()} |
    {debug, boolean()} |
    {dontroute, boolean()} |
    {exclusiveaddruse, boolean()} |
    {high_msgq_watermark, integer() >= 1} |
    {linger, {boolean(), integer() >= 0}} |
    {low_msgq_watermark, integer() >= 1} |
    {mode, list | binary} |
    list | binary |
    {priority, integer() >= 0} |
    {recbuf, integer() >= 0} |
    {reuseaddr, boolean()} |
    {reuseport, boolean()} |
    {reuseport_lb, boolean()} |
    {ipv6_v6only, boolean()} |
    {sndbuf, integer() >= 0} |
    {sctp_autoclose, integer() >= 0} |
    {sctp_disable_fragments, boolean()} |
    {sctp_i_want_mapped_v4_addr, boolean()} |
    {sctp_maxseg, integer() >= 0} |
    {sctp_nodelay, boolean()} |
    {tos, integer() >= 0} |
    {tclass, integer() >= 0} |
    {ttl, integer() >= 0} |
    {recvtos, boolean()} |
    {recvtclass, boolean()} |
    {recvttl, boolean()}
elementary_option_name() =
    active | buffer | non_block_send | debug | dontroute |
    exclusiveaddruse | high_msgq_watermark | linger |
    low_msgq_watermark | mode | priority | recbuf | reuseaddr |
    reuseport | reuseport_lb | ipv6_v6only | sctp_autoclose |
    sctp_disable_fragments | sctp_i_want_mapped_v4_addr |
    sctp_maxseg | sctp_nodelay | sndbuf | tos | tclass | ttl |
    recvtos | recvtclass | recvttl
record_option() =
    {sctp_adaptation_layer, #sctp_setadaptation{}} |
    {sctp_associnfo, #sctp_assocparams{}} |
    {sctp_default_send_param, #sctp_sndrcvinfo{}} |
    {sctp_delayed_ack_time, #sctp_assoc_value{}} |
    {sctp_events, #sctp_event_subscribe{}} |
    {sctp_initmsg, #sctp_initmsg{}} |
    {sctp_peer_addr_params, #sctp_paddrparams{}} |
    {sctp_primary_addr, #sctp_prim{}} |
    {sctp_rtoinfo, #sctp_rtoinfo{}} |
```

```
    {sctp_set_peer_primary_addr, #sctp_setpeerprim{}}
ro_option() =
    {sctp_get_peer_addr_info, #sctp_paddrinfo{}} |
    {sctp_status, #sctp_status{}}
```

Exports

abort(Socket, Assoc) -> ok | {error, inet:posix()}

Types:

Socket = sctp_socket()

Assoc = #sctp_assoc_change{}

Abnormally terminates the association specified by `Assoc`, without flushing of unsent data. The socket itself remains open. Other associations opened on this socket are still valid, and the socket can be used in new associations.

close(Socket) -> ok | {error, inet:posix()}

Types:

Socket = sctp_socket()

Closes the socket and all associations on it. The unsent data is flushed as in `eof/2`. The `close/1` call is blocking or otherwise depending of the value of the `linger` socket option. If `close` does not linger or linger time-out expires, the call returns and the data is flushed in the background.

```
connect(Socket, SockAddr, Opts) ->
           {ok, #sctp_assoc_change{state = comm_up}} |
           {error, #sctp_assoc_change{state = cant_assoc}} |
           {error, inet:posix()}
```

Types:

Socket = sctp_socket()

SockAddr = socket:sockaddr_in() | socket:sockaddr_in6()

Opts = [Opt :: option()]

Same as `connect(Socket, SockAddr, Opts, infinity)`.

```
connect(Socket, SockAddr, Opts, Timeout) ->
           {ok, #sctp_assoc_change{state = comm_up}} |
           {error, #sctp_assoc_change{state = cant_assoc}} |
           {error, inet:posix()}
```

Types:

Socket = sctp_socket()

SockAddr = socket:sockaddr_in() | socket:sockaddr_in6()

Opts = [Opt :: option()]

Timeout = timeout()

This is conceptually the same as `connect/5`, only with the difference that we use a socket address, `socket:sockaddr_in()` or `socket:sockaddr_in6()` instead of an address (inet:ip_address() or inet:hostname()) and port-number.

```
connect(Socket, Addr, Port, Opts) ->
           {ok, #sctp_assoc_change{state = comm_up}} |
```

```
          {error, #sctp_assoc_change{state = cant_assoc}} |
          {error, inet:posix()}
```

Types:

```
Socket = sctp_socket()
Addr = inet:ip_address() | inet:hostname()
Port = inet:port_number()
Opts = [Opt :: option()]
```

Same as `connect(Socket, Addr, Port, Opts, infinity)`.

```
connect(Socket, Addr, Port, Opts, Timeout) ->
          {ok, #sctp_assoc_change{state = comm_up}} |
          {error, #sctp_assoc_change{state = cant_assoc}} |
          {error, inet:posix()}
```

Types:

```
Socket = sctp_socket()
Addr = inet:ip_address() | inet:hostname()
Port = inet:port_number()
Opts = [Opt :: option()]
Timeout = timeout()
```

Establishes a new association for socket `Socket`, with the peer (SCTP server socket) specified by `Addr` and `Port`. `Timeout`, is expressed in milliseconds. A socket can be associated with multiple peers.

Warning:

Using a value of `Timeout` less than the maximum time taken by the OS to establish an association (around 4.5 minutes if the default values from **RFC 4960** are used), can result in inconsistent or incorrect return values. This is especially relevant for associations sharing the same `Socket` (that is, source address and port), as the controlling process blocks until `connect/*` returns. `connect_init/*` provides an alternative without this limitation.

The result of `connect/*` is an `#sctp_assoc_change{}` event that contains, in particular, the new Association ID:

```
#sctp_assoc_change{
      state             = atom(),
      error             = integer(),
      outbound_streams  = integer(),
      inbound_streams   = integer(),
      assoc_id          = assoc_id()
}
```

The number of outbound and inbound streams can be set by giving an `sctp_initmsg` option to `connect` as in:

```
connect(Socket, Ip, Port>,
      [{sctp_initmsg,#sctp_initmsg{num_ostreams=OutStreams,
                                   max_instreams=MaxInStreams}}])
```

All options `Opt` are set on the socket before the association is attempted. If an option record has undefined field values, the options record is first read from the socket for those values. In effect, `Opt` option records only define field values to change before connecting.

The returned `outbound_streams` and `inbound_streams` are the stream numbers on the socket. These can be different from the requested values (`OutStreams` and `MaxInStreams`, respectively) if the peer requires lower values.

`state` can have the following values:

`comm_up`

Association is successfully established. This indicates a successful completion of `connect`.

`cant_assoc`

The association cannot be established (`connect/*` failure).

Other states do not normally occur in the output from `connect/*`. Rather, they can occur in `#sctp_assoc_change{}` events received instead of data in `recv/*` calls. All of them indicate losing the association because of various error conditions, and are listed here for the sake of completeness:

`comm_lost`
`restart`
`shutdown_comp`

Field `error` can provide more detailed diagnostics. The `error` field value can be converted into a string using `error_string/1`.

`connect_init(Socket, SockAddr, Opts) -> ok | {error, inet:posix()}`

Types:

`Socket = sctp_socket()`
`SockAddr = socket:sockaddr_in() | socket:sockaddr_in6()`
`Opts = [option()]`

Same as `connect_init(Socket, SockAddr, Opts, infinity)`.

`connect_init(Socket, SockAddr, Opts, Timeout) ->`
`ok | {error, inet:posix()}`

Types:

`Socket = sctp_socket()`
`SockAddr = socket:sockaddr_in() | socket:sockaddr_in6()`
`Opts = [option()]`
`Timeout = timeout()`

This is conceptually the same as `connect_init/5`, only with the difference that we use a socket address, `socket:sockaddr_in()` or `socket:sockaddr_in6()` instead of an address (inet:ip_address() or inet:hostname()) and port-number.

`connect_init(Socket, Addr, Port, Opts) ->`
`ok | {error, inet:posix()}`

Types:

`Socket = sctp_socket()`
`Addr = inet:ip_address() | inet:hostname()`
`Port = inet:port_number()`
`Opts = [option()]`

Same as `connect_init(Socket, Addr, Port, Opts, infinity)`.

```
connect_init(Socket, Addr, Port, Opts, Timeout) ->
                ok | {error, inet:posix()}
```

Types:

```
Socket = sctp_socket()
Addr = inet:ip_address() | inet:hostname()
Port = inet:port_number()
Opts = [option()]
Timeout = timeout()
```

Initiates a new association for socket `Socket`, with the peer (SCTP server socket) specified by `Addr` and `Port`.

The fundamental difference between this API and `connect/*` is that the return value is that of the underlying OS `connect(2)` system call. If `ok` is returned, the result of the association establishment is received by the calling process as an `#sctp_assoc_change{}` event. The calling process must be prepared to receive this, or poll for it using `recv/*`, depending on the value of the active option.

The parameters are as described in `connect/*`, except the `Timeout` value.

The timer associated with `Timeout` only supervises IP resolution of `Addr`.

```
connectx_init(Socket, SockAddrs, Opts) ->
                {ok, assoc_id()} | {error, inet:posix()}
```

Types:

```
Socket = sctp_socket()
SockAddrs =
    [{inet:ip_address(), inet:port_number()} |
     inet:family_address() |
     socket:sockaddr_in() |
     socket:sockaddr_in6()]
Opts = [option()]
```

Similar to `connectx_init/5` except using socket addresses, and not having a `Timeout`. Since the addresses do not need lookup and the connect is non-blocking this call returns immediately.

The value of each socket address `port` must be the same or zero. At least one socket address must have a non-zero `port`

```
connectx_init(Socket, Addrs, Port, Opts) ->
                {ok, assoc_id()} | {error, inet:posix()}
```

Types:

```
Socket = sctp_socket()
Addrs = [inet:ip_address() | inet:hostname()]
Port = inet:port_number() | atom()
Opts = [option()]
```

Same as `connectx_init(Socket, Addrs, Port, Opts, infinity)`.

```
connectx_init(Socket, Addrs, Port, Opts, Timeout) ->
                {ok, assoc_id()} | {error, inet:posix()}
```

Types:

```
Socket = sctp_socket()
Addrs = [inet:ip_address() | inet:hostname()]
Port = inet:port_number() | atom()
Opts = [option()]
Timeout = timeout()
```

Initiates a new association for socket `Socket`, with the peer (SCTP server socket) specified by `Addrs` and `Port`.

This API is similar to `connect_init/*` except the underlying OS `sctp_connectx(3)` system call is used.

If successful, the association ID is returned which will be received in a subsequent `#sctp_assoc_change{}` event.

The parameters are as described in `connect_init/5`

NOTE: This API allows the OS to use all Addrs when establishing an association, but does not guarantee it will. Therefore, if the connection fails the user may want to rotate the order of addresses for a subsequent call.

`controlling_process(Socket, Pid) -> ok | {error, Reason}`

Types:

```
Socket = sctp_socket()
Pid = pid()
Reason = closed | not_owner | badarg | inet:posix()
```

Assigns a new controlling process `Pid` to `Socket`. Same implementation as `gen_udp:controlling_process/2`.

`eof(Socket, Assoc) -> ok | {error, Reason}`

Types:

```
Socket = sctp_socket()
Assoc = #sctp_assoc_change{}
Reason = term()
```

Gracefully terminates the association specified by `Assoc`, with flushing of all unsent data. The socket itself remains open. Other associations opened on this socket are still valid. The socket can be used in new associations.

`error_string(ErrorNumber) -> ok | string() | unknown_error`

Types:

```
ErrorNumber = integer()
```

Translates an SCTP error number from, for example, `#sctp_remote_error{}` or `#sctp_send_failed{}` into an explanatory string, or one of the atoms `ok` for no error or `undefined` for an unrecognized error.

`listen(Socket, IsServer) -> ok | {error, Reason}`
`listen(Socket, Backlog) -> ok | {error, Reason}`

Types:

```
Socket = sctp_socket()
Backlog = integer()
Reason = term()
```

Sets up a socket to listen on the IP address and port number it is bound to.

For type `seqpacket`, sockets (the default) `IsServer` must be `true` or `false`. In contrast to TCP, there is no listening queue length in SCTP. If `IsServer` is `true`, the socket accepts new associations, that is, it becomes an SCTP server socket.

For type `stream`, sockets Backlog define the backlog queue length just like in TCP.

```
open() -> {ok, Socket} | {error, inet:posix()}
open(Port) -> {ok, Socket} | {error, inet:posix()}
open(Opts) -> {ok, Socket} | {error, inet:posix()}
open(Port, Opts) -> {ok, Socket} | {error, inet:posix()}
```

Types:

```
Opts = [Opt]
Opt =
    {ifaddr, IP | SockAddr} |
    {ip, IP} |
    {port, Port} |
    inet:address_family() |
    {type, SockType} |
    {netns, file:filename_all()} |
    {bind_to_device, binary()} |
    option()
IP = inet:ip_address() | any | loopback
SockAddr = socket:sockaddr_in() | socket:sockaddr_in6()
Port = inet:port_number()
SockType = seqpacket | stream
Socket = sctp_socket()
```

Creates an SCTP socket and binds it to the local addresses specified by all `{ip,IP}` (or synonymously `{ifaddr,IP}`) options (this feature is called SCTP multi-homing). The default `IP` and `Port` are `any` and `0`, meaning bind to all local addresses on any free port.

It is also possible to use `{ifaddr, SockAddr}`, in which case it takes precedence over the `ip` and `port` options. These options can however be used to update the address and port of ifaddr (if they occur after ifaddr in the options list), although this is not recommended.

Other options:

`inet6`

Sets up the socket for IPv6.

`inet`

Sets up the socket for IPv4. This is the default.

A default set of socket options is used. In particular, the socket is opened in binary and passive mode, with SockType `seqpacket`, and with reasonably large kernel and driver buffers.

If the socket is in passive mode data can be received through the `recv/1,2` calls.

If the socket is in active mode data received data is delivered to the controlling process as messages:

```
{sctp, Socket, FromIP, FromPort, {AncData, Data}}
```

See `recv/1,2` for a description of the message fields.

> **Note:**
>
> This message format unfortunately differs slightly from the `gen_udp` message format with ancillary data, and from the `recv/1,2` return tuple format.

```
peeloff(Socket, Assoc) -> {ok, NewSocket} | {error, Reason}
```

Types:

```
Socket = sctp_socket()
Assoc = #sctp_assoc_change{} | assoc_id()
NewSocket = sctp_socket()
Reason = term()
```

Branches off an existing association `Assoc` in a socket `Socket` of type `seqpacket` (one-to-many style) into a new socket `NewSocket` of type `stream` (one-to-one style).

The existing association argument `Assoc` can be either a `#sctp_assoc_change{}` record as returned from, for example, `recv/*`, `connect/*`, or from a listening socket in active mode. It can also be just the field `assoc_id` integer from such a record.

```
recv(Socket) ->
        {ok, {FromIP, FromPort, AncData, Data}} | {error, Reason}
recv(Socket, Timeout) ->
        {ok, {FromIP, FromPort, AncData, Data}} | {error, Reason}
```

Types:

```
Socket = sctp_socket()
Timeout = timeout()
FromIP = inet:ip_address()
FromPort = inet:port_number()
AncData = [#sctp_sndrcvinfo{} | inet:ancillary_data()]
Data =
    binary() |
    string() |
    #sctp_sndrcvinfo{} |
    #sctp_assoc_change{} |
    #sctp_paddr_change{} |
    #sctp_adaptation_event{}
Reason =
    inet:posix() |
    #sctp_send_failed{} |
    #sctp_paddr_change{} |
    #sctp_pdapi_event{} |
    #sctp_remote_error{} |
    #sctp_shutdown_event{}
```

Receives the `Data` message from any association of the socket. If the receive times out, `{error,timeout}` is returned. The default time-out is `infinity`. `FromIP` and `FromPort` indicate the address of the sender.

`AncData` is a list of ancillary data items that can be received along with the main `Data`. This list can be empty, or contain a single `#sctp_sndrcvinfo{}` record if receiving of such ancillary data is enabled (see option `sctp_events`). It is enabled by default, as such ancillary data provides an easy way of determining the association

and stream over which the message is received. (An alternative way is to get the association ID from `FromIP` and `FromPort` using socket option `sctp_get_peer_addr_info`, but this does still not produce the stream number).

`AncData` may also contain ancillary data from the socket options `recvtos`, `recvtclass` or `recvttl`, if that is supported by the platform for the socket.

The `Data` received can be a `binary()` or a `list()` of bytes (integers in the range 0 through 255) depending on the socket mode, or an SCTP event.

Possible SCTP events:

- `#sctp_sndrcvinfo{}`
- `#sctp_assoc_change{}`
- ```
  #sctp_paddr_change{
        addr      = {ip_address(),port()},
        state     = atom(),
        error     = integer(),
        assoc_id  = assoc_id()
  }
  ```

  Indicates change of the status of the IP address of the peer specified by `addr` within association `assoc_id`. Possible values of `state` (mostly self-explanatory) include:

  `addr_unreachable`
  `addr_available`
  `addr_removed`
  `addr_added`
  `addr_made_prim`
  `addr_confirmed`

  In case of an error (for example, `addr_unreachable`), field `error` provides more diagnostics. In such cases, event `#sctp_paddr_change{}` is automatically converted into an `error` term returned by `recv`. The `error` field value can be converted into a string using `error_string/1`.
- ```
  #sctp_send_failed{
        flags     = true | false,
        error     = integer(),
        info      = #sctp_sndrcvinfo{},
        assoc_id  = assoc_id()
        data      = binary()
  }
  ```

  The sender can receive this event if a send operation fails.

  `flags`

  A Boolean specifying if the data has been transmitted over the wire.

  `error`

  Provides extended diagnostics, use `error_string/1`.

  `info`

  The original `#sctp_sndrcvinfo{}` record used in the failed `send/*`.

  `data`

  The whole original data chunk attempted to be sent.

  In the current implementation of the Erlang/SCTP binding, this event is internally converted into an `error` term returned by `recv/*`.

- ```
  #sctp_adaptation_event{
        adaptation_ind = integer(),
        assoc_id       = assoc_id()
  }
  ```

  Delivered when a peer sends an adaptation layer indication parameter (configured through option `sctp_adaptation_layer`). Notice that with the current implementation of the Erlang/SCTP binding, this event is disabled by default.

- ```
  #sctp_pdapi_event{
        indication = sctp_partial_delivery_aborted,
        assoc_id   = assoc_id()
  }
  ```

  A partial delivery failure. In the current implementation of the Erlang/SCTP binding, this event is internally converted into an `error` term returned by `recv/*`.

`send(Socket, SndRcvInfo, Data) -> ok | {error, Reason}`

Types:

`Socket = sctp_socket()`
`SndRcvInfo = #sctp_sndrcvinfo{}`
`Data = binary() | iolist()`
`Reason = term()`

Sends the `Data` message with all sending parameters from a `#sctp_sndrcvinfo{}` record. This way, the user can specify the PPID (passed to the remote end) and context (passed to the local SCTP layer), which can be used, for example, for error identification. However, such a fine level of user control is rarely required. The function `send/4` is sufficient for most applications.

> **Note:**
>
> Send is normally blocking, but if the socket option `non_block_send` is set to `true`, the function will return with e.g. `{error, eagain}` in the case when the function would otherwise block. It is then up the user to try again later.

`send(Socket, Assoc, Stream, Data) -> ok | {error, Reason}`

Types:

`Socket = sctp_socket()`
`Assoc = #sctp_assoc_change{} | assoc_id()`
`Stream = integer()`
`Data = binary() | iolist()`
`Reason = term()`

Sends a `Data` message over an existing association and specified stream.

> **Note:**
>
> Send is normally blocking, but if the socket option `non_block_send` is set to `true`, the function will return with e.g. `{error, eagain}` in the case when the function would otherwise block. It is then up the user to try again later.

SCTP Socket Options

The set of admissible SCTP socket options is by construction orthogonal to the sets of TCP, UDP, and generic `inet` options. Only options listed here are allowed for SCTP sockets. Options can be set on the socket using `open/1,2` or `inet:setopts/2`, retrieved using `inet:getopts/2`. Options can be changed when calling `connect/4,5`.

`{mode, list|binary}` or just `list` or `binary`

Determines the type of data returned from `recv/1,2`.

`{active, true|false|once|N}`

- If `false` (passive mode, the default), the caller must do an explicit `recv` call to retrieve the available data from the socket.
- If `true|once|N` (active modes) received data or events are sent to the owning process. See `open/0..2` for the message format.
- If `true` (full active mode) there is no flow control.

  Note:

  Note that this can cause the message queue to overflow causing for example the virtual machine to run out of memory and crash.

- If `once`, only one message is automatically placed in the message queue, and after that the mode is automatically reset to passive. This provides flow control and the possibility for the receiver to listen for its incoming SCTP data interleaved with other inter-process messages.
- If `active` is specified as an integer `N` in the range -32768 to 32767 (inclusive), that number is added to the socket's counting of data messages to be delivered to the controlling process. If the result of the addition is negative, the count is set to `0`. Once the count reaches `0`, either through the delivery of messages or by being explicitly set with `inet:setopts/2`, the socket mode is automatically reset to passive (`{active, false}`). When a socket in this active mode transitions to passive mode, the message `{sctp_passive, Socket}` is sent to the controlling process to notify it that if it wants to receive more data messages from the socket, it must call `inet:setopts/2` to set the socket back into an active mode.

`{tos, integer()}`

Sets the Type-Of-Service field on the IP datagrams that are sent, to the specified value. This effectively determines a prioritization policy for the outbound packets. The acceptable values are system-dependent.

`{priority, integer()}`

A protocol-independent equivalent of `tos` above. Setting priority implies setting `tos` as well.

`{dontroute, true|false}`

Defaults to `false`. If `true`, the kernel does not send packets through any gateway, only sends them to directly connected hosts.

`{reuseaddr, true|false}`

Defaults to `false`. If true, the local binding address `{IP,Port}` of the socket can be reused immediately. No waiting in state `CLOSE_WAIT` is performed (can be required for high-throughput servers).

`{sndbuf, integer()}`

The size, in bytes, of the OS kernel send buffer for this socket. Sending errors would occur for datagrams larger than `val(sndbuf)`. Setting this option also adjusts the size of the driver buffer (see `buffer` above).

`{recbuf, integer()}`

The size, in bytes, of the OS kernel receive buffer for this socket. Sending errors would occur for datagrams larger than `val(recbuf)`. Setting this option also adjusts the size of the driver buffer (see `buffer` above).

`{non_block_send, boolean()}`

A send option.

A send call that would otherwise block (hang), will instead immediately return with e.g. `{error, eagain}` **if** this option has been set to `true`.

Defaults to `false`.

`{sctp_module, module()}`

Overrides which callback module is used. Defaults to `inet_sctp` for IPv4 and `inet6_sctp` for IPv6.

`{sctp_rtoinfo, #sctp_rtoinfo{}}`

```
#sctp_rtoinfo{
      assoc_id = assoc_id(),
      initial  = integer(),
      max      = integer(),
      min      = integer()
}
```

Determines retransmission time-out parameters, in milliseconds, for the association(s) specified by `assoc_id`.

`assoc_id = 0` (default) indicates the whole endpoint. See **RFC 2960** and **Sockets API Extensions for SCTP** for the exact semantics of the field values.

`{sctp_associnfo, #sctp_assocparams{}}`

```
#sctp_assocparams{
      assoc_id                = assoc_id(),
      asocmaxrxt              = integer(),
      number_peer_destinations = integer(),
      peer_rwnd               = integer(),
      local_rwnd              = integer(),
      cookie_life             = integer()
}
```

Determines association parameters for the association(s) specified by `assoc_id`.

`assoc_id = 0` (default) indicates the whole endpoint. See **Sockets API Extensions for SCTP** for the discussion of their semantics. Rarely used.

`{sctp_initmsg, #sctp_initmsg{}}`

```
#sctp_initmsg{
     num_ostreams   = integer(),
     max_instreams  = integer(),
     max_attempts   = integer(),
     max_init_timeo = integer()
}
```

Determines the default parameters that this socket tries to negotiate with its peer while establishing an association with it. Is to be set after `open/*` but before the first `connect/*`. `#sctp_initmsg{}` can also be used as ancillary data with the first call of `send/*` to a new peer (when a new association is created).

`num_ostreams`
: Number of outbound streams

`max_instreams`
: Maximum number of inbound streams

`max_attempts`
: Maximum retransmissions while establishing an association

`max_init_timeo`

Time-out, in milliseconds, for establishing an association

`{sctp_autoclose, integer() >= 0}`

Determines the time, in seconds, after which an idle association is automatically closed. `0` means that the association is never automatically closed.

`{sctp_nodelay, true|false}`

Turns on|off the Nagle algorithm for merging small packets into larger ones. This improves throughput at the expense of latency.

`{sctp_disable_fragments, true|false}`

If `true`, induces an error on an attempt to send a message larger than the current PMTU size (which would require fragmentation/reassembling). Notice that message fragmentation does not affect the logical atomicity of its delivery; this option is provided for performance reasons only.

`{sctp_i_want_mapped_v4_addr, true|false}`

Turns on|off automatic mapping of IPv4 addresses into IPv6 ones (if the socket address family is `AF_INET6`).

`{sctp_maxseg, integer()}`

Determines the maximum chunk size if message fragmentation is used. If `0`, the chunk size is limited by the Path MTU only.

`{sctp_primary_addr, #sctp_prim{}}`

```
#sctp_prim{
      assoc_id = assoc_id(),
      addr     = {IP, Port}
}
 IP = ip_address()
 Port = port_number()
```

For the association specified by `assoc_id`, `{IP,Port}` must be one of the peer addresses. This option determines that the specified address is treated by the local SCTP stack as the primary address of the peer.

`{sctp_set_peer_primary_addr, #sctp_setpeerprim{}}`

```
#sctp_setpeerprim{
      assoc_id = assoc_id(),
      addr     = {IP, Port}
}
 IP = ip_address()
 Port = port_number()
```

When set, informs the peer to use `{IP, Port}` as the primary address of the local endpoint for the association specified by `assoc_id`.

`{sctp_adaptation_layer, #sctp_setadaptation{}}`

```
#sctp_setadaptation{
      adaptation_ind = integer()
}
```

When set, requests that the local endpoint uses the value specified by `adaptation_ind` as the Adaptation Indication parameter for establishing new associations. For details, see **RFC 2960** and **Sockets API Extensions for SCTP**.

`{sctp_peer_addr_params, #sctp_paddrparams{}}`

```
#sctp_paddrparams{
      assoc_id   = assoc_id(),
      address    = {IP, Port},
      hbinterval = integer(),
      pathmaxrxt = integer(),
      pathmtu    = integer(),
      sackdelay  = integer(),
      flags      = list()
}
IP = ip_address()
Port = port_number()
```

Determines various per-address parameters for the association specified by `assoc_id` and the peer address `address` (the SCTP protocol supports multi-homing, so more than one address can correspond to a specified association).

`hbinterval`

Heartbeat interval, in milliseconds

`pathmaxrxt`

Maximum number of retransmissions before this address is considered unreachable (and an alternative address is selected)

`pathmtu`

Fixed Path MTU, if automatic discovery is disabled (see `flags` below)

`sackdelay`

Delay, in milliseconds, for SAC messages (if the delay is enabled, see `flags` below)

`flags`

The following flags are available:

`hb_enable`
Enables heartbeat

`hb_disable`
Disables heartbeat

`hb_demand`
Initiates heartbeat immediately

`pmtud_enable`
Enables automatic Path MTU discovery

`pmtud_disable`
Disables automatic Path MTU discovery

`sackdelay_enable`
Enables SAC delay

`sackdelay_disable`
Disables SAC delay

`{sctp_default_send_param, #sctp_sndrcvinfo{}}`

```
#sctp_sndrcvinfo{
      stream     = integer(),
      ssn        = integer(),
      flags      = list(),
      ppid       = integer(),
      context    = integer(),
      timetolive = integer(),
      tsn        = integer(),
      cumtsn     = integer(),
      assoc_id   = assoc_id()
}
```

`#sctp_sndrcvinfo{}` is used both in this socket option, and as ancillary data while sending or receiving SCTP messages. When set as an option, it provides default values for subsequent `send` calls on the association specified by `assoc_id`.

`assoc_id = 0` (default) indicates the whole endpoint.

The following fields typically must be specified by the sender:

`sinfo_stream`

Stream number (0-base) within the association to send the messages through;

`sinfo_flags`

The following flags are recognised:

`unordered`
: The message is to be sent unordered

`addr_over`
: The address specified in `send` overwrites the primary peer address

`abort`
: Aborts the current association without flushing any unsent data

`eof`
: Gracefully shuts down the current association, with flushing of unsent data

Other fields are rarely used. For complete information, see **RFC 2960** and **Sockets API Extensions for SCTP**.

`{sctp_events, #sctp_event_subscribe{}}`

```
#sctp_event_subscribe{
        data_io_event          = true | false,
        association_event      = true | false,
        address_event          = true | false,
        send_failure_event     = true | false,
        peer_error_event       = true | false,
        shutdown_event         = true | false,
        partial_delivery_event = true | false,
        adaptation_layer_event = true | false
}
```

This option determines which SCTP Events are to be received (through `recv/*`) along with the data. The only exception is `data_io_event`, which enables or disables receiving of `#sctp_sndrcvinfo{}` ancillary data, not events. By default, all flags except `adaptation_layer_event` are enabled, although `sctp_data_io_event` and `association_event` are used by the driver itself and not exported to the user level.

`{sctp_delayed_ack_time, #sctp_assoc_value{}}`

```
#sctp_assoc_value{
      assoc_id    = assoc_id(),
      assoc_value = integer()
}
```

Rarely used. Determines the ACK time (specified by `assoc_value`, in milliseconds) for the specified association or the whole endpoint if `assoc_value = 0` (default).

`{sctp_status, #sctp_status{}}`

```
#sctp_status{
      assoc_id            = assoc_id(),
      state               = atom(),
      rwnd                = integer(),
      unackdata           = integer(),
      penddata            = integer(),
      instrms             = integer(),
      outstrms            = integer(),
      fragmentation_point = integer(),
      primary             = #sctp_paddrinfo{}
}
```

This option is read-only. It determines the status of the SCTP association specified by `assoc_id`. The following are the possible values of `state` (the state designations are mostly self-explanatory):

`sctp_state_empty`
Default. Means that no other state is active.

`sctp_state_closed`
`sctp_state_cookie_wait`
`sctp_state_cookie_echoed`
`sctp_state_established`
`sctp_state_shutdown_pending`
`sctp_state_shutdown_sent`
`sctp_state_shutdown_received`
`sctp_state_shutdown_ack_sent`

Semantics of the other fields:

`sstat_rwnd`
Current receiver window size of the association

`sstat_unackdata`
Number of unacked data chunks

`sstat_penddata`
Number of data chunks pending receipt

`sstat_instrms`
Number of inbound streams

`sstat_outstrms`
Number of outbound streams

`sstat_fragmentation_point`
Message size at which SCTP fragmentation occurs

`sstat_primary`
Information on the current primary peer address (see below for the format of `#sctp_paddrinfo{}`)

`{sctp_get_peer_addr_info, #sctp_paddrinfo{}}`

```
#sctp_paddrinfo{
      assoc_id  = assoc_id(),
      address   = {IP, Port},
      state     = inactive | active | unconfirmed,
      cwnd      = integer(),
      srtt      = integer(),
      rto       = integer(),
      mtu       = integer()
}
IP = ip_address()
Port = port_number()
```

This option is read-only. It determines the parameters specific to the peer address specified by `address` within the association specified by `assoc_id`. Field `address` fmust be set by the caller; all other fields are filled in on return. If `assoc_id = 0` (default), the `address` is automatically translated into the corresponding association ID. This option is rarely used. For the semantics of all fields, see **RFC 2960** and **Sockets API Extensions for SCTP**.

SCTP Examples

Example of an Erlang SCTP server that receives SCTP messages and prints them on the standard output:

```
-module(sctp_server).

-export([server/0,server/1,server/2]).
-include_lib("kernel/include/inet.hrl").
-include_lib("kernel/include/inet_sctp.hrl").

server() ->
    server(any, 2006).

server([Host,Port]) when is_list(Host), is_list(Port) ->
    {ok, #hostent{h_addr_list = [IP|_]}} = inet:gethostbyname(Host),
    io:format("~w -> ~w~n", [Host, IP]),
    server([IP, list_to_integer(Port)]).

server(IP, Port) when is_tuple(IP) orelse IP == any orelse IP == loopback,
                      is_integer(Port) ->
    {ok,S} = gen_sctp:open(Port, [{recbuf,65536}, {ip,IP}]),
    io:format("Listening on ~w:~w. ~w~n", [IP,Port,S]),
    ok     = gen_sctp:listen(S, true),
    server_loop(S).

server_loop(S) ->
    case gen_sctp:recv(S) of
    {error, Error} ->
        io:format("SCTP RECV ERROR: ~p~n", [Error]);
    Data ->
        io:format("Received: ~p~n", [Data])
    end,
    server_loop(S).
```

Example of an Erlang SCTP client interacting with the above server. Notice that in this example the client creates an association with the server with 5 outbound streams. Therefore, sending of `"Test 0"` over stream 0 succeeds, but sending of `"Test 5"` over stream 5 fails. The client then `abort`s the association, which results in that the corresponding event is received on the server side.

```
-module(sctp_client).

-export([client/0, client/1, client/2]).
-include_lib("kernel/include/inet.hrl").
-include_lib("kernel/include/inet_sctp.hrl").

client() ->
    client([localhost]).

client([Host]) ->
    client(Host, 2006);

client([Host, Port]) when is_list(Host), is_list(Port) ->
    client(Host,list_to_integer(Port)),
    init:stop().

client(Host, Port) when is_integer(Port) ->
    {ok,S}     = gen_sctp:open(),
    {ok,Assoc} = gen_sctp:connect
        (S, Host, Port, [{sctp_initmsg,#sctp_initmsg{num_ostreams=5}}]),
    io:format("Connection Successful, Assoc=~p~n", [Assoc]),

    io:write(gen_sctp:send(S, Assoc, 0, <<"Test 0">>)),
    io:nl(),
    timer:sleep(10000),
    io:write(gen_sctp:send(S, Assoc, 5, <<"Test 5">>)),
    io:nl(),
    timer:sleep(10000),
    io:write(gen_sctp:abort(S, Assoc)),
    io:nl(),

    timer:sleep(1000),
    gen_sctp:close(S).
```

A simple Erlang SCTP client that uses the `connect_init` API:

```
-module(ex3).

-export([client/4]).
-include_lib("kernel/include/inet.hrl").
-include_lib("kernel/include/inet_sctp.hrl").

client(Peer1, Port1, Peer2, Port2)
  when is_tuple(Peer1), is_integer(Port1), is_tuple(Peer2), is_integer(Port2) ->
    {ok,S}     = gen_sctp:open(),
    SctpInitMsgOpt = {sctp_initmsg,#sctp_initmsg{num_ostreams=5}},
    ActiveOpt = {active, true},
    Opts = [SctpInitMsgOpt, ActiveOpt],
    ok = gen_sctp:connect(S, Peer1, Port1, Opts),
    ok = gen_sctp:connect(S, Peer2, Port2, Opts),
    io:format("Connections initiated~n", []),
    client_loop(S, Peer1, Port1, undefined, Peer2, Port2, undefined).

client_loop(S, Peer1, Port1, AssocId1, Peer2, Port2, AssocId2) ->
    receive
        {sctp, S, Peer1, Port1, {_Anc, SAC}}
          when is_record(SAC, sctp_assoc_change), AssocId1 == undefined ->
            io:format("Association 1 connect result: ~p. AssocId: ~p~n",
                      [SAC#sctp_assoc_change.state,
                       SAC#sctp_assoc_change.assoc_id]),
            client_loop(S, Peer1, Port1, SAC#sctp_assoc_change.assoc_id,
                        Peer2, Port2, AssocId2);

        {sctp, S, Peer2, Port2, {_Anc, SAC}}
          when is_record(SAC, sctp_assoc_change), AssocId2 == undefined ->
            io:format("Association 2 connect result: ~p. AssocId: ~p~n",
                      [SAC#sctp_assoc_change.state, SAC#sctp_assoc_change.assoc_id]),
            client_loop(S, Peer1, Port1, AssocId1, Peer2, Port2,
                        SAC#sctp_assoc_change.assoc_id);

        {sctp, S, Peer1, Port1, Data} ->
            io:format("Association 1: received ~p~n", [Data]),
            client_loop(S, Peer1, Port1, AssocId1,
                        Peer2, Port2, AssocId2);

        {sctp, S, Peer2, Port2, Data} ->
            io:format("Association 2: received ~p~n", [Data]),
            client_loop(S, Peer1, Port1, AssocId1,
                        Peer2, Port2, AssocId2);

        Other ->
            io:format("Other ~p~n", [Other]),
            client_loop(S, Peer1, Port1, AssocId1,
                        Peer2, Port2, AssocId2)

    after 5000 ->
            ok
    end.
```

See Also

`gen_tcp(3)`, `gen_udp(3)`, `inet(3)`, **RFC 2960** (Stream Control Transmission Protocol), **Sockets API Extensions for SCTP**

gen_tcp

Erlang module

This module provides functions for communicating with sockets using the TCP/IP protocol.

The following code fragment is a simple example of a client connecting to a server at port 5678, transferring a binary, and closing the connection:

```
client() ->
    SomeHostInNet = "localhost", % to make it runnable on one machine
    {ok, Sock} = gen_tcp:connect(SomeHostInNet, 5678,
                                 [binary, {packet, 0}]),
    ok = gen_tcp:send(Sock, "Some Data"),
    ok = gen_tcp:close(Sock).
```

At the other end, a server is listening on port 5678, accepts the connection, and receives the binary:

```
server() ->
    {ok, LSock} = gen_tcp:listen(5678, [binary, {packet, 0},
                                        {active, false}]),
    {ok, Sock} = gen_tcp:accept(LSock),
    {ok, Bin} = do_recv(Sock, []),
    ok = gen_tcp:close(Sock),
    ok = gen_tcp:close(LSock),
    Bin.

do_recv(Sock, Bs) ->
    case gen_tcp:recv(Sock, 0) of
        {ok, B} ->
            do_recv(Sock, [Bs, B]);
        {error, closed} ->
            {ok, list_to_binary(Bs)}
    end.
```

For more examples, see section Examples.

Note:

Functions that create sockets can take an optional option; `{inet_backend, Backend}` that, if specified, has to be the first option. This selects the implementation backend towards the platform's socket API.

This is a **temporary** option that will be ignored in a future release.

The default is `Backend = inet` that selects the traditional `inet_drv.c` driver. The other choice is `Backend = socket` that selects the new `socket` module and its NIF implementation.

The system default can be changed when the node is started with the application `kernel`'s configuration variable `inet_backend`.

For `gen_tcp` with `inet_backend = socket` we have tried to be as "compatible" as possible which has sometimes been impossible. Here is a list of cases when the behaviour of inet-backend `inet` (default) and `socket` are different:

- Non-blocking send

  If a user calling `gen_tcp:send/2` with `inet_backend = inet`, tries to send more data than there is room for in the OS buffers, the "rest data" is buffered by the inet driver (and later sent in the background). The effect for the user is that the call is non-blocking.

  This is **not** the effect when `inet_backend = socket`, since there is no buffering. Instead the user hangs either until all data has been sent or the `send_timeout` timeout has been reached.
- Remote close detected by background send.

  An background send will detect a 'remote close' and (the inet driver will) mark the socket as 'closed'. No other action is taken. If the socket has `active` set to `false` (passive) at this point and no one is reading, this will not be noticed. But as soon as the socket is "activated" (`active` set to not `false`, send/2 is called or recv/2,3 is called), an error message will be sent to the caller or (socket) owner: `{tcp_error, Socket, econnreset}`. Any data in the OS receive buffers will be lost!

  This behaviour is **not** replicated by the socket implementation. A send operation will detect a remote close and immediately return this to the caller, but do nothing else. A reader will therefore be able to extract any data from the OS buffers. If the socket is set to `active` not `false`, the data will be received as expected (`{tcp, ...}` and then a closed message (`{tcp_closed, ...}` will be received (not an error).
- The option show_econnreset basically do **not** work as described when used with `inet_backend = socket`. The "issue" is that a remote close (as described above) **do** allow a reader to extract what is in the read buffers before a close is "delivered".
- The option nodelay is a TCP specific option that is **not** compatible with `domain = local`.

  When using `inet_backend = socket`, trying to create a socket (via listen or connect) with `domain = local` (for example with option {ifaddr, {local,"/tmp/test"}}) **will fail** with `{error, enotsup}`.

  This does not actually work for `inet_backend = inet` either, but in that case the error is simply **ignored**, which is a **bad** idea. We have chosen to **not** ignore this error for `inet_backend = socket`.
- Async shutdown write

  Calling gen_tcp:shutdown(Socket, write | read_write) on a socket created with `inet_backend = socket` will take **immediate** effect, unlike for a socket created with `inet_backend = inet`.

  See async shutdown write for more info.
- Windows require sockets (domain = `inet | inet6`) to be bound.

  Currently all sockets created on Windows with `inet_backend = socket` will be bound. If the user does not provide an address, gen_tcp will try to 'figure out' an address itself.

Data Types

```
option() =
    {active, true | false | once | -32768..32767} |
    {buffer, integer() >= 0} |
    {debug, boolean()} |
    {delay_send, boolean()} |
    {deliver, port | term} |
    {dontroute, boolean()} |
    {exit_on_close, boolean()} |
    {exclusiveaddruse, boolean()} |
    {header, integer() >= 0} |
    {high_msgq_watermark, integer() >= 1} |
    {high_watermark, integer() >= 0} |
    {keepalive, boolean()} |
    {linger, {boolean(), integer() >= 0}} |
    {low_msgq_watermark, integer() >= 1} |
    {low_watermark, integer() >= 0} |
    {mode, list | binary} |
    list | binary |
    {nodelay, boolean()} |
    {packet,
     0 | 1 | 2 | 4 | raw | sunrm | asn1 | cdr | fcgi | line |
     tpkt | http | httph | http_bin | httph_bin} |
    {packet_size, integer() >= 0} |
    {priority, integer() >= 0} |
    {raw,
     Protocol :: integer() >= 0,
     OptionNum :: integer() >= 0,
     ValueBin :: binary()} |
    {recbuf, integer() >= 0} |
    {reuseaddr, boolean()} |
    {reuseport, boolean()} |
    {reuseport_lb, boolean()} |
    {send_timeout, integer() >= 0 | infinity} |
    {send_timeout_close, boolean()} |
    {show_econnreset, boolean()} |
    {sndbuf, integer() >= 0} |
    {tos, integer() >= 0} |
    {tclass, integer() >= 0} |
    {ttl, integer() >= 0} |
    {recvtos, boolean()} |
    {recvtclass, boolean()} |
    {recvttl, boolean()} |
    {ipv6_v6only, boolean()}
pktoptions_value() = {pktoptions, inet:ancillary_data()}
```

If the platform implements the IPv4 option `IP_PKTOPTIONS`, or the IPv6 option `IPV6_PKTOPTIONS` or `IPV6_2292PKTOPTIONS` for the socket this value is returned from `inet:getopts/2` when called with the option name `pktoptions`.

> **Note:**
>
> This option appears to be VERY Linux specific, and its existence in future Linux kernel versions is also worrying since the option is part of RFC 2292 which is since long (2003) obsoleted by RFC 3542 that **explicitly** removes this possibility to get packet information from a stream socket. For comparison: it has existed in FreeBSD but is now removed, at least since FreeBSD 10.

```
option_name() =
    active | buffer | debug | delay_send | deliver | dontroute |
    exit_on_close | exclusiveaddruse | header |
    high_msgq_watermark | high_watermark | keepalive | linger |
    low_msgq_watermark | low_watermark | mode | nodelay | packet |
    packet_size | priority |
    {raw,
     Protocol :: integer() >= 0,
     OptionNum :: integer() >= 0,
     ValueSpec ::
         (ValueSize :: integer() >= 0) | (ValueBin :: binary())} |
    recbuf | reuseaddr | reuseport | reuseport_lb | send_timeout |
    send_timeout_close | show_econnreset | sndbuf | tos | tclass |
    ttl | recvtos | recvtclass | recvttl | pktoptions |
    ipv6_v6only
connect_option() =
    {fd, Fd :: integer() >= 0} |
    inet:address_family() |
    {ifaddr,
     socket:sockaddr_in() |
     socket:sockaddr_in6() |
     inet:socket_address()} |
    {ip, inet:socket_address()} |
    {port, inet:port_number()} |
    {tcp_module, module()} |
    {netns, file:filename_all()} |
    {bind_to_device, binary()} |
    option()
listen_option() =
    {fd, Fd :: integer() >= 0} |
    inet:address_family() |
    {ifaddr,
     socket:sockaddr_in() |
     socket:sockaddr_in6() |
     inet:socket_address()} |
    {ip, inet:socket_address()} |
    {port, inet:port_number()} |
    {backlog, B :: integer() >= 0} |
    {tcp_module, module()} |
    {netns, file:filename_all()} |
    {bind_to_device, binary()} |
```

option()
socket()

As returned by `accept/1,2` and `connect/3,4`.

Exports

accept(ListenSocket) -> {ok, Socket} | {error, Reason}
accept(ListenSocket, Timeout) -> {ok, Socket} | {error, Reason}

Types:

ListenSocket = socket()

Returned by `listen/2`.

Timeout = timeout()
Socket = socket()
Reason = closed | timeout | system_limit | inet:posix()

Accepts an incoming connection request on a listening socket. `Socket` must be a socket returned from `listen/2`. `Timeout` specifies a time-out value in milliseconds. Defaults to `infinity`.

Returns:

- `{ok, Socket}` if a connection is established
- `{error, closed}` if `ListenSocket` is closed
- `{error, timeout}` if no connection is established within the specified time
- `{error, system_limit}` if all available ports in the Erlang emulator are in use
- A POSIX error value if something else goes wrong, see `inet(3)` for possible error values

Packets can be sent to the returned socket `Socket` using `send/2`. Packets sent from the peer are delivered as messages (unless `{active, false}` is specified in the option list for the listening socket, in which case packets are retrieved by calling `recv/2`):

```
{tcp, Socket, Data}
```

Note:

The `accept` call does **not** have to be issued from the socket owner process. Using version 5.5.3 and higher of the emulator, multiple simultaneous accept calls can be issued from different processes, which allows for a pool of acceptor processes handling incoming connections.

close(Socket) -> ok

Types:

Socket = socket()

Closes a TCP socket.

Note that in most implementations of TCP, doing a `close` does not guarantee that any data sent is delivered to the recipient before the close is detected at the remote side. If you want to guarantee delivery of the data to the recipient there are two common ways to achieve this.

- Use `gen_tcp:shutdown(Sock, write)` to signal that no more data is to be sent and wait for the read side of the socket to be closed.

- Use the socket option `{packet, N}` (or something similar) to make it possible for the receiver to close the connection when it knowns it has received all the data.

```
connect(SockAddr, Opts) -> {ok, Socket} | {error, Reason}
connect(SockAddr, Opts, Timeout) -> {ok, Socket} | {error, Reason}
```

Types:

```
SockAddr = socket:sockaddr_in() | socket:sockaddr_in6()
Opts = [inet:inet_backend() | connect_option()]
Timeout = timeout()
Socket = socket()
Reason = timeout | inet:posix()
```

Connects to a server according to `SockAddr`. This is primarily intended for link local IPv6 addresses (which require the scope-id), `socket:sockaddr_in6()`. But for completeness, we also support IPv4, `socket:sockaddr_in()`.

The `options` available are the same as for `connect/3,4`.

Note:

Keep in mind that if the underlying OS `connect()` call returns a timeout, `gen_tcp:connect` will also return a timeout (i.e. `{error, etimedout}`), even if a larger `Timeout` was specified.

Note:

The default values for options specified to `connect` can be affected by the Kernel configuration parameter `inet_default_connect_options`. For details, see `inet(3)`.

```
connect(Address, Port, Opts) -> {ok, Socket} | {error, Reason}
connect(Address, Port, Opts, Timeout) ->
          {ok, Socket} | {error, Reason}
```

Types:

```
Address = inet:socket_address() | inet:hostname()
Port = inet:port_number()
Opts = [inet:inet_backend() | connect_option()]
Timeout = timeout()
Socket = socket()
Reason = timeout | inet:posix()
```

Connects to a server on TCP port `Port` on the host with IP address `Address`. Argument `Address` can be a hostname or an IP address.

The following options are available:

`{ip, Address}`

If the host has many network interfaces, this option specifies which one to use.

`{ifaddr, Address}`

Same as `{ip, Address}`. If the host has many network interfaces, this option specifies which one to use.

However, if this instead is an `socket:sockaddr_in()` or `socket:sockaddr_in6()` this takes precedence over any value previously set with the `ip` and `port` options. If these options (`ip` or/and `port`) however comes **after** this option, they may be used to **update** their corresponding fields of this options (for `ip`, the `addr` field, and for `port`, the `port` field).

`{fd, integer() >= 0}`

If a socket has somehow been connected without using `gen_tcp`, use this option to pass the file descriptor for it. If `{ip, Address}` and/or `{port, port_number()}` is combined with this option, the `fd` is bound to the specified interface and port before connecting. If these options are not specified, it is assumed that the `fd` is already bound appropriately.

`inet`

Sets up the socket for IPv4.

`inet6`

Sets up the socket for IPv6.

`local`

Sets up a Unix Domain Socket. See `inet:local_address()`

`{port, Port}`

Specifies which local port number to use.

`{tcp_module, module()}`

Overrides which callback module is used. Defaults to `inet_tcp` for IPv4 and `inet6_tcp` for IPv6.

`Opt`

See `inet:setopts/2`.

Packets can be sent to the returned socket `Socket` using `send/2`. Packets sent from the peer are delivered as messages:

```
{tcp, Socket, Data}
```

If the socket is in `{active, N}` mode (see `inet:setopts/2` for details) and its message counter drops to `0`, the following message is delivered to indicate that the socket has transitioned to passive (`{active, false}`) mode:

```
{tcp_passive, Socket}
```

If the socket is closed, the following message is delivered:

```
{tcp_closed, Socket}
```

If an error occurs on the socket, the following message is delivered (unless `{active, false}` is specified in the option list for the socket, in which case packets are retrieved by calling `recv/2`):

```
{tcp_error, Socket, Reason}
```

The optional `Timeout` parameter specifies a time-out in milliseconds. Defaults to `infinity`.

Note:

Keep in mind that if the underlying OS `connect()` call returns a timeout, `gen_tcp:connect` will also return a timeout (i.e. `{error, etimedout}`), even if a larger `Timeout` was specified.

Note:

The default values for options specified to `connect` can be affected by the Kernel configuration parameter `inet_default_connect_options`. For details, see `inet(3)`.

`controlling_process(Socket, Pid) -> ok | {error, Reason}`

Types:

```
Socket = socket()
Pid = pid()
Reason = closed | not_owner | badarg | inet:posix()
```

Assigns a new controlling process `Pid` to `Socket`. The controlling process is the process that receives messages from the socket. If called by any other process than the current controlling process, `{error, not_owner}` is returned. If the process identified by `Pid` is not an existing local pid, `{error, badarg}` is returned. `{error, badarg}` may also be returned in some cases when `Socket` is closed during the execution of this function.

If the socket is set in active mode, this function will transfer any messages in the mailbox of the caller to the new controlling process. If any other process is interacting with the socket while the transfer is happening, the transfer may not work correctly and messages may remain in the caller's mailbox. For instance changing the sockets active mode before the transfer is complete may cause this.

`listen(Port, Options) -> {ok, ListenSocket} | {error, Reason}`

Types:

```
Port = inet:port_number()
Options = [inet:inet_backend() | listen_option()]
ListenSocket = socket()
Reason = system_limit | inet:posix()
```

Sets up a socket to listen on port `Port` on the local host.

If `Port == 0`, the underlying OS assigns an available port number, use `inet:port/1` to retrieve it.

The following options are available:

`list`

Received `Packet` is delivered as a list.

`binary`

Received `Packet` is delivered as a binary.

`{backlog, B}`

`B` is an integer >= `0`. The backlog value defines the maximum length that the queue of pending connections can grow to. Defaults to `5`.

`inet6`

Sets up the socket for IPv6.

`inet`

Sets up the socket for IPv4.

`{fd, Fd}`

If a socket has somehow been connected without using `gen_tcp`, use this option to pass the file descriptor for it.

`{ip, Address}`

If the host has many network interfaces, this option specifies which one to listen on.

`{port, Port}`

Specifies which local port number to use.

`{ifaddr, Address}`

Same as `{ip, Address}`. If the host has many network interfaces, this option specifies which one to use.

However, if this instead is an `socket:sockaddr_in()` or `socket:sockaddr_in6()` this takes precedence over any value previously set with the `ip` and `port` options. If these options (`ip` or/and `port`) however comes **after** this option, they may be used to **update** their corresponding fields of this options (for `ip`, the `addr` field, and for `port`, the `port` field).

`{tcp_module, module()}`

Overrides which callback module is used. Defaults to `inet_tcp` for IPv4 and `inet6_tcp` for IPv6.

`Opt`

See `inet:setopts/2`.

The returned socket `ListenSocket` should be used in calls to `accept/1,2` to accept incoming connection requests.

Note:

The default values for options specified to `listen` can be affected by the Kernel configuration parameter `inet_default_listen_options`. For details, see `inet(3)`.

`recv(Socket, Length) -> {ok, Packet} | {error, Reason}`
`recv(Socket, Length, Timeout) -> {ok, Packet} | {error, Reason}`

Types:

```
Socket = socket()
Length = integer() >= 0
Timeout = timeout()
Packet = string() | binary() | HttpPacket
Reason = closed | timeout | inet:posix()
HttpPacket = term()
```

See the description of `HttpPacket` in `erlang:decode_packet/3` in ERTS.

Receives a packet from a socket in **passive** mode. A closed socket is indicated by return value `{error, closed}`. If the socket is not in passive mode, the return value is `{error, einval}`.

Argument `Length` is only meaningful when the socket is in `raw` mode and denotes the number of bytes to read. If `Length` is `0`, all available bytes are returned. If `Length` > `0`, exactly `Length` bytes are returned, or an error; possibly discarding less than `Length` bytes of data when the socket is closed from the other side.

The optional `Timeout` parameter specifies a time-out in milliseconds. Defaults to `infinity`.

Any process can receive data from a passive socket, even if that process is not the controlling process of the socket. However, only one process can call this function on a socket at any given time. Using simultaneous calls to `recv` is not recommended as its behavior is dependent on the socket implementation, and could return errors such as `{error, ealready}`.

send(Socket, Packet) -> ok | {error, Reason}

Types:

```
Socket = socket()
Packet = iodata()
Reason = closed | {timeout, RestData} | inet:posix()
RestData = binary()
```

Sends a packet on a socket.

There is no `send` call with a time-out option, use socket option `send_timeout` if time-outs are desired. See section Examples.

The return value `{error, {timeout, RestData}}` can only be returned when `inet_backend = socket`.

Note:

Non-blocking send.

If the user tries to send more data than there is room for in the OS send buffers, the 'rest data' is put into (inet driver) internal buffers and later sent in the background. The function immediately returns ok (**not** informing the caller that not all of the data was actually sent). Any issue while sending the 'rest data' is maybe returned later.

When using `inet_backend = socket`, the behaviour is different. There is **no** buffering done (like the inet-driver does), instead the caller will "hang" until all of the data has been sent or send timeout (as specified by the `send_timeout` option) expires (the function can hang even when using 'inet' backend if the internal buffers are full).

If this happens when using `packet =/= raw`, we have a partial package written. A new package therefore **must not** be written at this point, as there is no way for the peer to distinguish this from the data portion of the current package. Instead, set package to raw, send the rest data (as raw data) and then set package to the wanted package type again.

shutdown(Socket, How) -> ok | {error, Reason}

Types:

```
Socket = socket()
How = read | write | read_write
Reason = inet:posix()
```

Closes a socket in one or two directions.

`How == write` means closing the socket for writing, reading from it is still possible.

If `How == read` or there is no outgoing data buffered in the `Socket` port, the socket is shut down immediately and any error encountered is returned in `Reason`.

If there is data buffered in the socket port, the attempt to shutdown the socket is postponed until that data is written to the kernel socket send buffer. If any errors are encountered, the socket is closed and `{error, closed}` is returned on the next `recv/2` or `send/2`.

Option `{exit_on_close, false}` is useful if the peer has done a shutdown on the write side.

Note:

Async shutdown write (write or read_write).

If the shutdown attempt is made while the inet-driver is sending buffered data in the background, the shutdown is postponed until all buffered data has been sent. The function immediately returns `ok` and the caller is **not** informed (that the shutdown has **not yet** been performed).

When using `inet_backend = socket`, the behaviour is different. A shutdown with `How == write | read_write`, the operation will take **immediate** effect (unlike the inet-driver, which basically saves the operation for later).

Examples

The following example illustrates use of option `{active,once}` and multiple accepts by implementing a server as a number of worker processes doing accept on a single listening socket. Function `start/2` takes the number of worker processes and the port number on which to listen for incoming connections. If `LPort` is specified as `0`, an ephemeral port number is used, which is why the start function returns the actual port number allocated:

```
start(Num,LPort) ->
    case gen_tcp:listen(LPort,[{active, false},{packet,2}]) of
        {ok, ListenSock} ->
            start_servers(Num,ListenSock),
            {ok, Port} = inet:port(ListenSock),
            Port;
        {error,Reason} ->
            {error,Reason}
    end.

start_servers(0,_) ->
    ok;
start_servers(Num,LS) ->
    spawn(?MODULE,server,[LS]),
    start_servers(Num-1,LS).

server(LS) ->
    case gen_tcp:accept(LS) of
        {ok,S} ->
            loop(S),
            server(LS);
        Other ->
            io:format("accept returned ~w - goodbye!~n",[Other]),
            ok
    end.

loop(S) ->
    inet:setopts(S,[{active,once}]),
    receive
        {tcp,S,Data} ->
            Answer = process(Data), % Not implemented in this example
            gen_tcp:send(S,Answer),
            loop(S);
        {tcp_closed,S} ->
            io:format("Socket ~w closed [~w]~n",[S,self()]),
            ok
    end.
```

Example of a simple client:

```
client(PortNo,Message) ->
    {ok,Sock} = gen_tcp:connect("localhost",PortNo,[{active,false},
                                                    {packet,2}]),
    gen_tcp:send(Sock,Message),
    A = gen_tcp:recv(Sock,0),
    gen_tcp:close(Sock),
    A.
```

The `send` call does not accept a time-out option because time-outs on send is handled through socket option `send_timeout`. The behavior of a send operation with no receiver is mainly defined by the underlying TCP stack and the network infrastructure. To write code that handles a hanging receiver that can eventually cause the sender to hang on a `send` do like the following.

Consider a process that receives data from a client process to be forwarded to a server on the network. The process is connected to the server through TCP/IP and does not get any acknowledge for each message it sends, but has to rely on the send time-out option to detect that the other end is unresponsive. Option `send_timeout` can be used when connecting:

```
...
{ok,Sock} = gen_tcp:connect(HostAddress, Port,
                            [{active,false},
                             {send_timeout, 5000},
                             {packet,2}]),
                loop(Sock), % See below
...
```

In the loop where requests are handled, send time-outs can now be detected:

```
loop(Sock) ->
    receive
        {Client, send_data, Binary} ->
            case gen_tcp:send(Sock,[Binary]) of
                {error, timeout} ->
                    io:format("Send timeout, closing!~n",
                              []),
                    handle_send_timeout(), % Not implemented here
                    Client ! {self(),{error_sending, timeout}},
                    %% Usually, it's a good idea to give up in case of a
                    %% send timeout, as you never know how much actually
                    %% reached the server, maybe only a packet header?!
                    gen_tcp:close(Sock);
                {error, OtherSendError} ->
                    io:format("Some other error on socket (~p), closing",
                              [OtherSendError]),
                    Client ! {self(),{error_sending, OtherSendError}},
                    gen_tcp:close(Sock);
                ok ->
                    Client ! {self(), data_sent},
                    loop(Sock)
            end
    end.
```

Usually it suffices to detect time-outs on receive, as most protocols include some sort of acknowledgment from the server, but if the protocol is strictly one way, option `send_timeout` comes in handy.

gen_udp

Erlang module

This module provides functions for communicating with sockets using the UDP protocol.

Note:

Functions that create sockets can take an optional option; `{inet_backend, Backend}` that, if specified, has to be the first option. This selects the implementation backend towards the platform's socket API.

This is a **temporary** option that will be ignored in a future release.

The default is `Backend = inet` that selects the traditional `inet_drv.c` driver. The other choice is `Backend = socket` that selects the new `socket` module and its NIF implementation.

The system default can be changed when the node is started with the application `kernel`'s configuration variable `inet_backend`.

For `gen_udp` with `inet_backend = socket` we have tried to be as "compatible" as possible which has sometimes been impossible. Here is a list of cases when the behaviour of inet-backend `inet` (default) and `socket` are different:

- The option read_packets is currently **ignored**.
- Windows require sockets (domain = `inet | inet6`) to be bound.

  Currently all sockets created on Windows with `inet_backend = socket` will be bound. If the user does not provide an address, gen_udp will try to 'figure out' an address itself.

Data Types

```
option() =
    {active, true | false | once | -32768..32767} |
    {add_membership, membership()} |
    {broadcast, boolean()} |
    {buffer, integer() >= 0} |
    {debug, boolean()} |
    {deliver, port | term} |
    {dontroute, boolean()} |
    {drop_membership, membership()} |
    {exclusiveaddruse, boolean()} |
    {header, integer() >= 0} |
    {high_msgq_watermark, integer() >= 1} |
    {low_msgq_watermark, integer() >= 1} |
    {mode, list | binary} |
    list | binary |
    {multicast_if, multicast_if()} |
    {multicast_loop, boolean()} |
    {multicast_ttl, integer() >= 0} |
    {priority, integer() >= 0} |
    {raw,
     Protocol :: integer() >= 0,
     OptionNum :: integer() >= 0,
     ValueBin :: binary()} |
```

```
    {read_packets, integer() >= 0} |
    {recbuf, integer() >= 0} |
    {reuseaddr, boolean()} |
    {reuseport, boolean()} |
    {reuseport_lb, boolean()} |
    {sndbuf, integer() >= 0} |
    {tos, integer() >= 0} |
    {tclass, integer() >= 0} |
    {ttl, integer() >= 0} |
    {recvtos, boolean()} |
    {recvtclass, boolean()} |
    {recvttl, boolean()} |
    {ipv6_v6only, boolean()}
option_name() =
    active | broadcast | buffer | debug | deliver | dontroute |
    exclusiveaddruse | header | high_msgq_watermark |
    low_msgq_watermark | mode | multicast_if | multicast_loop |
    multicast_ttl | priority |
    {raw,
     Protocol :: integer() >= 0,
     OptionNum :: integer() >= 0,
     ValueSpec ::
         (ValueSize :: integer() >= 0) | (ValueBin :: binary())} |
    read_packets | recbuf | reuseaddr | reuseport | reuseport_lb |
    sndbuf | tos | tclass | ttl | recvtos | recvtclass | recvttl |
    pktoptions | ipv6_v6only
open_option() =
    {ip, inet:socket_address()} |
    {fd, integer() >= 0} |
    {ifaddr,
     socket:sockaddr_in() |
     socket:sockaddr_in6() |
     inet:socket_address()} |
    inet:address_family() |
    {port, inet:port_number()} |
    {netns, file:filename_all()} |
    {bind_to_device, binary()} |
    option()
socket()
```

As returned by `open/1,2`.

```
multicast_if() = ip_multicast_if() | ip6_multicast_if()
ip_multicast_if() = inet:ip4_address()
ip6_multicast_if() = integer()
```

For IPv6 this is an interface index (an integer).

```
membership() = ip_membership() | ip6_membership()
ip_membership() =
    {MultiAddress :: inet:ip4_address(),
     Interface :: inet:ip4_address()} |
    {MultiAddress :: inet:ip4_address(),
```

```
     Address :: inet:ip4_address(),
     IfIndex :: integer()}
```

The tuple with size 3 is *not* supported on all platforms. 'ifindex' defaults to zero (0) on platforms that supports the 3-tuple variant.

```
ip6_membership() =
    {MultiAddress :: inet:ip6_address(), IfIndex :: integer()}
```

Exports

close(Socket) -> ok

Types:

```
Socket = socket()
```

Closes a UDP socket.

controlling_process(Socket, Pid) -> ok | {error, Reason}

Types:

```
Socket = socket()
Pid = pid()
Reason = closed | not_owner | badarg | inet:posix()
```

Assigns a new controlling process `Pid` to `Socket`. The controlling process is the process that receives messages from the socket. If called by any other process than the current controlling process, `{error, not_owner}` is returned. If the process identified by `Pid` is not an existing local pid, `{error, badarg}` is returned. `{error, badarg}` may also be returned in some cases when `Socket` is closed during the execution of this function.

connect(Socket, SockAddr) -> ok | {error, Reason}

Types:

```
Socket = socket()
SockAddr = socket:sockaddr_in() | socket:sockaddr_in6()
Reason = inet:posix()
```

Connecting a UDP socket only means storing the specified (destination) socket address, as specified by `SockAddr`, so that the system knows where to send data.

This means that it is not necessary to specify the destination address when sending a datagram. That is, we can use `send/2`.

It also means that the socket will only received data from this address.

connect(Socket, Address, Port) -> ok | {error, Reason}

Types:

```
Socket = socket()
Address = inet:socket_address() | inet:hostname()
Port = inet:port_number()
Reason = inet:posix()
```

Connecting a UDP socket only means storing the specified (destination) socket address, as specified by `Address` and `Port`, so that the system knows where to send data.

This means that it is not necessary to specify the destination address when sending a datagram. That is, we can use `send/2`.

It also means that the socket will only received data from this address.

```
open(Port) -> {ok, Socket} | {error, Reason}
open(Port, Opts) -> {ok, Socket} | {error, Reason}
```

Types:

```
Port = inet:port_number()
Opts = [inet:inet_backend() | open_option()]
Socket = socket()
Reason = system_limit | inet:posix()
```

Associates a UDP port number (`Port`) with the calling process.

The following options are available:

`list`

Received `Packet` is delivered as a list.

`binary`

Received `Packet` is delivered as a binary.

`{ip, Address}`

If the host has many network interfaces, this option specifies which one to use.

`{ifaddr, Address}`

Same as `{ip, Address}`. If the host has many network interfaces, this option specifies which one to use.

However, if this instead is an `socket:sockaddr_in()` or `socket:sockaddr_in6()` this takes precedence over any value previously set with the `ip` options. If the `ip` option comes **after** the `ifaddr` option, it may be used to **update** its corresponding field of the `ifaddr` option (the `addr` field).

`{fd, integer() >= 0}`

If a socket has somehow been opened without using `gen_udp`, use this option to pass the file descriptor for it. If `Port` is not set to `0` and/or `{ip, ip_address()}` is combined with this option, the `fd` is bound to the specified interface and port after it is being opened. If these options are not specified, it is assumed that the `fd` is already bound appropriately.

`inet6`

Sets up the socket for IPv6.

`inet`

Sets up the socket for IPv4.

`local`

Sets up a Unix Domain Socket. See `inet:local_address()`

`{udp_module, module()}`

Overrides which callback module is used. Defaults to `inet_udp` for IPv4 and `inet6_udp` for IPv6.

`{multicast_if, Address}`

Sets the local device for a multicast socket.

`{multicast_loop, true | false}`

When `true`, sent multicast packets are looped back to the local sockets.

`{multicast_ttl, Integer}`

Option `multicast_ttl` changes the time-to-live (TTL) for outgoing multicast datagrams to control the scope of the multicasts.

Datagrams with a TTL of 1 are not forwarded beyond the local network. Defaults to `1`.

`{add_membership, {MultiAddress, InterfaceAddress}}`

Joins a multicast group.

`{drop_membership, {MultiAddress, InterfaceAddress}}`

Leaves a multicast group.

`Opt`

See `inet:setopts/2`.

The returned socket `Socket` is used to send packets from this port with `send/4`. When UDP packets arrive at the opened port, if the socket is in an active mode, the packets are delivered as messages to the controlling process:

```
{udp, Socket, IP, InPortNo, Packet} % Without ancillary data
{udp, Socket, IP, InPortNo, AncData, Packet} % With ancillary data
```

The message contains an `AncData` field if any of the socket options `recvtos`, `recvtclass` or `recvttl` are active, otherwise it does not.

If the socket is not in an active mode, data can be retrieved through the `recv/2,3` calls. Notice that arriving UDP packets that are longer than the receive buffer option specifies can be truncated without warning.

When a socket in `{active, N}` mode (see `inet:setopts/2` for details), transitions to passive (`{active, false}`) mode, the controlling process is notified by a message of the following form:

```
{udp_passive, Socket}
```

`IP` and `InPortNo` define the address from which `Packet` comes. `Packet` is a list of bytes if option `list` is specified. `Packet` is a binary if option `binary` is specified.

Default value for the receive buffer option is `{recbuf, 8192}`.

If `Port == 0`, the underlying OS assigns a free UDP port, use `inet:port/1` to retrieve it.

`recv(Socket, Length) -> {ok, RecvData} | {error, Reason}`
`recv(Socket, Length, Timeout) -> {ok, RecvData} | {error, Reason}`

Types:

`Socket = socket()`
`Length = integer() >= 0`
`Timeout = timeout()`
`RecvData =`

```
      {Address, Port, Packet} | {Address, Port, AncData, Packet}
  Address = inet:ip_address() | inet:returned_non_ip_address()
  Port = inet:port_number()
  AncData = inet:ancillary_data()
  Packet = string() | binary()
  Reason = not_owner | timeout | inet:posix()
```

Receives a packet from a socket in passive mode. Optional parameter `Timeout` specifies a time-out in milliseconds. Defaults to `infinity`.

If any of the socket options `recvtos`, `recvtclass` or `recvttl` are active, the `RecvData` tuple contains an `AncData` field, otherwise it does not.

`send(Socket, Packet) -> ok | {error, Reason}`

Types:

```
  Socket = socket()
  Packet = iodata()
  Reason = not_owner | inet:posix()
```

Sends a packet on a connected socket (see `connect/2` and `connect/3`).

`send(Socket, Destination, Packet) -> ok | {error, Reason}`

Types:

```
  Socket = socket()
  Destination =
      {inet:ip_address(), inet:port_number()} |
      inet:family_address() |
      socket:sockaddr_in() |
      socket:sockaddr_in6()
  Packet = iodata()
  Reason = not_owner | inet:posix()
```

Sends a packet to the specified `Destination`.

This function is equivalent to `send(Socket, Destination, [], Packet)`.

`send(Socket, Host, Port, Packet) -> ok | {error, Reason}`

Types:

```
  Socket = socket()
  Host = inet:hostname() | inet:ip_address()
  Port = inet:port_number() | atom()
  Packet = iodata()
  Reason = not_owner | inet:posix()
```

Sends a packet to the specified `Host` and `Port`.

This clause is equivalent to `send(Socket, Host, Port, [], Packet)`.

`send(Socket, Destination, AncData, Packet) -> ok | {error, Reason}`

Types:

```
Socket = socket()
Destination =
    {inet:ip_address(), inet:port_number()} |
    inet:family_address() |
    socket:sockaddr_in() |
    socket:sockaddr_in6()
AncData = inet:ancillary_data()
Packet = iodata()
Reason = not_owner | inet:posix()
```

Sends a packet to the specified `Destination` with ancillary data `AncData`.

> **Note:**
>
> The ancillary data `AncData` contains options that for this single message override the default options for the socket, an operation that may not be supported on all platforms, and if so return `{error, einval}`. Using more than one of an ancillary data item type may also not be supported. `AncData =:= []` is always supported.

```
send(Socket, Destination, PortZero, Packet) ->
        ok | {error, Reason}
```

Types:

```
Socket = socket()
Destination =
    {inet:ip_address(), inet:port_number()} |
    inet:family_address()
PortZero = inet:port_number()
Packet = iodata()
Reason = not_owner | inet:posix()
```

Sends a packet to the specified `Destination`. Since `Destination` is complete, `PortZero` is redundant and has to be `0`.

This is a legacy clause mostly for `Destination = {local, Binary}` where `PortZero` is superfluous. It is equivalent to `send(Socket, Destination, [], Packet)`, the clause right above here.

```
send(Socket, Host, Port, AncData, Packet) -> ok | {error, Reason}
```

Types:

```
Socket = socket()
Host =
    inet:hostname() | inet:ip_address() | inet:local_address()
Port = inet:port_number() | atom()
AncData = inet:ancillary_data()
Packet = iodata()
Reason = not_owner | inet:posix()
```

Sends a packet to the specified `Host` and `Port`, with ancillary data `AncData`.

Argument `Host` can be a hostname or a socket address, and `Port` can be a port number or a service name atom. These are resolved into a `Destination` and after that this function is equivalent to `send(Socket, Destination, AncData, Packet)`, read there about ancillary data.

global

Erlang module

This module consists of the following services:

- Registration of global names
- Global locks
- Maintenance of the fully connected network

As of OTP 25, `global` will by default prevent overlapping partitions due to network issues by actively disconnecting from nodes that reports that they have lost connections to other nodes. This will cause fully connected partitions to form instead of leaving the network in a state with overlapping partitions.

Warning:

Prevention of overlapping partitions can be disabled using the `prevent_overlapping_partitions` `kernel(6)` parameter, making `global` behave like it used to do. This is, however, problematic for all applications expecting a fully connected network to be provided, such as for example `mnesia`, but also for `global` itself. A network of overlapping partitions might cause the internal state of `global` to become inconsistent. Such an inconsistency can remain even after such partitions have been brought together to form a fully connected network again. The effect on other applications that expects that a fully connected network is maintained may vary, but they might misbehave in very subtle hard to detect ways during such a partitioning. Since you might get hard to detect issues without this fix, you are *strongly* advised *not* to disable this fix. Also note that this fix *has* to be enabled on *all* nodes in the network in order to work properly.

Note:

None of the above services will be reliably delivered unless both of the kernel parameters `connect_all` and `prevent_overlapping_partitions` are enabled. Calls to the `global` API will, however, *not* fail even though one or both of them are disabled. You will just get unreliable results.

These services are controlled through the process `global_name_server` that exists on every node. The global name server starts automatically when a node is started. With the term **global** is meant over a system consisting of many Erlang nodes.

The ability to globally register names is a central concept in the programming of distributed Erlang systems. In this module, the equivalent of the `register/2` and `whereis/1` BIFs (for local name registration) are provided, but for a network of Erlang nodes. A registered name is an alias for a process identifier (pid). The global name server monitors globally registered pids. If a process terminates, the name is also globally unregistered.

The registered names are stored in replica global name tables on every node. There is no central storage point. Thus, the translation of a name to a pid is fast, as it is always done locally. For any action resulting in a change to the global name table, all tables on other nodes are automatically updated.

Global locks have lock identities and are set on a specific resource. For example, the specified resource can be a pid. When a global lock is set, access to the locked resource is denied for all resources other than the lock requester.

Both the registration and lock services are atomic. All nodes involved in these actions have the same view of the information.

The global name server also performs the critical task of continuously monitoring changes in node configuration. If a node that runs a globally registered process goes down, the name is globally unregistered. To this end, the global name server subscribes to `nodeup` and `nodedown` messages sent from module `net_kernel`. Relevant Kernel

application variables in this context are `net_setuptime`, `net_ticktime`, and `dist_auto_connect`. See also `kernel(6)`.

The name server also maintains a fully connected network. For example, if node `N1` connects to node `N2` (which is already connected to `N3`), the global name servers on the nodes `N1` and `N3` ensure that also `N1` and `N3` are connected. In this case, the name registration service cannot be used, but the lock mechanism still works.

If the global name server fails to connect nodes (`N1` and `N3` in the example), a warning event is sent to the error logger. The presence of such an event does not exclude the nodes to connect later (you can, for example, try command `rpc:call(N1, net_adm, ping, [N2])` in the Erlang shell), but it indicates a network problem.

Note:

If the fully connected network is not set up properly, try first to increase the value of `net_setuptime`.

Data Types

`id() = {ResourceId :: term(), LockRequesterId :: term()}`

Exports

`del_lock(Id) -> true`

`del_lock(Id, Nodes) -> true`

Types:

`Id = id()`

`Nodes = [node()]`

Deletes the lock `Id` synchronously.

`disconnect() -> [node()]`

Disconnect from all other nodes known to `global`. A list of node names (in an unspecified order) is returned which corresponds to the nodes that were disconnected. All disconnect operations performed have completed when `global:disconnect/0` returns.

The disconnects will be made in such a way that only the current node will be removed from the cluster of `global` nodes. If `prevent_overlapping_partitions` is enabled and you disconnect, from other nodes in the cluster of `global` nodes, by other means, `global` on the other nodes may partition the remaining nodes in order to ensure that no overlapping partitions appear. Even if `prevent_overlapping_partitions` is disabled, you should preferably use `global:disconnect/0` in order to remove current node from a cluster of `global` nodes, since you otherwise likely **will** create overlapping partitions which might cause problems.

Note that if the node is going to be halted, there is **no** need to remove it from a cluster of `global` nodes explicitly by calling `global:disconnect/0` before halting it. The removal from the cluster is taken care of automatically when the node halts regardless of whether `prevent_overlapping_partitions` is enabled or not.

If current node has been configured to be part of a *global group*, only connected and/or synchronized nodes in that group are known to `global`, so `global:disconnect/0` will **only** disconnect from those nodes. If current node is **not** part of a *global group*, all connected visible nodes will be known to `global`, so `global:disconnect/0` will disconnect from all those nodes.

Note that information about connected nodes does not instantaneously reach `global`, so the caller might see a node part of the result returned by `nodes()` while it still is not known to `global`. The disconnect operation will, however, still not cause any overlapping partitions when `prevent_overlapping_partitions` is enabled. If `prevent_overlapping_partitions` is disabled, overlapping partitions might form in this case.

Note that when `prevent_overlapping_partitions` is enabled, you may see warning reports on other nodes when they detect that current node has disconnected. These are in this case completely harmless and can be ignored.

`notify_all_name(Name, Pid1, Pid2) -> none`

Types:

```
Name = term()
Pid1 = Pid2 = pid()
```

Can be used as a name resolving function for `register_name/3` and `re_register_name/3`.

The function unregisters both pids and sends the message `{global_name_conflict, Name, OtherPid}` to both processes.

`random_exit_name(Name, Pid1, Pid2) -> pid()`

Types:

```
Name = term()
Pid1 = Pid2 = pid()
```

Can be used as a name resolving function for `register_name/3` and `re_register_name/3`.

The function randomly selects one of the pids for registration and kills the other one.

`random_notify_name(Name, Pid1, Pid2) -> pid()`

Types:

```
Name = term()
Pid1 = Pid2 = pid()
```

Can be used as a name resolving function for `register_name/3` and `re_register_name/3`.

The function randomly selects one of the pids for registration, and sends the message `{global_name_conflict, Name}` to the other pid.

`re_register_name(Name, Pid) -> yes`
`re_register_name(Name, Pid, Resolve) -> yes`

Types:

```
Name = term()
Pid = pid()
Resolve = method()
method() =
    fun((Name :: term(), Pid :: pid(), Pid2 :: pid()) ->
            pid() | none)
```

`{Module, Function}` is also allowed.

Atomically changes the registered name `Name` on all nodes to refer to `Pid`.

Function `Resolve` has the same behavior as in `register_name/2,3`.

`register_name(Name, Pid) -> yes | no`
`register_name(Name, Pid, Resolve) -> yes | no`

Types:

```
Name = term()
Pid = pid()
Resolve = method()
method() =
    fun((Name :: term(), Pid :: pid(), Pid2 :: pid()) ->
            pid() | none)
```

{Module, Function} is also allowed for backward compatibility, but its use is deprecated.

Globally associates name Name with a pid, that is, globally notifies all nodes of a new global name in a network of Erlang nodes.

When new nodes are added to the network, they are informed of the globally registered names that already exist. The network is also informed of any global names in newly connected nodes. If any name clashes are discovered, function Resolve is called. Its purpose is to decide which pid is correct. If the function crashes, or returns anything other than one of the pids, the name is unregistered. This function is called once for each name clash.

Warning:

If you plan to change code without restarting your system, you must use an external fun (fun Module:Function/Arity) as function Resolve. If you use a local fun, you can never replace the code for the module that the fun belongs to.

Three predefined resolve functions exist: random_exit_name/3, random_notify_name/3, and notify_all_name/3. If no Resolve function is defined, random_exit_name is used. This means that one of the two registered processes is selected as correct while the other is killed.

This function is completely synchronous, that is, when this function returns, the name is either registered on all nodes or none.

The function returns yes if successful, no if it fails. For example, no is returned if an attempt is made to register an already registered process or to register a process with a name that is already in use.

Note:

Releases up to and including Erlang/OTP R10 did not check if the process was already registered. The global name table could therefore become inconsistent. The old (buggy) behavior can be chosen by giving the Kernel application variable global_multi_name_action the value allow.

If a process with a registered name dies, or the node goes down, the name is unregistered on all nodes.

registered_names() -> [Name]

Types:

```
Name = term()
```

Returns a list of all globally registered names.

send(Name, Msg) -> Pid

Types:

```
Name = Msg = term()
Pid = pid()
```

Sends message Msg to the pid globally registered as Name.

If Name is not a globally registered name, the calling function exits with reason {badarg, {Name, Msg}}.

```
set_lock(Id) -> boolean()
set_lock(Id, Nodes) -> boolean()
set_lock(Id, Nodes, Retries) -> boolean()
```

Types:

```
Id = id()
Nodes = [node()]
Retries = retries()
id() = {ResourceId :: term(), LockRequesterId :: term()}
retries() = integer() >= 0 | infinity
```

Sets a lock on the specified nodes (or on all nodes if none are specified) on `ResourceId` for `LockRequesterId`. If a lock already exists on `ResourceId` for another requester than `LockRequesterId`, and `Retries` is not equal to `0`, the process sleeps for a while and tries to execute the action later. When `Retries` attempts have been made, `false` is returned, otherwise `true`. If `Retries` is `infinity`, `true` is eventually returned (unless the lock is never released).

If no value for `Retries` is specified, `infinity` is used.

This function is completely synchronous.

If a process that holds a lock dies, or the node goes down, the locks held by the process are deleted.

The global name server keeps track of all processes sharing the same lock, that is, if two processes set the same lock, both processes must delete the lock.

This function does not address the problem of a deadlock. A deadlock can never occur as long as processes only lock one resource at a time. A deadlock can occur if some processes try to lock two or more resources. It is up to the application to detect and rectify a deadlock.

Note:

Avoid the following values of `ResourceId`, otherwise Erlang/OTP does not work properly:

- `dist_ac`
- `global`
- `mnesia_adjust_log_writes`
- `mnesia_table_lock`

```
sync() -> ok | {error, Reason :: term()}
```

Synchronizes the global name server with all nodes known to this node. These are the nodes that are returned from `erlang:nodes()`. When this function returns, the global name server receives global information from all nodes. This function can be called when new nodes are added to the network.

The only possible error reason `Reason` is `{"global_groups definition error", Error}`.

```
trans(Id, Fun) -> Res | aborted
trans(Id, Fun, Nodes) -> Res | aborted
trans(Id, Fun, Nodes, Retries) -> Res | aborted
```

Types:

```
Id = id()
Fun = trans_fun()
Nodes = [node()]
Retries = retries()
Res = term()
retries() = integer() >= 0 | infinity
trans_fun() = function() | {module(), atom()}
```

Sets a lock on `Id` (using `set_lock/3`). If this succeeds, `Fun()` is evaluated and the result `Res` is returned. Returns `aborted` if the lock attempt fails. If `Retries` is set to `infinity`, the transaction does not abort.

`infinity` is the default setting and is used if no value is specified for `Retries`.

`unregister_name(Name) -> term()`

Types:

```
Name = term()
```

Removes the globally registered name `Name` from the network of Erlang nodes.

`whereis_name(Name) -> pid() | undefined`

Types:

```
Name = term()
```

Returns the pid with the globally registered name `Name`. Returns `undefined` if the name is not globally registered.

See Also

`global_group(3)`, `net_kernel(3)`

global_group

Erlang module

This module makes it possible to partition the nodes of a system into **global groups**. Each global group has its own global namespace, see `global(3)`.

The main advantage of dividing systems into global groups is that the background load decreases while the number of nodes to be updated is reduced when manipulating globally registered names.

The Kernel configuration parameter `global_groups` defines the global groups (see also `kernel(6)` and `config(4)`):

```
{global_groups, [GroupTuple :: group_tuple()]}
```

For the processes and nodes to run smoothly using the global group functionality, the following criteria must be met:

- An instance of the global group server, `global_group`, must be running on each node. The processes are automatically started and synchronized when a node is started.
- All involved nodes must agree on the global group definition, otherwise the behavior of the system is undefined.
- **All** nodes in the system must belong to exactly one global group.

In the following descriptions, a **group node** is a node belonging to the same global group as the local node.

Data Types

```
group_tuple() =
    {GroupName :: group_name(), [node()]} |
    {GroupName :: group_name(),
     PublishType :: publish_type(),
     [node()]}
```

A `GroupTuple` without `PublishType` is the same as a `GroupTuple` with `PublishType` equal to `normal`.

```
group_name() = atom()
```

```
publish_type() = hidden | normal
```

A node started with command-line flag `-hidden` (see `erl(1)`) is said to be a **hidden** node. A hidden node establishes hidden connections to nodes not part of the same global group, but normal (visible) connections to nodes part of the same global group.

A global group defined with `PublishType` equal to `hidden` is said to be a hidden global group. All nodes in a hidden global group are hidden nodes, whether they are started with command-line flag `-hidden` or not.

```
name() = atom()
```

A registered name.

```
where() = {node, node()} | {group, group_name()}
```

Exports

```
global_groups() -> {GroupName, GroupNames} | undefined
```

Types:

```
GroupName = group_name()
GroupNames = [GroupName]
```

Returns a tuple containing the name of the global group that the local node belongs to, and the list of all other known group names. Returns `undefined` if no global groups are defined.

`info() -> [info_item()]`

Types:

```
info_item() =
    {state, State :: sync_state()} |
    {own_group_name, GroupName :: group_name()} |
    {own_group_nodes, Nodes :: [node()]} |
    {synched_nodes, Nodes :: [node()]} |
    {sync_error, Nodes :: [node()]} |
    {no_contact, Nodes :: [node()]} |
    {other_groups, Groups :: [group_tuple()]} |
    {monitoring, Pids :: [pid()]}
sync_state() = no_conf | synced
```

Returns a list containing information about the global groups. Each list element is a tuple. The order of the tuples is undefined.

`{state, State}`

If the local node is part of a global group, `State` is equal to `synced`. If no global groups are defined, `State` is equal to `no_conf`.

`{own_group_name, GroupName}`

The name (atom) of the group that the local node belongs to.

`{own_group_nodes, Nodes}`

A list of node names (atoms), the group nodes.

`{synced_nodes, Nodes}`

A list of node names, the group nodes currently synchronized with the local node.

`{sync_error, Nodes}`

A list of node names, the group nodes with which the local node has failed to synchronize.

`{no_contact, Nodes}`

A list of node names, the group nodes to which there are currently no connections.

`{other_groups, Groups}`

`Groups` is a list of tuples `{GroupName, Nodes}`, specifying the name and nodes of the other global groups.

`{monitoring, Pids}`

A list of pids, specifying the processes that have subscribed to `nodeup` and `nodedown` messages.

`monitor_nodes(Flag) -> ok`

Types:

```
Flag = boolean()
```

Depending on `Flag`, the calling process starts subscribing (`Flag` equal to `true`) or stops subscribing (`Flag` equal to `false`) to node status change messages.

A process that has subscribed receives the messages `{nodeup, Node}` and `{nodedown, Node}` when a group node connects or disconnects, respectively.

`own_nodes() -> Nodes`

Types:

`Nodes = [Node :: node()]`

Returns the names of all group nodes, regardless of their current status.

`registered_names(Where) -> Names`

Types:

`Where = where()`

`Names = [Name :: name()]`

Returns a list of all names that are globally registered on the specified node or in the specified global group.

`send(Name, Msg) -> pid() | {badarg, {Name, Msg}}`

`send(Where, Name, Msg) -> pid() | {badarg, {Name, Msg}}`

Types:

`Where = where()`

`Name = name()`

`Msg = term()`

Searches for `Name`, globally registered on the specified node or in the specified global group, or (if argument `Where` is not provided) in any global group. The global groups are searched in the order that they appear in the value of configuration parameter `global_groups`.

If `Name` is found, message `Msg` is sent to the corresponding pid. The pid is also the return value of the function. If the name is not found, the function returns `{badarg, {Name, Msg}}`.

`sync() -> ok`

Synchronizes the group nodes, that is, the global name servers on the group nodes. Also checks the names globally registered in the current global group and unregisters them on any known node not part of the group.

If synchronization is not possible, an error report is sent to the error logger (see also `error_logger(3)`.

Returns `{error, {'invalid global_groups definition', Bad}}` if configuration parameter `global_groups` has an invalid value `Bad`.

`whereis_name(Name) -> pid() | undefined`

`whereis_name(Where, Name) -> pid() | undefined`

Types:

`Where = where()`

`Name = name()`

Searches for `Name`, globally registered on the specified node or in the specified global group, or (if argument `Where` is not provided) in any global group. The global groups are searched in the order that they appear in the value of configuration parameter `global_groups`.

If `Name` is found, the corresponding pid is returned. If the name is not found, the function returns `undefined`.

Notes

- In the situation where a node has lost its connections to other nodes in its global group, but has connections to nodes in other global groups, a request from another global group can produce an incorrect or misleading result. For example, the isolated node can have inaccurate information about registered names in its global group.
- Function `send/2,3` is not secure.
- Distribution of applications is highly dependent of the global group definitions. It is not recommended that an application is distributed over many global groups, as the registered names can be moved to another global group at failover/takeover. Nothing prevents this to be done, but the application code must then handle the situation.

See Also

`global(3)`, `erl(1)`

heart

Erlang module

This modules contains the interface to the `heart` process. `heart` sends periodic heartbeats to an external port program, which is also named `heart`. The purpose of the `heart` port program is to check that the Erlang runtime system it is supervising is still running. If the port program has not received any heartbeats within `HEART_BEAT_TIMEOUT` seconds (defaults to 60 seconds), the system can be rebooted.

An Erlang runtime system to be monitored by a heart program is to be started with command-line flag `-heart` (see also `erl(1)`). The `heart` process is then started automatically:

```
% erl -heart ...
```

If the system is to be rebooted because of missing heartbeats, or a terminated Erlang runtime system, environment variable `HEART_COMMAND` must be set before the system is started. If this variable is not set, a warning text is printed but the system does not reboot.

To reboot on Windows, `HEART_COMMAND` can be set to `heart -shutdown` (included in the Erlang delivery) or to any other suitable program that can activate a reboot.

The environment variable `HEART_BEAT_TIMEOUT` can be used to configure the heart time-outs; it can be set in the operating system shell before Erlang is started or be specified at the command line:

```
% erl -heart -env HEART_BEAT_TIMEOUT 30 ...
```

The value (in seconds) must be in the range 10 < X <= 65535.

When running on OSs lacking support for monotonic time, `heart` is susceptible to system clock adjustments of more than `HEART_BEAT_TIMEOUT` seconds. When this happens, `heart` times out and tries to reboot the system. This can occur, for example, if the system clock is adjusted automatically by use of the Network Time Protocol (NTP).

If a crash occurs, an `erl_crash.dump` is **not** written unless environment variable `ERL_CRASH_DUMP_SECONDS` is set:

```
% erl -heart -env ERL_CRASH_DUMP_SECONDS 10 ...
```

If a regular core dump is wanted, let `heart` know by setting the kill signal to abort using environment variable `HEART_KILL_SIGNAL=SIGABRT`. If unset, or not set to `SIGABRT`, the default behavior is a kill signal using `SIGKILL`:

```
% erl -heart -env HEART_KILL_SIGNAL SIGABRT ...
```

If heart should **not** kill the Erlang runtime system, this can be indicated using the environment variable `HEART_NO_KILL=TRUE`. This can be useful if the command executed by heart takes care of this, for example as part of a specific cleanup sequence. If unset, or not set to `TRUE`, the default behaviour will be to kill as described above.

```
% erl -heart -env HEART_NO_KILL 1 ...
```

Furthermore, `ERL_CRASH_DUMP_SECONDS` has the following behavior on `heart`:

`ERL_CRASH_DUMP_SECONDS=0`

Suppresses the writing of a crash dump file entirely, thus rebooting the runtime system immediately. This is the same as not setting the environment variable.

`ERL_CRASH_DUMP_SECONDS=-1`

Setting the environment variable to a negative value does not reboot the runtime system until the crash dump file is completely written.

`ERL_CRASH_DUMP_SECONDS=S`

`heart` waits for `S` seconds to let the crash dump file be written. After `S` seconds, `heart` reboots the runtime system, whether the crash dump file is written or not.

In the following descriptions, all functions fail with reason `badarg` if `heart` is not started.

Data Types

`heart_option() = check_schedulers`

Exports

`set_cmd(Cmd) -> ok | {error, {bad_cmd, Cmd}}`

Types:

`Cmd = string()`

Sets a temporary reboot command. This command is used if a `HEART_COMMAND` other than the one specified with the environment variable is to be used to reboot the system. The new Erlang runtime system uses (if it misbehaves) environment variable `HEART_COMMAND` to reboot.

Limitations: Command string `Cmd` is sent to the `heart` program as an ISO Latin-1 or UTF-8 encoded binary, depending on the filename encoding mode of the emulator (see `file:native_name_encoding/0`). The size of the encoded binary must be less than 2047 bytes.

`clear_cmd() -> ok`

Clears the temporary boot command. If the system terminates, the normal `HEART_COMMAND` is used to reboot.

`get_cmd() -> {ok, Cmd}`

Types:

`Cmd = string()`

Gets the temporary reboot command. If the command is cleared, the empty string is returned.

`set_callback(Module, Function) ->`
`ok | {error, {bad_callback, {Module, Function}}}`

Types:

`Module = Function = atom()`

This validation callback will be executed before any heartbeat is sent to the port program. For the validation to succeed it needs to return with the value `ok`.

An exception within the callback will be treated as a validation failure.

The callback will be removed if the system reboots.

clear_callback() -> ok

Removes the validation callback call before heartbeats.

get_callback() -> {ok, {Module, Function}} | none

Types:

Module = Function = atom()

Get the validation callback. If the callback is cleared, `none` will be returned.

set_options(Options) -> ok | {error, {bad_options, Options}}

Types:

Options = [heart_option()]

Valid options `set_options` are:

`check_schedulers`

If enabled, a signal will be sent to each scheduler to check its responsiveness. The system check occurs before any heartbeat sent to the port program. If any scheduler is not responsive enough the heart program will not receive its heartbeat and thus eventually terminate the node.

Returns with the value `ok` if the options are valid.

get_options() -> {ok, Options} | none

Types:

Options = [atom()]

Returns `{ok, Options}` where `Options` is a list of current options enabled for heart. If the callback is cleared, `none` will be returned.

inet

Erlang module

This module provides access to TCP/IP protocols.

See also ERTS User's Guide: Inet Configuration for more information about how to configure an Erlang runtime system for IP communication.

The following two Kernel configuration parameters affect the behavior of all sockets opened on an Erlang node:

- `inet_default_connect_options` can contain a list of default options used for all sockets returned when doing `connect`.
- `inet_default_listen_options` can contain a list of default options used when issuing a `listen` call.

When `accept` is issued, the values of the listening socket options are inherited. No such application variable is therefore needed for `accept`.

Using the Kernel configuration parameters above, one can set default options for all TCP sockets on a node, but use this with care. Options such as `{delay_send,true}` can be specified in this way. The following is an example of starting an Erlang node with all sockets using delayed send:

```
$ erl -sname test -kernel \
inet_default_connect_options '[{delay_send,true}]' \
inet_default_listen_options '[{delay_send,true}]'
```

Notice that default option `{active, true}` cannot be changed, for internal reasons.

Addresses as inputs to functions can be either a string or a tuple. For example, the IP address 150.236.20.73 can be passed to `gethostbyaddr/1`, either as string `"150.236.20.73"` or as tuple `{150, 236, 20, 73}`.

IPv4 address examples:

```
Address          ip_address()
-------          ------------
127.0.0.1        {127,0,0,1}
192.168.42.2     {192,168,42,2}
```

IPv6 address examples:

```
Address          ip_address()
-------          ------------
::1              {0,0,0,0,0,0,0,1}
::192.168.42.2   {0,0,0,0,0,0,(192 bsl 8) bor 168,(42 bsl 8) bor 2}
::FFFF:192.168.42.2
                 {0,0,0,0,0,16#FFFF,(192 bsl 8) bor 168,(42 bsl 8) bor 2}
3ffe:b80:1f8d:2:204:acff:fe17:bf38
                 {16#3ffe,16#b80,16#1f8d,16#2,16#204,16#acff,16#fe17,16#bf38}
fe80::204:acff:fe17:bf38
                 {16#fe80,0,0,0,16#204,16#acff,16#fe17,16#bf38}
```

Function `parse_address/1` can be useful:

```
1> inet:parse_address("192.168.42.2").
{ok,{192,168,42,2}}
2> inet:parse_address("::FFFF:192.168.42.2").
{ok,{0,0,0,0,0,65535,49320,10754}}
```

Data Types

Exported data types

```
hostent() =
    #hostent{h_name = inet:hostname(),
             h_aliases = [inet:hostname()],
             h_addrtype = inet | inet6,
             h_length = integer() >= 0,
             h_addr_list = [inet:ip_address()]}
```

The record is defined in the Kernel include file `"inet.hrl"`.

Add the following directive to the module:

```
-include_lib("kernel/include/inet.hrl").
```

```
hostname() = atom() | string()
ip_address() = ip4_address() | ip6_address()
ip4_address() = {0..255, 0..255, 0..255, 0..255}
ip6_address() =
    {0..65535,
     0..65535,
     0..65535,
     0..65535,
     0..65535,
     0..65535,
     0..65535,
     0..65535}
port_number() = 0..65535
family_address() =
    inet_address() | inet6_address() | local_address()
```

A general address format on the form `{Family, Destination}` where `Family` is an atom such as `local` and the format of `Destination` depends on `Family`, and is a complete address (for example an IP address including port number).

```
local_address() = {local, File :: binary() | string()}
```

This address family only works on Unix-like systems.

`File` is normally a file pathname in a local filesystem. It is limited in length by the operating system, traditionally to 108 bytes.

A `binary()` is passed as is to the operating system, but a `string()` is encoded according to the system filename encoding mode.

Other addresses are possible, for example Linux implements "Abstract Addresses". See the documentation for Unix Domain Sockets on your system, normally `unix` in manual section 7.

In most API functions where you can use this address family the port number must be `0`.

```
inet_backend() = {inet_backend, inet | socket}
```

Select the implementation backend for sockets. The current default is `inet` which at the bottom uses `inet_drv.c` to call the platform's socket API. The value `socket` instead at the bottom uses the `socket` module and its NIF implementation.

This is a **temporary** option that will be ignored in a future release.

```
socket_address() =
    ip_address() | any | loopback | local_address()
socket_getopt() =
    gen_sctp:option_name() |
    gen_tcp:option_name() |
    gen_udp:option_name()
socket_setopt() =
    gen_sctp:option() | gen_tcp:option() | gen_udp:option()
socket_optval() =
    gen_sctp:option_value() |
    gen_tcp:option() |
    gen_udp:option() |
    gen_tcp:pktoptions_value()
returned_non_ip_address() =
    {local, binary()} | {unspec, <<>>} | {undefined, any()}
```

Addresses besides `ip_address()` ones that are returned from socket API functions. See in particular `local_address()`. The `unspec` family corresponds to AF_UNSPEC and can occur if the other side has no socket address. The `undefined` family can only occur in the unlikely event of an address family that the VM does not recognize.

```
ancillary_data() =
    [{tos, byte()} | {tclass, byte()} | {ttl, byte()}]
```

Ancillary data received with the data packet, read with the socket option `pktoptions` from a TCP socket, or to set in a call to `gen_udp:send/4` or `gen_udp:send/5`.

The value(s) correspond to the currently active socket options `recvtos`, `recvtclass` and `recvttl`, or for a single send operation the option(s) to override the currently active socket option(s).

```
posix() =
    eaddrinuse | eaddrnotavail | eafnosupport | ealready |
    econnaborted | econnrefused | econnreset | edestaddrreq |
    ehostdown | ehostunreach | einprogress | eisconn | emsgsize |
    enetdown | enetunreach | enopkg | enoprotoopt | enotconn |
    enotty | enotsock | eproto | eprotonosupport | eprototype |
    esocktnosupport | etimedout | ewouldblock | exbadport |
    exbadseq |
    file:posix()
```

An atom that is named from the POSIX error codes used in Unix, and in the runtime libraries of most C compilers. See section POSIX Error Codes.

```
socket()
```

See `gen_tcp:type-socket` and `gen_udp:type-socket`.

```
address_family() = inet | inet6 | local
socket_protocol() = tcp | udp | sctp
stat_option() =
    recv_cnt | recv_max | recv_avg | recv_oct | recv_dvi |
```

```
    send_cnt | send_max | send_avg | send_oct | send_pend
```

Data Types

Internal data types

```
inet_address() =
    {inet, {ip4_address() | any | loopback, port_number()}}
```

Warning:

This address format is for now experimental and for completeness to make all address families have a `{Family, Destination}` representation.

```
inet6_address() =
    {inet6, {ip6_address() | any | loopback, port_number()}}
```

Warning:

This address format is for now experimental and for completeness to make all address families have a `{Family, Destination}` representation.

```
getifaddrs_ifopts() =
    [Ifopt ::
         {flags,
          Flags ::
              [up | broadcast | loopback | pointtopoint |
               running | multicast]} |
         {addr, Addr :: ip_address()} |
         {netmask, Netmask :: ip_address()} |
         {broadaddr, Broadaddr :: ip_address()} |
         {dstaddr, Dstaddr :: ip_address()} |
         {hwaddr, Hwaddr :: [byte()]}]
```

Interface address description list returned from `getifaddrs/0,1` for a named interface, translated from the returned data of the POSIX API function `getaddrinfo()`.

`Hwaddr` is hardware dependent, for example, on Ethernet interfaces it is the 6-byte Ethernet address (MAC address (EUI-48 address)).

The tuples `{addr,Addr}`, `{netmask,Netmask}`, and possibly `{broadaddr,Broadaddr}` or `{dstaddr,Dstaddr}` are repeated in the list if the interface has got multiple addresses. An interface may have multiple `{flag,_}` tuples for example if it has different flags for different address families. Multiple `{hwaddr,Hwaddr}` tuples is hard to say anything definite about, though. The tuple `{flag,Flags}` is mandatory, all others are optional.

Do not rely too much on the order of `Flags` atoms or the `Ifopt` tuples. There are however some rules:

- A `{flag,_}` tuple applies to all other tuples that follow.
- Immediately after `{addr,_}` follows `{netmask,_}`.
- Immediately thereafter may `{broadaddr,_}` follow if `broadcast` is member of `Flags`, or `{dstaddr,_}` if `pointtopoint` is member of `Flags`. Both `{dstaddr,_}` and `{broadaddr,_}` does not occur for the same `{addr,_}`.
- Any `{netmask,_}`, `{broadaddr,_}`, or `{dstaddr,_}` tuples that follow an `{addr,Addr}` tuple concerns the address `Addr`.

The tuple `{hwaddr,_}` is not returned on Solaris, as the hardware address historically belongs to the link layer and it is not returned by the Solaris API function `getaddrinfo()`.

Warning:

On Windows, the data is fetched from different OS API functions, so the `Netmask` and `Broadaddr` values may be calculated, just as some `Flags` values.

Exports

`close(Socket) -> ok`

Types:

`Socket = socket()`

Closes a socket of any type.

`cancel_monitor(MRef) -> boolean()`

Types:

`MRef = reference()`

If `MRef` is a reference that the calling process obtained by calling `monitor/1`, this monitor is turned off. If the monitoring is already turned off, nothing happens.

The returned value is one of the following:

`true`

The monitor was found and removed. In this case, no `'DOWN'` message corresponding to this monitor has been delivered and will not be delivered.

`false`

The monitor was not found and could not be removed. This probably because a `'DOWN'` message corresponding to this monitor has already been placed in the caller message queue.

Failure: It is an error if `MRef` refers to a monitor started by another process.

`format_error(Reason) -> string()`

Types:

`Reason = posix() | system_limit`

Returns a diagnostic error string. For possible POSIX values and corresponding strings, see section POSIX Error Codes.

```
get_rc() ->
          [{Par :: atom(), Val :: any()} |
           {Par :: atom(), Val1 :: any(), Val2 :: any()}]
```

Returns the state of the `Inet` configuration database in form of a list of recorded configuration parameters. For more information, see ERTS User's Guide: Inet Configuration.

Only actual parameters with other than default values are returned, for example not directives that specify other sources for configuration parameters nor directives that clear parameters.

getaddr(Host, Family) -> {ok, Address} | {error, posix()}

Types:

Host = ip_address() | hostname()
Family = address_family()
Address = ip_address()

Returns the IP address for `Host` as a tuple of integers. `Host` can be an IP address, a single hostname, or a fully qualified hostname.

getaddrs(Host, Family) -> {ok, Addresses} | {error, posix()}

Types:

Host = ip_address() | hostname()
Family = address_family()
Addresses = [ip_address()]

Returns a list of all IP addresses for `Host`. `Host` can be an IP address, a single hostname, or a fully qualified hostname.

gethostbyaddr(Address) -> {ok, Hostent} | {error, posix()}

Types:

Address = string() | ip_address()
Hostent = hostent()

Returns a `hostent` record for the host with the specified address.

gethostbyname(Hostname) -> {ok, Hostent} | {error, posix()}

Types:

Hostname = hostname()
Hostent = hostent()

Returns a `hostent` record for the host with the specified hostname.

This function uses the resolver, which is often the native (OS) resolver.

If resolver option `inet6` is `true`, an IPv6 address is looked up.

See ERTS User's Guide: Inet Configuration for information about the resolver configuration.

A quirk of many resolver(s) is that an integer string is interpreted as an IP address. For instance, the integer string "3232235521" and the string "192.168.0.1" is equal to the IP address `{192,168,0,1}`.

gethostbyname(Hostname, Family) ->
{ok, Hostent} | {error, posix()}

Types:

Hostname = hostname()
Family = address_family()
Hostent = hostent()

Returns a `hostent` record for the host with the specified name, restricted to the specified address family.

This function uses the resolver, which is often the native (OS) resolver.

See ERTS User's Guide: Inet Configuration for information about the resolver configuration.

A quirk of many resolver(s) is that an integer string is interpreted as an IP address. For instance, the integer string "3232235521" and the string "192.168.0.1" is equal to the IP address `{192,168,0,1}`.

`gethostname() -> {ok, Hostname}`

Types:

`Hostname = string()`

Returns the local hostname. Never fails.

```
getifaddrs() ->
              {ok,
               [{Ifname :: string(),
                 Ifopts :: getifaddrs_ifopts()}]} |
              {error, posix()}
```

Returns a list of 2-tuples containing interface names and the interfaces' addresses. `Ifname` is a Unicode string and `Ifopts` is a list of interface address description tuples.

The interface address description tuples are documented under the type of the `Ifopts` value.

`getifaddrs(Opts) -> {ok, [{Ifname, Ifopts}]} | {error, Posix}`

Types:

`Opts = [{netns, Namespace}]`

`Namespace = file:filename_all()`

`Ifname = string()`

`Ifopts = getifaddrs_ifopts()`

`Posix = posix()`

The same as `getifaddrs/0` but the `Option` `{netns, Namespace}` sets a network namespace for the OS call, on platforms that supports that feature.

See the socket option `{netns, Namespace}` under `setopts/2`.

`getopts(Socket, Options) -> {ok, OptionValues} | {error, posix()}`

Types:

`Socket = socket()`

`Options = [socket_getopt()]`

`OptionValues = [socket_optval()]`

Gets one or more options for a socket. For a list of available inet options, see `setopts/2`. See also the descriptions for the protocol specific types referenced by `socket_optval()` .

The number of elements in the returned `OptionValues` list does not necessarily correspond to the number of options asked for. If the operating system fails to support an option, it is left out in the returned list. An error tuple is returned only when getting options for the socket is impossible (that is, the socket is closed or the buffer size in a raw request is too large). This behavior is kept for backward compatibility reasons.

A raw option request `RawOptReq = {raw, Protocol, OptionNum, ValueSpec}` can be used to get information about socket options not (explicitly) supported by the emulator. The use of raw socket options makes the code non-portable, but allows the Erlang programmer to take advantage of unusual features present on a particular platform.

`RawOptReq` consists of tag `raw` followed by the protocol level, the option number, and either a binary or the size, in bytes, of the buffer in which the option value is to be stored. A binary is to be used when the underlying `getsockopt`

requires **input** in the argument field. In this case, the binary size is to correspond to the required buffer size of the return value. The supplied values in a `RawOptReq` correspond to the second, third, and fourth/fifth parameters to the `getsockopt` call in the C socket API. The value stored in the buffer is returned as a binary `ValueBin`, where all values are coded in the native endianness.

Asking for and inspecting raw socket options require low-level information about the current operating system and TCP stack.

Example:

Consider a Linux machine where option `TCP_INFO` can be used to collect TCP statistics for a socket. Assume you are interested in field `tcpi_sacked` of `struct tcp_info` filled in when asking for `TCP_INFO`. To be able to access this information, you need to know the following:

- The numeric value of protocol level `IPPROTO_TCP`
- The numeric value of option `TCP_INFO`
- The size of `struct tcp_info`
- The size and offset of the specific field

By inspecting the headers or writing a small C program, it is found that `IPPROTO_TCP` is 6, `TCP_INFO` is 11, the structure size is 92 (bytes), the offset of `tcpi_sacked` is 28 bytes, and the value is a 32-bit integer. The following code can be used to retrieve the value:

```
get_tcpi_sacked(Sock) ->
    {ok,[{raw,_,_,Info}]} = inet:getopts(Sock,[{raw,6,11,92}]),
    <<_:28/binary,TcpiSacked:32/native,_/binary>> = Info,
    TcpiSacked.
```

Preferably, you would check the machine type, the operating system, and the Kernel version before executing anything similar to this code.

`getstat(Socket) -> {ok, OptionValues} | {error, posix()}`
`getstat(Socket, Options) -> {ok, OptionValues} | {error, posix()}`

Types:

```
Socket = socket()
Options = [stat_option()]
OptionValues = [{stat_option(), integer()}]
stat_option() =
    recv_cnt | recv_max | recv_avg | recv_oct | recv_dvi |
    send_cnt | send_max | send_avg | send_oct | send_pend
```

Gets one or more statistic options for a socket.

`getstat(Socket)` is equivalent to `getstat(Socket, [recv_avg, recv_cnt, recv_dvi, recv_max, recv_oct, send_avg, send_cnt, send_pend, send_max, send_oct])`.

The following options are available:

`recv_avg`

Average size of packets, in bytes, received by the socket.

`recv_cnt`

Number of packets received by the socket.

`recv_dvi`

Average packet size deviation, in bytes, received by the socket.

`recv_max`

Size of the largest packet, in bytes, received by the socket.

`recv_oct`

Number of bytes received by the socket.

`send_avg`

Average size of packets, in bytes, sent from the socket.

`send_cnt`

Number of packets sent from the socket.

`send_pend`

Number of bytes waiting to be sent by the socket.

`send_max`

Size of the largest packet, in bytes, sent from the socket.

`send_oct`

Number of bytes sent from the socket.

```
i() -> ok
i(Proto :: socket_protocol()) -> ok
i(X1 :: socket_protocol(), Fs :: [atom()]) -> ok
```

Lists all TCP, UDP and SCTP sockets, including those that the Erlang runtime system uses as well as those created by the application.

The following options are available:

`port`

The internal index of the port.

`module`

The callback module of the socket.

`recv`

Number of bytes received by the socket.

`sent`

Number of bytes sent from the socket.

`owner`

The socket owner process.

`local_address`

The local address of the socket.

`foreign_address`

The address and port of the other end of the connection.

`state`

The connection state.

`type`

STREAM or DGRAM or SEQPACKET.

`info(Socket) -> Info`

Types:

```
Socket = socket()
Info = term()
```

Produces a term containing miscellaneous information about a socket.

`monitor(Socket) -> reference()`

Types:

```
Socket = socket()
```

Start monitor the socket `Socket`.

If the monitored socket does not exist or when the monitor is triggered, a `'DOWN'` message is sent that has the following pattern:

```
{'DOWN', MonitorRef, Type, Object, Info}
```

`MonitorRef`

The identity of the socket.

`Type`

The type of socket, can be one of the following atoms: port or socket.

`Object`

The monitored entity, the socket, which triggered the event.

`Info`

Either the termination reason of the socket or `nosock` (socket `Socket` did not exist at the time of monitor creation).

Making several calls to `inet:monitor/1` for the same `Socket` is not an error; it results in as many independent monitoring instances.

`is_ip_address(IPAddress) -> boolean()`

Types:

```
IPAddress = ip_address() | term()
```

Tests if `IPAddress` is an `ip_address()` and returns `true` if so, otherwise `false`.

`is_ipv4_address(IPv4Address) -> boolean()`

Types:

```
IPv4Address = ip4_address() | term()
```

Tests if `IPAddress` is an `ip4_address()` and returns `true` if so, otherwise `false`.

`is_ipv6_address(IPv6Address) -> boolean()`

Types:

IPv6Address = ip6_address() | term()

Tests if `IPAddress` is an `ip6_address()` and returns `true` if so, otherwise `false`.

ntoa(IpAddress) -> Address | {error, einval}

Types:

Address = string()
IpAddress = ip_address()

Parses an `ip_address()` and returns an IPv4 or IPv6 address string.

parse_address(Address) -> {ok, IPAddress} | {error, einval}

Types:

Address = string()
IPAddress = ip_address()

Parses an IPv4 or IPv6 address string and returns an `ip4_address()` or `ip6_address()`. Accepts a shortened IPv4 address string.

parse_ipv4_address(Address) -> {ok, IPv4Address} | {error, einval}

Types:

Address = string()
IPv4Address = ip4_address()

Parses an IPv4 address string and returns an `ip4_address()`. Accepts a shortened IPv4 address string.

parse_ipv4strict_address(Address) ->
{ok, IPv4Address} | {error, einval}

Types:

Address = string()
IPv4Address = ip4_address()

Parses an IPv4 address string containing four fields, that is, **not** shortened, and returns an `ip4_address()`.

parse_ipv6_address(Address) -> {ok, IPv6Address} | {error, einval}

Types:

Address = string()
IPv6Address = ip6_address()

Parses an IPv6 address string and returns an `ip6_address()`. If an IPv4 address string is specified, an IPv4-mapped IPv6 address is returned.

parse_ipv6strict_address(Address) ->
{ok, IPv6Address} | {error, einval}

Types:

Address = string()
IPv6Address = ip6_address()

Parses an IPv6 address string and returns an `ip6_address()`. Does **not** accept IPv4 addresses.

```
ipv4_mapped_ipv6_address(X1 :: ip_address()) -> ip_address()
```

Convert an IPv4 address to an IPv4-mapped IPv6 address or the reverse. When converting from an IPv6 address all but the 2 low words are ignored so this function also works on some other types of addresses than IPv4-mapped.

```
parse_strict_address(Address) -> {ok, IPAddress} | {error, einval}
```

Types:

```
Address = string()
IPAddress = ip_address()
```

Parses an IPv4 or IPv6 address string and returns an `ip4_address()` or `ip6_address()`. Does **not** accept a shortened IPv4 address string.

```
peername(Socket :: socket()) ->
            {ok,
             {ip_address(), port_number()} |
             returned_non_ip_address()} |
            {error, posix()}
```

Returns the address and port for the other end of a connection.

Notice that for SCTP sockets, this function returns only one of the peer addresses of the socket. Function `peernames/1,2` returns all.

```
peernames(Socket :: socket()) ->
             {ok,
              [{ip_address(), port_number()} |
               returned_non_ip_address()]} |
             {error, posix()}
```

Equivalent to `peernames(Socket, 0)`.

Notice that the behavior of this function for an SCTP one-to-many style socket is not defined by the **SCTP Sockets API Extensions**.

```
peernames(Socket, Assoc) ->
             {ok, [{Address, Port}]} | {error, posix()}
```

Types:

```
Socket = socket()
Assoc = #sctp_assoc_change{} | gen_sctp:assoc_id()
Address = ip_address()
Port = integer() >= 0
```

Returns a list of all address/port number pairs for the other end of an association `Assoc` of a socket.

This function can return multiple addresses for multihomed sockets, such as SCTP sockets. For other sockets it returns a one-element list.

Notice that parameter `Assoc` is by the **SCTP Sockets API Extensions** defined to be ignored for one-to-one style sockets. What the special value `0` means, hence its behavior for one-to-many style sockets, is unfortunately undefined.

```
port(Socket) -> {ok, Port} | {error, any()}
```

Types:

```
Socket = socket()
Port = port_number()
```

Returns the local port number for a socket.

`setopts(Socket, Options) -> ok | {error, posix()}`

Types:

```
Socket = socket()
Options = [socket_setopt()]
```

Sets one or more options for a socket.

The following options are available:

`{active, true | false | once | N}`

If the value is `true`, which is the default, everything received from the socket is sent as messages to the receiving process.

If the value is `false` (passive mode), the process must explicitly receive incoming data by calling `gen_tcp:recv/2,3`, `gen_udp:recv/2,3`, or `gen_sctp:recv/1,2` (depending on the type of socket).

If the value is `once` (`{active, once}`), **one** data message from the socket is sent to the process. To receive one more message, `setopts/2` must be called again with option `{active, once}`.

If the value is an integer `N` in the range -32768 to 32767 (inclusive), the value is added to the socket's count of data messages sent to the controlling process. A socket's default message count is `0`. If a negative value is specified, and its magnitude is equal to or greater than the socket's current message count, the socket's message count is set to `0`. Once the socket's message count reaches `0`, either because of sending received data messages to the process or by being explicitly set, the process is then notified by a special message, specific to the type of socket, that the socket has entered passive mode. Once the socket enters passive mode, to receive more messages `setopts/2` must be called again to set the socket back into an active mode.

When using `{active, once}` or `{active, N}`, the socket changes behavior automatically when data is received. This can be confusing in combination with connection-oriented sockets (that is, `gen_tcp`), as a socket with `{active, false}` behavior reports closing differently than a socket with `{active, true}` behavior. To simplify programming, a socket where the peer closed, and this is detected while in `{active, false}` mode, still generates message `{tcp_closed,Socket}` when set to `{active, once}`, `{active, true}`, or `{active, N}` mode. It is therefore safe to assume that message `{tcp_closed,Socket}`, possibly followed by socket port termination (depending on option `exit_on_close`) eventually appears when a socket changes back and forth between `{active, true}` and `{active, false}` mode. However, **when** peer closing is detected it is all up to the underlying TCP/IP stack and protocol.

Notice that `{active, true}` mode provides no flow control; a fast sender can easily overflow the receiver with incoming messages. The same is true for `{active, N}` mode, while the message count is greater than zero.

Use active mode only if your high-level protocol provides its own flow control (for example, acknowledging received messages) or the amount of data exchanged is small. `{active, false}` mode, use of the `{active, once}` mode, or `{active, N}` mode with values of `N` appropriate for the application provides flow control. The other side cannot send faster than the receiver can read.

`{broadcast, Boolean}` (UDP sockets)

Enables/disables permission to send broadcasts.

`{buffer, Size}`

The size of the user-level buffer used by the driver. Not to be confused with options `sndbuf` and `recbuf`, which correspond to the Kernel socket buffers. For TCP it is recommended to have `val(buffer) >= val(recbuf)` to avoid performance issues because of unnecessary copying. For UDP the same

recommendation applies, but the max should not be larger than the MTU of the network path. `val(buffer)` is automatically set to the above maximum when `recbuf` is set. However, as the size set for `recbuf` usually become larger, you are encouraged to use `getopts/2` to analyze the behavior of your operating system.

Note that this is also the maximum amount of data that can be received from a single recv call. If you are using higher than normal MTU consider setting buffer higher.

`{delay_send, Boolean}`

Normally, when an Erlang process sends to a socket, the driver tries to send the data immediately. If that fails, the driver uses any means available to queue up the message to be sent whenever the operating system says it can handle it. Setting `{delay_send, true}` makes **all** messages queue up. The messages sent to the network are then larger but fewer. The option affects the scheduling of send requests versus Erlang processes instead of changing any real property of the socket. The option is implementation-specific. Defaults to `false`.

`{deliver, port | term}`

When `{active, true}`, data is delivered on the form `port` : `{S, {data, [H1,..Hsz | Data]}}` or `term` : `{tcp, S, [H1..Hsz | Data]}`.

`{dontroute, Boolean}`

Enables/disables routing bypass for outgoing messages.

`{exit_on_close, Boolean}`

This option is set to `true` by default.

The only reason to set it to `false` is if you want to continue sending data to the socket after a close is detected, for example, if the peer uses `gen_tcp:shutdown/2` to shut down the write side.

`{exclusiveaddruse, Boolean}`

Enables/disables exclusive address/port usage on Windows. That is, by enabling this option you can prevent other sockets from binding to the same address/port. By default this option is disabled. That is, other sockets may use the same address/port by setting `{reuseaddr, true}` in combination with `{reuseport, true}` unless `{exclusiveaddruse, true}` has been set on `Socket`. On non-Windows systems this option is silently ignored.

> **Note:**
>
> This option is **currently** not supported for socket created with `inet_backend = socket`

`{header, Size}`

This option is only meaningful if option `binary` was specified when the socket was created. If option `header` is specified, the first `Size` number bytes of data received from the socket are elements of a list, and the remaining data is a binary specified as the tail of the same list. For example, if `Size == 2`, the data received matches `[Byte1,Byte2|Binary]`.

`{high_msgq_watermark, Size}`

The socket message queue is set to a busy state when the amount of data on the message queue reaches this limit. Notice that this limit only concerns data that has not yet reached the ERTS internal socket implementation. Defaults to 8 kB.

Senders of data to the socket are suspended if either the socket message queue is busy or the socket itself is busy.

For more information, see options `low_msgq_watermark`, `high_watermark`, and `low_watermark`.

Notice that distribution sockets disable the use of `high_msgq_watermark` and `low_msgq_watermark`. Instead use the distribution buffer busy limit, which is a similar feature.

`{high_watermark, Size}` (TCP/IP sockets)

The socket is set to a busy state when the amount of data queued internally by the ERTS socket implementation reaches this limit. Defaults to 8 kB.

Senders of data to the socket are suspended if either the socket message queue is busy or the socket itself is busy.

For more information, see options `low_watermark`, `high_msgq_watermark`, and `low_msqg_watermark`.

`{ipv6_v6only, Boolean}`

Restricts the socket to use only IPv6, prohibiting any IPv4 connections. This is only applicable for IPv6 sockets (option `inet6`).

On most platforms this option must be set on the socket before associating it to an address. It is therefore only reasonable to specify it when creating the socket and not to use it when calling function (`setopts/2`) containing this description.

The behavior of a socket with this option set to `true` is the only portable one. The original idea when IPv6 was new of using IPv6 for all traffic is now not recommended by FreeBSD (you can use `{ipv6_v6only,false}` to override the recommended system default value), forbidden by OpenBSD (the supported GENERIC kernel), and impossible on Windows (which has separate IPv4 and IPv6 protocol stacks). Most Linux distros still have a system default value of `false`. This policy shift among operating systems to separate IPv6 from IPv4 traffic has evolved, as it gradually proved hard and complicated to get a dual stack implementation correct and secure.

On some platforms, the only allowed value for this option is `true`, for example, OpenBSD and Windows. Trying to set this option to `false`, when creating the socket, fails in this case.

Setting this option on platforms where it does not exist is ignored. Getting this option with `getopts/2` returns no value, that is, the returned list does not contain an `{ipv6_v6only,_}` tuple. On Windows, the option does not exist, but it is emulated as a read-only option with value `true`.

Therefore, setting this option to `true` when creating a socket never fails, except possibly on a platform where you have customized the kernel to only allow `false`, which can be doable (but awkward) on, for example, OpenBSD.

If you read back the option value using `getopts/2` and get no value, the option does not exist in the host operating system. The behavior of both an IPv6 and an IPv4 socket listening on the same port, and for an IPv6 socket getting IPv4 traffic is then no longer predictable.

`{keepalive, Boolean}`(TCP/IP sockets)

Enables/disables periodic transmission on a connected socket when no other data is exchanged. If the other end does not respond, the connection is considered broken and an error message is sent to the controlling process. Defaults to `false`.

`{linger, {true|false, Seconds}}`

Determines the time-out, in seconds, for flushing unsent data in the `close/1` socket call.

The first component is if linger is enabled, the second component is the flushing time-out, in seconds. There are 3 alternatives:

`{false, _}`

close/1 or shutdown/2 returns immediately, not waiting for data to be flushed, with closing happening in the background.

`{true, 0}`

Aborts the connection when it is closed. Discards any data still remaining in the send buffers and sends RST to the peer.

This avoids TCP's TIME_WAIT state, but leaves open the possibility that another "incarnation" of this connection being created.

`{true, Time} when Time > 0`

close/1 or shutdown/2 will not return until all queued messages for the socket have been successfully sent or the linger timeout (Time) has been reached.

`{low_msgq_watermark, Size}`

If the socket message queue is in a busy state, the socket message queue is set in a not busy state when the amount of data queued in the message queue falls below this limit. Notice that this limit only concerns data that has not yet reached the ERTS internal socket implementation. Defaults to 4 kB.

Senders that are suspended because of either a busy message queue or a busy socket are resumed when the socket message queue and the socket are not busy.

For more information, see options `high_msgq_watermark`, `high_watermark`, and `low_watermark`.

Notice that distribution sockets disable the use of `high_msgq_watermark` and `low_msgq_watermark`. Instead they use the distribution buffer busy limit, which is a similar feature.

`{low_watermark, Size}` (TCP/IP sockets)

If the socket is in a busy state, the socket is set in a not busy state when the amount of data queued internally by the ERTS socket implementation falls below this limit. Defaults to 4 kB.

Senders that are suspended because of a busy message queue or a busy socket are resumed when the socket message queue and the socket are not busy.

For more information, see options `high_watermark`, `high_msgq_watermark`, and `low_msgq_watermark`.

`{mode, Mode :: binary | list}`

Received `Packet` is delivered as defined by `Mode`.

`{netns, Namespace :: file:filename_all()}`

Sets a network namespace for the socket. Parameter `Namespace` is a filename defining the namespace, for example, `"/var/run/netns/example"`, typically created by command `ip netns add example`. This option must be used in a function call that creates a socket, that is, `gen_tcp:connect/3,4`, `gen_tcp:listen/2`, `gen_udp:open/1,2` or `gen_sctp:open/0,1,2`, and also `getifaddrs/1`.

This option uses the Linux-specific syscall `setns()`, such as in Linux kernel 3.0 or later, and therefore only exists when the runtime system is compiled for such an operating system.

The virtual machine also needs elevated privileges, either running as superuser or (for Linux) having capability `CAP_SYS_ADMIN` according to the documentation for `setns(2)`. However, during testing also `CAP_SYS_PTRACE` and `CAP_DAC_READ_SEARCH` have proven to be necessary.

Example:

```
setcap cap_sys_admin,cap_sys_ptrace,cap_dac_read_search+epi beam.smp
```

Notice that the filesystem containing the virtual machine executable (`beam.smp` in the example) must be local, mounted without flag `nosetuid`, support extended attributes, and the kernel must support file capabilities. All this runs out of the box on at least Ubuntu 12.04 LTS, except that SCTP sockets appear to not support network namespaces.

`Namespace` is a filename and is encoded and decoded as discussed in module file, with the following exceptions:

- Emulator flag `+fnu` is ignored.

- `getopts/2` for this option returns a binary for the filename if the stored filename cannot be decoded. This is only to occur if you set the option using a binary that cannot be decoded with the emulator's filename encoding: `file:native_name_encoding/0`.

`{bind_to_device, Ifname :: binary()}`

Binds a socket to a specific network interface. This option must be used in a function call that creates a socket, that is, `gen_tcp:connect/3,4`, `gen_tcp:listen/2`, `gen_udp:open/1,2`, or `gen_sctp:open/0,1,2`.

Unlike `getifaddrs/0`, Ifname is encoded a binary. In the unlikely case that a system is using non-7-bit-ASCII characters in network device names, special care has to be taken when encoding this argument.

This option uses the Linux-specific socket option `SO_BINDTODEVICE`, such as in Linux kernel 2.0.30 or later, and therefore only exists when the runtime system is compiled for such an operating system.

Before Linux 3.8, this socket option could be set, but could not retrieved with `getopts/2`. Since Linux 3.8, it is readable.

The virtual machine also needs elevated privileges, either running as superuser or (for Linux) having capability `CAP_NET_RAW`.

The primary use case for this option is to bind sockets into **Linux VRF instances**.

`list`

Received `Packet` is delivered as a list.

`binary`

Received `Packet` is delivered as a binary.

`{nodelay, Boolean}`(TCP/IP sockets)

If `Boolean == true`, option `TCP_NODELAY` is turned on for the socket, which means that also small amounts of data are sent immediately.

This option is **not** supported for `domain = local`, but if `inet_backend =/= socket` this error will be **ignored**.

`{nopush, Boolean}`(TCP/IP sockets)

This translates to `TCP_NOPUSH` on BSD and to `TCP_CORK` on Linux.

If `Boolean == true`, the corresponding option is turned on for the socket, which means that small amounts of data are accumulated until a full MSS-worth of data is available or this option is turned off.

Note that while `TCP_NOPUSH` socket option is available on OSX, its semantics is very different (e.g., unsetting it does not cause immediate send of accumulated data). Hence, `nopush` option is intentionally ignored on OSX.

`{packet, PacketType}`(TCP/IP sockets)

Defines the type of packets to use for a socket. Possible values:

`raw | 0`

No packaging is done.

`1 | 2 | 4`

Packets consist of a header specifying the number of bytes in the packet, followed by that number of bytes. The header length can be one, two, or four bytes, and containing an unsigned integer in big-endian byte order. Each send operation generates the header, and the header is stripped off on each receive operation.

The 4-byte header is limited to 2Gb.

`asn1 | cdr | sunrm | fcgi | tpkt | line`

These packet types only have effect on receiving. When sending a packet, it is the responsibility of the application to supply a correct header. On receiving, however, one message is sent to the controlling process for each complete packet received, and, similarly, each call to `gen_tcp:recv/2,3` returns one complete packet. The header is **not** stripped off.

The meanings of the packet types are as follows:

- `asn1` - ASN.1 BER
- `sunrm` - Sun's RPC encoding
- `cdr` - CORBA (GIOP 1.1)
- `fcgi` - Fast CGI
- `tpkt` - TPKT format [RFC1006]
- `line` - Line mode, a packet is a line-terminated with newline, lines longer than the receive buffer are truncated

`http | http_bin`

The Hypertext Transfer Protocol. The packets are returned with the format according to `HttpPacket` described in `erlang:decode_packet/3` in ERTS. A socket in passive mode returns `{ok, HttpPacket}` from `gen_tcp:recv` while an active socket sends messages like `{http, Socket, HttpPacket}`.

`httph | httph_bin`

These two types are often not needed, as the socket automatically switches from `http`/`http_bin` to `httph`/`httph_bin` internally after the first line is read. However, there can be occasions when they are useful, such as parsing trailers from chunked encoding.

`{packet_size, Integer}`(TCP/IP sockets)

Sets the maximum allowed length of the packet body. If the packet header indicates that the length of the packet is longer than the maximum allowed length, the packet is considered invalid. The same occurs if the packet header is too large for the socket receive buffer.

For line-oriented protocols (`line`, `http*`), option `packet_size` also guarantees that lines up to the indicated length are accepted and not considered invalid because of internal buffer limitations.

`{line_delimiter, Char}`(TCP/IP sockets)

Sets the line delimiting character for line-oriented protocols (`line`). Defaults to `$\n`.

`{raw, Protocol, OptionNum, ValueBin}`

See below.

`{read_packets, Integer}`(UDP sockets)

Sets the maximum number of UDP packets to read without intervention from the socket when data is available. When this many packets have been read and delivered to the destination process, new packets are not read until a new notification of available data has arrived. Defaults to `5`. If this parameter is set too high, the system can become unresponsive because of UDP packet flooding.

`{recbuf, Size}`

The minimum size of the receive buffer to use for the socket. You are encouraged to use `getopts/2` to retrieve the size set by your operating system.

`{recvtclass, Boolean}`

If set to `true` activates returning the received `TCLASS` value on platforms that implements the protocol `IPPROTO_IPV6` option `IPV6_RECVTCLASS` or `IPV6_2292RECVTCLASS` for the socket. The value is

returned as a `{tclass,TCLASS}` tuple regardless of if the platform returns an `IPV6_TCLASS` or an `IPV6_RECVTCLASS` CMSG value.

For packet oriented sockets that supports receiving ancillary data with the payload data (`gen_udp` and `gen_sctp`), the `TCLASS` value is returned in an extended return tuple contained in an ancillary data list. For stream oriented sockets (`gen_tcp`) the only way to get the `TCLASS` value is if the platform supports the `pktoptions` option.

`{recvtos, Boolean}`

If set to `true` activates returning the received `TOS` value on platforms that implements the protocol `IPPROTO_IP` option `IP_RECVTOS` for the socket. The value is returned as a `{tos,TOS}` tuple regardless of if the platform returns an `IP_TOS` or an `IP_RECVTOS` CMSG value.

For packet oriented sockets that supports receiving ancillary data with the payload data (`gen_udp` and `gen_sctp`), the `TOS` value is returned in an extended return tuple contained in an ancillary data list. For stream oriented sockets (`gen_tcp`) the only way to get the `TOS` value is if the platform supports the `pktoptions` option.

`{recvttl, Boolean}`

If set to `true` activates returning the received `TTL` value on platforms that implements the protocol `IPPROTO_IP` option `IP_RECVTTL` for the socket. The value is returned as a `{ttl,TTL}` tuple regardless of if the platform returns an `IP_TTL` or an `IP_RECVTTL` CMSG value.

For packet oriented sockets that supports receiving ancillary data with the payload data (`gen_udp` and `gen_sctp`), the `TTL` value is returned in an extended return tuple contained in an ancillary data list. For stream oriented sockets (`gen_tcp`) the only way to get the `TTL` value is if the platform supports the `pktoptions` option.

`{reuseaddr, Boolean}`

Allows or disallows reuse of local address. By default, reuse is disallowed.

Note:

On windows `{reuseaddr, true}` will have no effect unless also `{reuseport, true}` is set. If both are set, the `SO_REUSEADDR` Windows socket option will be enabled. This since setting `SO_REUSEADDR` on Windows more or less has the same behavior as setting both `SO_REUSEADDR` and `SO_REUSEPORT` on BSD. This behavior was introduced as of OTP 26.0.

Change:

Previous behavior on Windows:

- Prior to OTP 25.0, the `{reuseaddr, true}` option was silently ignored.
- Between OTP 25.0 and up to the predecessor of OTP 25.2, the underlying `SO_REUSEADDR` socket option was set if `{reuseaddr, true}` was set.
- Between OTP 25.2 and up to the predecessor of OTP 26.0, the underlying `SO_REUSEADDR` socket option was only set on UDP sockets if `{reuseaddr, true}` was set, and silently ignored on other sockets.

See also the `exclusiveaddruse` option.

`{reuseport, Boolean}`

Allows or disallows reuse of local port which *may or may not* have load balancing depending on the underlying OS. By default, reuse is disallowed. See also `reuseport_lb`.

> **Note:**
>
> On windows `{reuseport, true}` will have no effect unless also `{reuseaddr, true}` is set. If both are set, the `SO_REUSEADDR` Windows socket option will be enabled. This since setting `SO_REUSEADDR` on Windows more or less has the same behavior as setting both `SO_REUSEADDR` and `SO_REUSEPORT` on BSD. The `reuseport` option was introduced as of OTP 26.0.
>
> See also the `exclusiveaddruse` option.

> **Note:**
>
> `reuseport` *may or may not* be the same underlying option as `reuseport_lb` depending on the underlying OS. They, for example, are on Linux. When they are the same underlying option, operating on both may cause them to interact in surprising ways. For example, by enabling `reuseport` and then disabling `reuseport_lb` both will end up being disabled.

> **Note:**
>
> This option is **currently** not supported for socket created with `inet_backend = socket`

`{reuseport_lb, Boolean}`

Allows or disallows reuse of local port *with* load balancing. By default, reuse is disallowed. See also `reuseport`.

> **Note:**
>
> `reuseport_lb` *may or may not* be the same underlying option as `reuseport` depending on the underlying OS. They, for example, are on Linux. When they are the same underlying option, operating on both may cause them to interact in surprising ways. For example, by enabling `reuseport_lb` and then disabling `reuseport` both will end up being disabled.

> **Note:**
>
> This option is **currently** not supported for socket created with `inet_backend = socket`

`{send_timeout, Integer}`

Only allowed for connection-oriented sockets.

Specifies a longest time to wait for a send operation to be accepted by the underlying TCP stack. When the limit is exceeded, the send operation returns `{error,timeout}`. How much of a packet that got sent is unknown; the socket is therefore to be closed whenever a time-out has occurred (see `send_timeout_close` below). Defaults to `infinity`.

`{send_timeout_close, Boolean}`

Only allowed for connection-oriented sockets.

Used together with `send_timeout` to specify whether the socket is to be automatically closed when the send operation returns `{error,timeout}`. The recommended setting is `true`, which automatically closes the socket. Defaults to `false` because of backward compatibility.

`{show_econnreset, Boolean}` (TCP/IP sockets)

When this option is set to `false`, which is default, an RST received from the TCP peer is treated as a normal close (as though an FIN was sent). A caller to `gen_tcp:recv/2` gets `{error, closed}`. In active mode, the controlling process receives a `{tcp_closed, Socket}` message, indicating that the peer has closed the connection.

Setting this option to `true` allows you to distinguish between a connection that was closed normally, and one that was aborted (intentionally or unintentionally) by the TCP peer. A call to `gen_tcp:recv/2` returns `{error, econnreset}`. In active mode, the controlling process receives a `{tcp_error, Socket, econnreset}` message before the usual `{tcp_closed, Socket}`, as is the case for any other socket error. Calls to `gen_tcp:send/2` also returns `{error, econnreset}` when it is detected that a TCP peer has sent an RST.

A connected socket returned from `gen_tcp:accept/1` inherits the `show_econnreset` setting from the listening socket.

`{sndbuf, Size}`

The minimum size of the send buffer to use for the socket. You are encouraged to use `getopts/2`, to retrieve the size set by your operating system.

`{priority, Integer}`

Sets the `SO_PRIORITY` socket level option on platforms where this is implemented. The behavior and allowed range varies between different systems. The option is ignored on platforms where it is not implemented. Use with caution.

`{tos, Integer}`

Sets `IP_TOS IP` level options on platforms where this is implemented. The behavior and allowed range varies between different systems. The option is ignored on platforms where it is not implemented. Use with caution.

`{tclass, Integer}`

Sets `IPV6_TCLASS IP` level options on platforms where this is implemented. The behavior and allowed range varies between different systems. The option is ignored on platforms where it is not implemented. Use with caution.

In addition to these options, **raw** option specifications can be used. The raw options are specified as a tuple of arity four, beginning with tag `raw`, followed by the protocol level, the option number, and the option value specified as a binary. This corresponds to the second, third, and fourth arguments to the `setsockopt` call in the C socket API. The option value must be coded in the native endianness of the platform and, if a structure is required, must follow the structure alignment conventions on the specific platform.

Using raw socket options requires detailed knowledge about the current operating system and TCP stack.

Example:

This example concerns the use of raw options. Consider a Linux system where you want to set option `TCP_LINGER2` on protocol level `IPPROTO_TCP` in the stack. You know that on this particular system it defaults to 60 (seconds), but you want to lower it to 30 for a particular socket. Option `TCP_LINGER2` is not explicitly supported by `inet`, but you know that the protocol level translates to number 6, the option number to number 8, and the value is to be specified as a 32-bit integer. You can use this code line to set the option for the socket named `Sock`:

```
inet:setopts(Sock,[{raw,6,8,<<30:32/native>>}]),
```

As many options are silently discarded by the stack if they are specified out of range; it can be a good idea to check that a raw option is accepted. The following code places the value in variable `TcpLinger2:`

```
{ok,[{raw,6,8,<<TcpLinger2:32/native>>}]}=inet:getopts(Sock,[{raw,6,8,4}]),
```

Code such as these examples is inherently non-portable, even different versions of the same OS on the same platform can respond differently to this kind of option manipulation. Use with care.

Notice that the default options for TCP/IP sockets can be changed with the Kernel configuration parameters mentioned in the beginning of this manual page.

```
sockname(Socket :: socket()) ->
            {ok,
             {ip_address(), port_number()} |
             returned_non_ip_address()} |
            {error, posix()}
```

Returns the local address and port number for a socket.

Notice that for SCTP sockets this function returns only one of the socket addresses. Function `socknames/1,2` returns all.

```
socknames(Socket :: socket()) ->
             {ok,
              [{ip_address(), port_number()} |
               returned_non_ip_address()]} |
             {error, posix()}
```

Equivalent to `socknames(Socket, 0)`.

```
socknames(Socket, Assoc) ->
             {ok, [{Address, Port}]} | {error, posix()}
```

Types:

```
Socket = socket()
Assoc = #sctp_assoc_change{} | gen_sctp:assoc_id()
Address = ip_address()
Port = integer() >= 0
```

Returns a list of all local address/port number pairs for a socket for the specified association `Assoc`.

This function can return multiple addresses for multihomed sockets, such as SCTP sockets. For other sockets it returns a one-element list.

Notice that parameter `Assoc` is by the **SCTP Sockets API Extensions** defined to be ignored for one-to-one style sockets. For one-to-many style sockets, the special value `0` is defined to mean that the returned addresses must be without any particular association. How different SCTP implementations interpret this varies somewhat.

POSIX Error Codes

- `e2big` - Too long argument list
- `eacces` - Permission denied
- `eaddrinuse` - Address already in use
- `eaddrnotavail` - Cannot assign requested address
- `eadv` - Advertise error
- `eafnosupport` - Address family not supported by protocol family
- `eagain` - Resource temporarily unavailable
- `ealign` - EALIGN
- `ealready` - Operation already in progress

- `ebade` - Bad exchange descriptor
- `ebadf` - Bad file number
- `ebadfd` - File descriptor in bad state
- `ebadmsg` - Not a data message
- `ebadr` - Bad request descriptor
- `ebadrpc` - Bad RPC structure
- `ebadrqc` - Bad request code
- `ebadslt` - Invalid slot
- `ebfont` - Bad font file format
- `ebusy` - File busy
- `echild` - No children
- `echrng` - Channel number out of range
- `ecomm` - Communication error on send
- `econnaborted` - Software caused connection abort
- `econnrefused` - Connection refused
- `econnreset` - Connection reset by peer
- `edeadlk` - Resource deadlock avoided
- `edeadlock` - Resource deadlock avoided
- `edestaddrreq` - Destination address required
- `edirty` - Mounting a dirty fs without force
- `edom` - Math argument out of range
- `edotdot` - Cross mount point
- `edquot` - Disk quota exceeded
- `eduppkg` - Duplicate package name
- `eexist` - File already exists
- `efault` - Bad address in system call argument
- `efbig` - File too large
- `ehostdown` - Host is down
- `ehostunreach` - Host is unreachable
- `eidrm` - Identifier removed
- `einit` - Initialization error
- `einprogress` - Operation now in progress
- `eintr` - Interrupted system call
- `einval` - Invalid argument
- `eio` - I/O error
- `eisconn` - Socket is already connected
- `eisdir` - Illegal operation on a directory
- `eisnam` - Is a named file
- `el2hlt` - Level 2 halted
- `el2nsync` - Level 2 not synchronized
- `el3hlt` - Level 3 halted
- `el3rst` - Level 3 reset
- `elbin` - ELBIN

- `elibacc` - Cannot access a needed shared library
- `elibbad` - Accessing a corrupted shared library
- `elibexec` - Cannot exec a shared library directly
- `elibmax` - Attempting to link in more shared libraries than system limit
- `elibscn` - `.lib` section in `a.out` corrupted
- `elnrng` - Link number out of range
- `eloop` - Too many levels of symbolic links
- `emfile` - Too many open files
- `emlink` - Too many links
- `emsgsize` - Message too long
- `emultihop` - Multihop attempted
- `enametoolong` - Filename too long
- `enavail` - Unavailable
- `enet` - ENET
- `enetdown` - Network is down
- `enetreset` - Network dropped connection on reset
- `enetunreach` - Network is unreachable
- `enfile` - File table overflow
- `enoano` - Anode table overflow
- `enobufs` - No buffer space available
- `enocsi` - No CSI structure available
- `enodata` - No data available
- `enodev` - No such device
- `enoent` - No such file or directory
- `enoexec` - Exec format error
- `enolck` - No locks available
- `enolink` - Link has been severed
- `enomem` - Not enough memory
- `enomsg` - No message of desired type
- `enonet` - Machine is not on the network
- `enopkg` - Package not installed
- `enoprotoopt` - Bad protocol option
- `enospc` - No space left on device
- `enosr` - Out of stream resources or not a stream device
- `enosym` - Unresolved symbol name
- `enosys` - Function not implemented
- `enotblk` - Block device required
- `enotconn` - Socket is not connected
- `enotdir` - Not a directory
- `enotempty` - Directory not empty
- `enotnam` - Not a named file
- `enotsock` - Socket operation on non-socket
- `enotsup` - Operation not supported

- `enotty` - Inappropriate device for `ioctl`
- `enotuniq` - Name not unique on network
- `enxio` - No such device or address
- `eopnotsupp` - Operation not supported on socket
- `eperm` - Not owner
- `epfnosupport` - Protocol family not supported
- `epipe` - Broken pipe
- `eproclim` - Too many processes
- `eprocunavail` - Bad procedure for program
- `eprogmismatch` - Wrong program version
- `eprogunavail` - RPC program unavailable
- `eproto` - Protocol error
- `eprotonosupport` - Protocol not supported
- `eprototype` - Wrong protocol type for socket
- `erange` - Math result unrepresentable
- `erefused` - EREFUSED
- `eremchg` - Remote address changed
- `eremdev` - Remote device
- `eremote` - Pathname hit remote filesystem
- `eremoteio` - Remote I/O error
- `eremoterelease` - EREMOTERELEASE
- `erofs` - Read-only filesystem
- `erpcmismatch` - Wrong RPC version
- `erremote` - Object is remote
- `eshutdown` - Cannot send after socket shutdown
- `esocktnosupport` - Socket type not supported
- `espipe` - Invalid seek
- `esrch` - No such process
- `esrmnt` - Srmount error
- `estale` - Stale remote file handle
- `esuccess` - Error 0
- `etime` - Timer expired
- `etimedout` - Connection timed out
- `etoomanyrefs` - Too many references
- `etxtbsy` - Text file or pseudo-device busy
- `euclean` - Structure needs cleaning
- `eunatch` - Protocol driver not attached
- `eusers` - Too many users
- `eversion` - Version mismatch
- `ewouldblock` - Operation would block
- `exdev` - Cross-device link
- `exfull` - Message tables full
- `nxdomain` - Hostname or domain name cannot be found

inet_res

Erlang module

This module performs DNS name resolving to recursive name servers.

See also ERTS User's Guide: Inet Configuration for more information about how to configure an Erlang runtime system for IP communication, and how to enable this DNS client by defining `'dns'` as a lookup method. The DNS client then acts as a backend for the resolving functions in `inet`.

This DNS client can resolve DNS records even if it is not used for normal name resolving in the node.

Warning:

This is not a full-fledged resolver, only a DNS client that relies on being in trusted network shielded from DNS reply spoofing by firewalls, and on asking only trusted recursive name servers.

If the Crypto application is loaded, this implementation does its best to not be fooled by spoofed DNS replies. This is nevertheless a meager remedy compared to using encrypted and signed DNS methods like TSIG or DNSSEC, as full fledged resolvers do.

Note:

If the Crypto application is loaded, this resolver client uses cryptographically random transaction IDs and port numbers, which should render the probability for a sucessfully brute force spoofed reply to be too low to be a usable exploit. An Erlang node that is installed in an exposed network environment should already have the Crypto application loaded for example to run the SSL application. If this is not the case, the Crypto application can be explicitly loaded with `application:load(crypto)`.

Name Resolving

UDP queries are used unless resolver option `usevc` is `true`, which forces TCP queries. If the query is too large for UDP, TCP is used instead. For regular DNS queries, 512 bytes is the size limit.

When EDNS is enabled (resolver option `edns` is set to the EDNS version (that is, `0` instead of `false`), resolver option `udp_payload_size` sets the limit. If a name server replies with the TC bit set (truncation), indicating that the answer is incomplete, the query is retried to that name server using TCP. Resolver option `udp_payload_size` also sets the advertised size for the maximum allowed reply size, if EDNS is enabled, otherwise the name server uses the limit 512 bytes. If the reply is larger, it gets truncated, forcing a TCP requery.

For UDP queries, resolver options `timeout` and `retry` control retransmission. Each name server in the `nameservers` list is tried with a time-out of `timeout`/`retry`. Then all name servers are tried again, doubling the time-out, for a total of `retry` times.

But before all name servers are tried again, there is a (user configurable) timeout, `servfail_retry_timeout`. The point of this is to prevent the new query to be handled by a server's servfail cache (a client that is too eager will actually only get what is in the servfail cache). If there is too little time left of the resolver call's timeout to do a retry, the resolver call may return before the call's timeout has expired.

For queries not using the `search` list, if the query to all `nameservers` results in `{error,nxdomain}` or an empty answer, the same query is tried for `alt_nameservers`.

If randomization of transaction ID:s and port numbers is too costly for an Erlang node in a trusted network shielded from DNS reply spoofing, the legacy behaviour to reuse the UDP socket on retries and use sequential transaction ID:s can be configured by setting the resolver option `random` to `false`.

Resolver Types

The following data types concern the resolver:

Data Types

```
res_option() =
    {alt_nameservers, [nameserver()]} |
    {edns, 0 | false} |
    {inet6, boolean()} |
    {nameservers, [nameserver()]} |
    {recurse, boolean()} |
    {retry, integer()} |
    {timeout, integer()} |
    {udp_payload_size, integer()} |
    {dnssec_ok, boolean()} |
    {usevc, boolean()} |
    {random, boolean()} |
    {nxdomain_reply, boolean()}
nameserver() = {inet:ip_address(), Port :: 1..65535}
res_error() =
    formerr | qfmterror | servfail | nxdomain | notimp | refused |
    badvers | timeout
```

DNS Types

The following data types concern the DNS client:

Data Types

```
dns_name() = string()
```

A string with no adjacent dots.

```
dns_rr_type() =
    a | aaaa | caa | cname | gid | hinfo | ns | mb | md | mg |
    mf | minfo | mx | naptr | null | ptr | soa | spf | srv | txt |
    uid | uinfo | unspec | uri | wks
dns_class() = in | chaos | hs | any
dns_msg() = term()
```

This is the start of a hierarchy of opaque data structures that can be examined with access functions in `inet_dns`, which return lists of `{Field,Value}` tuples. The arity 2 functions only return the value for a specified field.

```
dns_msg() = DnsMsg
    inet_dns:msg(DnsMsg) ->
        [ {header, dns_header()}
        | {qdlist, dns_query()}
        | {anlist, dns_rr()}
        | {nslist, dns_rr()}
        | {arlist, dns_rr()} ]
    inet_dns:msg(DnsMsg, header) -> dns_header() % for example
    inet_dns:msg(DnsMsg, Field) -> Value

dns_header() = DnsHeader
    inet_dns:header(DnsHeader) ->
        [ {id, integer()}
        | {qr, boolean()}
        | {opcode, query | iquery | status | integer()}
        | {aa, boolean()}
        | {tc, boolean()}
        | {rd, boolean()}
        | {ra, boolean()}
        | {pr, boolean()}
        | {rcode, integer(0..16)} ]
    inet_dns:header(DnsHeader, Field) -> Value

query_type() = axfr | mailb | maila | any | dns_rr_type()

dns_query() = DnsQuery
    inet_dns:dns_query(DnsQuery) ->
        [ {domain, dns_name()}
        | {type, query_type()}
        | {class, dns_class()} ]
    inet_dns:dns_query(DnsQuery, Field) -> Value

dns_rr() = DnsRr
    inet_dns:rr(DnsRr) -> DnsRrFields | DnsRrOptFields
    DnsRrFields = [ {domain, dns_name()}
                  | {type, dns_rr_type()}
                  | {class, dns_class()}
                  | {ttl, integer()}
                  | {data, dns_data()} ]
    DnsRrOptFields = [ {domain, dns_name()}
                     | {type, opt}
                     | {udp_payload_size, integer()}
                     | {ext_rcode, integer()}
                     | {version, integer()}
                     | {z, integer()}
                     | {data, dns_data()} ]
    inet_dns:rr(DnsRr, Field) -> Value
```

There is an information function for the types above:

```
inet_dns:record_type(dns_msg()) -> msg;
inet_dns:record_type(dns_header()) -> header;
inet_dns:record_type(dns_query()) -> dns_query;
inet_dns:record_type(dns_rr()) -> rr;
inet_dns:record_type(_) -> undefined.
```

So, `inet_dns:(inet_dns:record_type(X))(X)` converts any of these data structures into a `{Field,Value}` list.

```
dns_data() =
    dns_name() |
    inet:ip4_address() |
```

```
    inet:ip6_address() |
    {MName :: dns_name(),
     RName :: dns_name(),
     Serial :: integer(),
     Refresh :: integer(),
     Retry :: integer(),
     Expiry :: integer(),
     Minimum :: integer()} |
    {inet:ip4_address(), Proto :: integer(), BitMap :: binary()} |
    {CpuString :: string(), OsString :: string()} |
    {RM :: dns_name(), EM :: dns_name()} |
    {Prio :: integer(), dns_name()} |
    {Prio :: integer(),
     Weight :: integer(),
     Port :: integer(),
     dns_name()} |
    {Order :: integer(),
     Preference :: integer(),
     Flags :: string(),
     Services :: string(),
     Regexp :: string(),
     dns_name()} |
    [string()] |
    binary()
```

`Regexp` is a string with characters encoded in the UTF-8 coding standard.

```
hostent() =
    {hostent,
     H_name :: inet:hostname(),
     H_aliases :: [inet:hostname()],
     H_addrtype :: dns_rr_type(),
     H_length :: integer() >= 0,
     H_addr_list :: [dns_data()]}
```

Exports

```
getbyname(Name, Type) -> {ok, Hostent} | {error, Reason}
getbyname(Name, Type, Timeout) -> {ok, Hostent} | {error, Reason}
```

Types:

```
Name = dns_name()
Type = dns_rr_type()
Timeout = timeout()
Hostent = inet:hostent() | hostent()
Reason = inet:posix() | res_error()
```

Resolves a DNS record of the specified `Type` for the specified host, of class `in`. Returns, on success, when resolving a `Type = a|aaaa` DNS record, a `#hostent{}` record with `#hostent.h_addrtype = inet|inet6`, respectively; see `inet:hostent()`.

When resolving other `Type = dns_rr_type()`:s (of class `in`), also returns a `#hostent{}` record but with `dns_rr_type()` in `#hostent.h_addrtype`, and the resolved `dns_data()` in `#hostent.h_addr_list`; see `hostent()`.

This function uses resolver option `search` that is a list of domain names. If the name to resolve contains no dots, it is prepended to each domain name in the search list, and they are tried in order. If the name contains dots, it is first tried as an absolute name and if that fails, the search list is used. If the name has a trailing dot, it is supposed to be an absolute name and the search list is not used.

```
gethostbyaddr(Address) -> {ok, Hostent} | {error, Reason}
gethostbyaddr(Address, Timeout) -> {ok, Hostent} | {error, Reason}
```

Types:

```
Address = inet:ip_address()
Timeout = timeout()
Hostent = inet:hostent()
Reason = inet:posix() | res_error()
```

Backend functions used by `inet:gethostbyaddr/1`.

```
gethostbyname(Name) -> {ok, Hostent} | {error, Reason}
gethostbyname(Name, Family) -> {ok, Hostent} | {error, Reason}
gethostbyname(Name, Family, Timeout) ->
                {ok, Hostent} | {error, Reason}
```

Types:

```
Name = dns_name()
Hostent = inet:hostent()
Timeout = timeout()
Family = inet:address_family()
Reason = inet:posix() | res_error()
```

Backend functions used by `inet:gethostbyname/1,2`.

This function uses resolver option `search` just like `getbyname/2,3`.

If resolver option `inet6` is `true`, an IPv6 address is looked up.

```
lookup(Name, Class, Type) -> [dns_data()]
lookup(Name, Class, Type, Opts) -> [dns_data()]
lookup(Name, Class, Type, Opts, Timeout) -> [dns_data()]
```

Types:

```
Name = dns_name() | inet:ip_address()
Class = dns_class()
Type = dns_rr_type()
Opts = [res_option() | verbose]
Timeout = timeout()
```

Resolves the DNS data for the record of the specified type and class for the specified name. On success, filters out the answer records with the correct `Class` and `Type`, and returns a list of their data fields. So, a lookup for type `any` gives an empty answer, as the answer records have specific types that are not `any`. An empty answer or a failed lookup returns an empty list.

Calls `resolve/*` with the same arguments and filters the result, so `Opts` is described for those functions.

```
resolve(Name, Class, Type) -> {ok, dns_msg()} | Error
resolve(Name, Class, Type, Opts) -> {ok, dns_msg()} | Error
resolve(Name, Class, Type, Opts, Timeout) ->
          {ok, dns_msg()} | Error
```

Types:

```
Name = dns_name() | inet:ip_address()
Class = dns_class()
Type = dns_rr_type()
Opts = [Opt]
Opt = res_option() | verbose | atom()
Timeout = timeout()
Error = {error, Reason} | {error, {Reason, dns_msg()}}
Reason = inet:posix() | res_error()
```

Resolves a DNS record of the specified type and class for the specified name. The returned `dns_msg()` can be examined using access functions in `inet_db`, as described in section in DNS Types.

If `Name` is an `ip_address()`, the domain name to query for is generated as the standard reverse `".IN-ADDR.ARPA."` name for an IPv4 address, or the `".IP6.ARPA."` name for an IPv6 address. In this case, you most probably want to use `Class = in` and `Type = ptr`, but it is not done automatically.

`Opts` overrides the corresponding resolver options. If option `nameservers` is specified, it is assumed that it is the complete list of name serves, so resolver option `alt_nameserves` is ignored. However, if option `alt_nameserves` is also specified to this function, it is used.

Option `verbose` (or rather `{verbose,true}`) causes diagnostics printout through `io:format/2` of queries, replies retransmissions, and so on, similar to from utilities, such as `dig` and `nslookup`.

Option `nxdomain_reply` (or rather `{nxdomain_reply,true}`) causes nxdomain errors from DNS servers to be returned as `{error, {nxdomain, dns_msg()}}`. `dns_msg()` contains the additional sections that where included by the answering server. This is mainly useful to inspect the SOA record to get the TTL for negative caching.

If `Opt` is any atom, it is interpreted as `{Opt,true}` unless the atom string starts with `"no"`, making the interpretation `{Opt,false}`. For example, `usevc` is an alias for `{usevc,true}` and `nousevc` is an alias for `{usevc,false}`.

Option `inet6` has no effect on this function. You probably want to use `Type = a | aaaa` instead.

Example

This access functions example shows how `lookup/3` can be implemented using `resolve/3` from outside the module:

```
example_lookup(Name, Class, Type) ->
    case inet_res:resolve(Name, Class, Type) of
        {ok,Msg} ->
            [inet_dns:rr(RR, data)
             || RR <- inet_dns:msg(Msg, anlist),
                 inet_dns:rr(RR, type) =:= Type,
                 inet_dns:rr(RR, class) =:= Class];
        {error,_} ->
            []
     end.
```

These are deprecated because the annoying double meaning of the name servers/time-out argument, and because they have no decent place for a resolver options list.

Exports

```
nslookup(Name, Class, Type) -> {ok, dns_msg()} | {error, Reason}
nslookup(Name, Class, Type, Timeout) ->
            {ok, dns_msg()} | {error, Reason}
nslookup(Name, Class, Type, Nameservers) ->
            {ok, dns_msg()} | {error, Reason}
```

Types:

```
Name = dns_name() | inet:ip_address()
Class = dns_class()
Type = dns_rr_type()
Timeout = timeout()
Nameservers = [nameserver()]
Reason = inet:posix() | res_error()
```

Resolves a DNS record of the specified type and class for the specified name.

```
nnslookup(Name, Class, Type, Nameservers) ->
             {ok, dns_msg()} | {error, Reason}
nnslookup(Name, Class, Type, Nameservers, Timeout) ->
             {ok, dns_msg()} | {error, Reason}
```

Types:

```
Name = dns_name() | inet:ip_address()
Class = dns_class()
Type = dns_rr_type()
Timeout = timeout()
Nameservers = [nameserver()]
Reason = inet:posix()
```

Resolves a DNS record of the specified type and class for the specified name.

init

Erlang module

This module is moved to the ERTS application.

logger

Erlang module

This module implements the main API for logging in Erlang/OTP. To create a log event, use the API functions or the log macros, for example:

```
?LOG_ERROR("error happened because: ~p", [Reason]).   % With macro
logger:error("error happened because: ~p", [Reason]). % Without macro
```

To configure the Logger backend, use Kernel configuration parameters or configuration functions in the Logger API.

By default, the Kernel application installs one log handler at system start. This handler is named `default`. It receives and processes standard log events produced by the Erlang runtime system, standard behaviours and different Erlang/OTP applications. The log events are by default printed to the terminal.

If you want your systems logs to be printed to a file instead, you must configure the default handler to do so. The simplest way is to include the following in your `sys.config`:

```
[{kernel,
  [{logger,
    [{handler, default, logger_std_h,
      #{config => #{file => "path/to/file.log"}}}]}]}].
```

For more information about:

- the Logger facility in general, see the User's Guide.
- how to configure Logger, see the Configuration section in the User's Guide.
- the built-in handlers, see logger_std_h and logger_disk_log_h.
- the built-in formatter, see logger_formatter.
- built-in filters, see logger_filters.

Note:

Since Logger is new in Erlang/OTP 21.0, we do reserve the right to introduce changes to the Logger API and functionality in patches following this release. These changes might or might not be backwards compatible with the initial version.

Data Types

`filter() =`
`    {fun((log_event(), filter_arg()) -> filter_return()),`
`     filter_arg()}`

A filter which can be installed as a handler filter, or as a primary filter in Logger.

`filter_arg() = term()`

The second argument to the filter fun.

`filter_id() = atom()`

A unique identifier for a filter.

`filter_return() = stop | ignore | log_event()`

The return value from the filter fun.

```
formatter_config() = #{atom() => term()}
```

Configuration data for the formatter. See `logger_formatter(3)` for an example of a formatter implementation.

```
handler_config() =
    #{id => handler_id(),
      config => term(),
      level => level() | all | none,
      module => module(),
      filter_default => log | stop,
      filters => [{filter_id(), filter()}],
      formatter => {module(), formatter_config()}}
```

Handler configuration data for Logger. The following default values apply:

- `level => all`
- `filter_default => log`
- `filters => []`
- `formatter => {logger_formatter, DefaultFormatterConfig}`

In addition to these, the following fields are automatically inserted by Logger, values taken from the two first parameters to `add_handler/3`:

- `id => HandlerId`
- `module => Module`

These are read-only and cannot be changed in runtime.

Handler specific configuration data is inserted by the handler callback itself, in a sub structure associated with the field named `config`. See the `logger_std_h(3)` and `logger_disk_log_h(3)` manual pages for information about the specific configuration for these handlers.

See the `logger_formatter(3)` manual page for information about the default configuration for this formatter.

```
handler_id() = atom()
```

A unique identifier for a handler instance.

```
level() =
    emergency | alert | critical | error | warning | notice |
    info | debug
```

The severity level for the message to be logged.

```
log_event() =
    #{level := level(),
      msg :=
          {io:format(), [term()]} |
          {report, report()} |
          {string, unicode:chardata()},
      meta := metadata()}

metadata() =
    #{pid => pid(),
      gl => pid(),
      time => timestamp(),
      mfa => {module(), atom(), integer() >= 0},
      file => file:filename(),
      line => integer() >= 0,
```

```
      domain => [atom()],
      report_cb => report_cb(),
      atom() => term()}
```

Metadata for the log event.

Logger adds the following metadata to each log event:

- `pid => self()`
- `gl => group_leader()`
- `time => logger:timestamp()`

When a log macro is used, Logger also inserts location information:

- `mfa => {?MODULE, ?FUNCTION_NAME, ?FUNCTION_ARITY}`
- `file => ?FILE`
- `line => ?LINE`

You can add custom metadata, either by:

- specifying a map as the last parameter to any of the log macros or the logger API functions.
- setting process metadata with `set_process_metadata/1` or `update_process_metadata/1`.
- setting primary metadata with `set_primary_config/1` or through the kernel configuration parameter logger_metadata

Note:

When adding custom metadata, make sure not to use any of the keys mentioned above as that may cause a lot of confusion about the log events.

Logger merges all the metadata maps before forwarding the log event to the handlers. If the same keys occur, values from the log call overwrite process metadata, which overwrites the primary metadata, which in turn overwrite values set by Logger.

The following custom metadata keys have special meaning:

`domain`

The value associated with this key is used by filters for grouping log events originating from, for example, specific functional areas. See `logger_filters:domain/2` for a description of how this field can be used.

`report_cb`

If the log message is specified as a `report()`, the `report_cb` key can be associated with a fun (report callback) that converts the report to a format string and arguments, or directly to a string. See the type definition of `report_cb()`, and section Log Message in the User's Guide for more information about report callbacks.

```
msg_fun() =
    fun((term()) ->
            msg_fun_return() | {msg_fun_return(), metadata()})

msg_fun_return() =
    {io:format(), [term()]} |
    report() |
    unicode:chardata() |
    ignore

olp_config() =
    #{sync_mode_qlen => integer() >= 0,
```

```
      drop_mode_qlen => integer() >= 1,
      flush_qlen => integer() >= 1,
      burst_limit_enable => boolean(),
      burst_limit_max_count => integer() >= 1,
      burst_limit_window_time => integer() >= 1,
      overload_kill_enable => boolean(),
      overload_kill_qlen => integer() >= 1,
      overload_kill_mem_size => integer() >= 1,
      overload_kill_restart_after => integer() >= 0 | infinity}

primary_config() =
    #{level => level() | all | none,
      metadata => metadata(),
      filter_default => log | stop,
      filters => [{filter_id(), filter()}]}
```

Primary configuration data for Logger. The following default values apply:

- `level => info`
- `filter_default => log`
- `filters => []`

```
report() = map() | [{atom(), term()}]

report_cb() =
    fun((report()) -> {io:format(), [term()]}) |
    fun((report(), report_cb_config()) -> unicode:chardata())
```

A fun which converts a `report()` to a format string and arguments, or directly to a string. See section Log Message in the User's Guide for more information.

```
report_cb_config() =
    #{depth := integer() >= 1 | unlimited,
      chars_limit := integer() >= 1 | unlimited,
      single_line := boolean()}

timestamp() = integer()
```

A timestamp produced with `logger:timestamp()`.

Macros

The following macros are defined in `logger.hrl`, which is included in a module with the directive

```
-include_lib("kernel/include/logger.hrl").
```

- `?LOG_EMERGENCY(StringOrReport[,Metadata])`
- `?LOG_EMERGENCY(FunOrFormat,Args[,Metadata])`
- `?LOG_ALERT(StringOrReport[,Metadata])`
- `?LOG_ALERT(FunOrFormat,Args[,Metadata])`
- `?LOG_CRITICAL(StringOrReport[,Metadata])`
- `?LOG_CRITICAL(FunOrFormat,Args[,Metadata])`
- `?LOG_ERROR(StringOrReport[,Metadata])`
- `?LOG_ERROR(FunOrFormat,Args[,Metadata])`
- `?LOG_WARNING(StringOrReport[,Metadata])`

- `?LOG_WARNING(FunOrFormat,Args[,Metadata])`
- `?LOG_NOTICE(StringOrReport[,Metadata])`
- `?LOG_NOTICE(FunOrFormat,Args[,Metadata])`
- `?LOG_INFO(StringOrReport[,Metadata])`
- `?LOG_INFO(FunOrFormat,Args[,Metadata])`
- `?LOG_DEBUG(StringOrReport[,Metadata])`
- `?LOG_DEBUG(FunOrFormat,Args[,Metadata])`
- `?LOG(Level,StringOrReport[,Metadata])`
- `?LOG(Level,FunOrFormat,Args[,Metadata])`

All macros expand to a call to Logger, where `Level` is taken from the macro name, or from the first argument in the case of the `?LOG` macro. Location data is added to the metadata as described under the `metadata()` type definition.

The call is wrapped in a case statement and will be evaluated only if `Level` is equal to or below the configured log level.

Exports

`emergency(StringOrReport[,Metadata])`
`emergency(Format,Args[,Metadata])`
`emergency(Fun,FunArgs[,Metadata])`

Equivalent to `log(emergency,...)`.

`alert(StringOrReport[,Metadata])`
`alert(Format,Args[,Metadata])`
`alert(Fun,FunArgs[,Metadata])`

Equivalent to `log(alert,...)`.

`critical(StringOrReport[,Metadata])`
`critical(Format,Args[,Metadata])`
`critical(Fun,FunArgs[,Metadata])`

Equivalent to `log(critical,...)`.

`error(StringOrReport[,Metadata])`
`error(Format,Args[,Metadata])`
`error(Fun,FunArgs[,Metadata])`

Equivalent to `log(error,...)`.

`warning(StringOrReport[,Metadata])`
`warning(Format,Args[,Metadata])`
`warning(Fun,FunArgs[,Metadata])`

Equivalent to `log(warning,...)`.

notice(StringOrReport[,Metadata])
notice(Format,Args[,Metadata])
notice(Fun,FunArgs[,Metadata])

Equivalent to `log(notice,...)`.

info(StringOrReport[,Metadata])
info(Format,Args[,Metadata])
info(Fun,FunArgs[,Metadata])

Equivalent to `log(info,...)`.

debug(StringOrReport[,Metadata])
debug(Format,Args[,Metadata])
debug(Fun,FunArgs[,Metadata])

Equivalent to `log(debug,...)`.

log(Level, StringOrReport) -> ok
log(Level, StringOrReport, Metadata) -> ok
log(Level, Format, Args) -> ok
log(Level, Fun, FunArgs) -> ok
log(Level, Format, Args, Metadata) -> ok
log(Level, Fun, FunArgs, Metadata) -> ok

Types:

Level = level()
StringOrReport = unicode:chardata() | report()
Format = io:format()
Args = [term()]
Fun = msg_fun()
FunArgs = term()
Metadata = metadata()

Create a log event at the given log level, with the given message to be logged and **metadata**. Examples:

```
%% A plain string
logger:log(info, "Hello World").
%% A plain string with metadata
logger:log(debug, "Hello World", #{ meta => data }).
%% A format string with arguments
logger:log(warning, "The roof is on ~ts",[Cause]).
%% A report
logger:log(warning, #{ what => roof, cause => Cause }).
```

The message and metadata can either be given directly in the arguments, or returned from a fun. Passing a fun instead of the message/metadata directly is useful in scenarios when the message/metadata is very expensive to compute. This is because the fun is only evaluated when the message/metadata is actually needed, which may be not at all if the log event is not to be logged. Examples:

```
%% A plain string with expensive metadata
logger:info(fun([]) -> {"Hello World", #{ meta => expensive() }} end,[]).
%% An expensive report
logger:debug(fun(What) -> #{ what => What, cause => expensive() } end,roof).
%% A plain string with expensive metadata and normal metadata
logger:debug(fun([]) -> {"Hello World", #{ meta => expensive() }} end,[],
             #{ meta => data }).
```

When metadata is given both as an argument and returned from the fun they are merged. If equal keys exists the values are taken from the metadata returned by the fun.

Exports

`add_handler(HandlerId, Module, Config) -> ok | {error, term()}`

Types:

`HandlerId = handler_id()`
`Module = module()`
`Config = handler_config()`

Add a handler with the given configuration.

`HandlerId` is a unique identifier which must be used in all subsequent calls referring to this handler.

`add_handler_filter(HandlerId, FilterId, Filter) ->`
`ok | {error, term()}`

Types:

`HandlerId = handler_id()`
`FilterId = filter_id()`
`Filter = filter()`

Add a filter to the specified handler.

The filter fun is called with the log event as the first parameter, and the specified `filter_args()` as the second parameter.

The return value of the fun specifies if a log event is to be discarded or forwarded to the handler callback:

`log_event()`

The filter **passed**. The next handler filter, if any, is applied. If no more filters exist for this handler, the log event is forwarded to the handler callback.

`stop`

The filter **did not pass**, and the log event is immediately discarded.

`ignore`

The filter has no knowledge of the log event. The next handler filter, if any, is applied. If no more filters exist for this handler, the value of the `filter_default` configuration parameter for the handler specifies if the log event shall be discarded or forwarded to the handler callback.

See section Filters in the User's Guide for more information about filters.

Some built-in filters exist. These are defined in `logger_filters(3)`.

`add_handlers(Application) -> ok | {error, term()}`

Types:

Application = atom()

Reads the application configuration parameter `logger` and calls `add_handlers/1` with its contents.

add_handlers(HandlerConfig) -> ok | {error, term()}

Types:

HandlerConfig = [config_handler()]

config_handler() =
{handler, handler_id(), module(), handler_config()}

This function should be used by custom Logger handlers to make configuration consistent no matter which handler the system uses. Normal usage is to add a call to `logger:add_handlers/1` just after the processes that the handler needs are started, and pass the application's `logger` configuration as the argument. For example:

```
-behaviour(application).
start(_, []) ->
    case supervisor:start_link({local, my_sup}, my_sup, []) of
        {ok, Pid} ->
            ok = logger:add_handlers(my_app),
            {ok, Pid, []};
        Error -> Error
     end.
```

This reads the `logger` configuration parameter from the `my_app` application and starts the configured handlers. The contents of the configuration use the same rules as the logger handler configuration.

If the handler is meant to replace the default handler, the Kernel's default handler have to be disabled before the new handler is added. A `sys.config` file that disables the Kernel handler and adds a custom handler could look like this:

```
[{kernel,
  [{logger,
    %% Disable the default Kernel handler
    [{handler, default, undefined}]}]},
 {my_app,
  [{logger,
    %% Enable this handler as the default
    [{handler, default, my_handler, #{}}]}]}].
```

add_primary_filter(FilterId, Filter) -> ok | {error, term()}

Types:

FilterId = filter_id()

Filter = filter()

Add a primary filter to Logger.

The filter fun is called with the log event as the first parameter, and the specified `filter_args()` as the second parameter.

The return value of the fun specifies if a log event is to be discarded or forwarded to the handlers:

`log_event()`

The filter **passed**. The next primary filter, if any, is applied. If no more primary filters exist, the log event is forwarded to the handler part of Logger, where handler filters are applied.

`stop`

The filter **did not pass**, and the log event is immediately discarded.

`ignore`

The filter has no knowledge of the log event. The next primary filter, if any, is applied. If no more primary filters exist, the value of the primary `filter_default` configuration parameter specifies if the log event shall be discarded or forwarded to the handler part.

See section Filters in the User's Guide for more information about filters.

Some built-in filters exist. These are defined in `logger_filters(3)`.

```
get_config() ->
              #{primary => primary_config(),
                handlers => [handler_config()],
                proxy => olp_config(),
                module_levels =>
                    [{module(), level() | all | none}]}
```

Look up all current Logger configuration, including primary, handler, and proxy configuration, and module level settings.

`get_handler_config() -> [Config]`

Types:

`Config = handler_config()`

Look up the current configuration for all handlers.

`get_handler_config(HandlerId) -> {ok, Config} | {error, term()}`

Types:

`HandlerId = handler_id()`

`Config = handler_config()`

Look up the current configuration for the given handler.

`get_handler_ids() -> [HandlerId]`

Types:

`HandlerId = handler_id()`

Look up the identities for all installed handlers.

`get_primary_config() -> Config`

Types:

`Config = primary_config()`

Look up the current primary configuration for Logger.

`get_proxy_config() -> Config`

Types:

`Config = olp_config()`

Look up the current configuration for the Logger proxy.

For more information about the proxy, see section Logger Proxy in the Kernel User's Guide.

get_module_level() -> [{Module, Level}]

Types:

Module = module()

Level = level() | all | none

Look up all current module levels. Returns a list containing one `{Module,Level}` element for each module for which the module level was previously set with `set_module_level/2`.

get_module_level(Modules) -> [{Module, Level}]

Types:

Modules = [Module] | Module

Module = module()

Level = level() | all | none

Look up the current level for the given modules. Returns a list containing one `{Module,Level}` element for each of the given modules for which the module level was previously set with `set_module_level/2`.

get_process_metadata() -> Meta | undefined

Types:

Meta = metadata()

Retrieve data set with `set_process_metadata/1` or `update_process_metadata/1`.

i() -> ok

i(What) -> ok

Types:

What = primary | handlers | proxy | modules | handler_id()

Pretty print the Logger configuration.

remove_handler(HandlerId) -> ok | {error, term()}

Types:

HandlerId = handler_id()

Remove the handler identified by `HandlerId`.

remove_handler_filter(HandlerId, FilterId) -> ok | {error, term()}

Types:

HandlerId = handler_id()

FilterId = filter_id()

Remove the filter identified by `FilterId` from the handler identified by `HandlerId`.

remove_primary_filter(FilterId) -> ok | {error, term()}

Types:

FilterId = filter_id()

Remove the primary filter identified by `FilterId` from Logger.

set_application_level(Application, Level) ->

```
                        ok | {error, not_loaded}
```

Types:

```
Application = atom()
Level = level() | all | none
```

Set the log level for all the modules of the specified application.

This function is a convenience function that calls logger:set_module_level/2 for each module associated with an application.

```
set_handler_config(HandlerId, Config) -> ok | {error, term()}
```

Types:

```
HandlerId = handler_id()
Config = handler_config()
```

Set configuration data for the specified handler. This overwrites the current handler configuration.

To modify the existing configuration, use `update_handler_config/2`, or, if a more complex merge is needed, read the current configuration with `get_handler_config/1` , then do the merge before writing the new configuration back with this function.

If a key is removed compared to the current configuration, and the key is known by Logger, the default value is used. If it is a custom key, then it is up to the handler implementation if the value is removed or a default value is inserted.

```
set_handler_config(HandlerId, Key :: level, Level) -> Return
set_handler_config(HandlerId,
                   Key :: filter_default,
                   FilterDefault) ->
                      Return
set_handler_config(HandlerId, Key :: filters, Filters) -> Return
set_handler_config(HandlerId, Key :: formatter, Formatter) ->
                      Return
set_handler_config(HandlerId, Key :: config, Config) -> Return
```

Types:

```
HandlerId = handler_id()
Level = level() | all | none
FilterDefault = log | stop
Filters = [{filter_id(), filter()}]
Formatter = {module(), formatter_config()}
Config = term()
Return = ok | {error, term()}
```

Add or update configuration data for the specified handler. If the given `Key` already exists, its associated value will be changed to the given value. If it does not exist, it will be added.

If the value is incomplete, which for example can be the case for the `config` key, it is up to the handler implementation how the unspecified parts are set. For all handlers in the Kernel application, unspecified data for the `config` key is set to default values. To update only specified data, and keep the existing configuration for the rest, use `update_handler_config/3`.

See the definition of the `handler_config()` type for more information about the different parameters.

```
set_primary_config(Config) -> ok | {error, term()}
```

Types:

```
Config = primary_config()
```

Set primary configuration data for Logger. This overwrites the current configuration.

To modify the existing configuration, use `update_primary_config/1`, or, if a more complex merge is needed, read the current configuration with `get_primary_config/0` , then do the merge before writing the new configuration back with this function.

If a key is removed compared to the current configuration, the default value is used.

```
set_primary_config(Key :: level, Level) -> ok | {error, term()}
set_primary_config(Key :: filter_default, FilterDefault) ->
                      ok | {error, term()}
set_primary_config(Key :: filters, Filters) ->
                      ok | {error, term()}
set_primary_config(Key :: metadata, Meta) -> ok | {error, term()}
```

Types:

```
Level = level() | all | none
FilterDefault = log | stop
Filters = [{filter_id(), filter()}]
Meta = metadata()
```

Add or update primary configuration data for Logger. If the given `Key` already exists, its associated value will be changed to the given value. If it does not exist, it will be added.

```
set_proxy_config(Config) -> ok | {error, term()}
```

Types:

```
Config = olp_config()
```

Set configuration data for the Logger proxy. This overwrites the current proxy configuration. Keys that are not specified in the `Config` map gets default values.

To modify the existing configuration, use `update_proxy_config/1`, or, if a more complex merge is needed, read the current configuration with `get_proxy_config/0` , then do the merge before writing the new configuration back with this function.

For more information about the proxy, see section Logger Proxy in the Kernel User's Guide.

```
set_module_level(Modules, Level) -> ok | {error, term()}
```

Types:

```
Modules = [module()] | module()
Level = level() | all | none
```

Set the log level for the specified modules.

The log level for a module overrides the primary log level of Logger for log events originating from the module in question. Notice, however, that it does not override the level configuration for any handler.

For example: Assume that the primary log level for Logger is `info`, and there is one handler, `h1`, with level `info` and one handler, `h2`, with level `debug`.

With this configuration, no debug messages will be logged, since they are all stopped by the primary log level.

If the level for `mymodule` is now set to `debug`, then debug events from this module will be logged by the handler `h2`, but not by handler `h1`.

Debug events from other modules are still not logged.

To change the primary log level for Logger, use `set_primary_config(level, Level)`.

To change the log level for a handler, use `set_handler_config(HandlerId, level, Level)`.

> **Note:**
>
> The originating module for a log event is only detected if the key `mfa` exists in the metadata, and is associated with `{Module, Function, Arity}`. When log macros are used, this association is automatically added to all log events. If an API function is called directly, without using a macro, the logging client must explicitly add this information if module levels shall have any effect.

`set_process_metadata(Meta) -> ok`

Types:

`Meta = metadata()`

Set metadata which Logger shall automatically insert in all log events produced on the current process.

Location data produced by the log macros, and/or metadata given as argument to the log call (API function or macro), are merged with the process metadata. If the same keys occur, values from the metadata argument to the log call overwrite values from the process metadata, which in turn overwrite values from the location data.

Subsequent calls to this function overwrites previous data set. To update existing data instead of overwriting it, see `update_process_metadata/1`.

`unset_application_level(Application) ->`
`ok | {error, {not_loaded, Application}}`

Types:

`Application = atom()`

Unset the log level for all the modules of the specified application.

This function is a utility function that calls logger:unset_module_level/2 for each module associated with an application.

`unset_module_level() -> ok`

Remove module specific log settings. After this, the primary log level is used for all modules.

`unset_module_level(Modules) -> ok`

Types:

`Modules = [module()] | module()`

Remove module specific log settings. After this, the primary log level is used for the specified modules.

`unset_process_metadata() -> ok`

Delete data set with `set_process_metadata/1` or `update_process_metadata/1`.

`update_formatter_config(HandlerId, FormatterConfig) ->`

```
                          ok | {error, term()}
```

Types:

HandlerId = handler_id()

FormatterConfig = formatter_config()

Update the formatter configuration for the specified handler.

The new configuration is merged with the existing formatter configuration.

To overwrite the existing configuration without any merge, use

```
set_handler_config(HandlerId, formatter,
       {FormatterModule, FormatterConfig}).
```

update_formatter_config(HandlerId, Key, Value) ->
ok | {error, term()}

Types:

HandlerId = handler_id()

Key = atom()

Value = term()

Update the formatter configuration for the specified handler.

This is equivalent to

```
update_formatter_config(HandlerId, #{Key => Value})
```

update_handler_config(HandlerId, Config) -> ok | {error, term()}

Types:

HandlerId = handler_id()

Config = handler_config()

Update configuration data for the specified handler. This function behaves as if it was implemented as follows:

```
{ok, {_, Old}} = logger:get_handler_config(HandlerId),
logger:set_handler_config(HandlerId, maps:merge(Old, Config)).
```

To overwrite the existing configuration without any merge, use `set_handler_config/2` .

```
update_handler_config(HandlerId, Key :: level, Level) -> Return
update_handler_config(HandlerId,
                      Key :: filter_default,
                      FilterDefault) ->
                         Return
update_handler_config(HandlerId, Key :: filters, Filters) ->
                         Return
update_handler_config(HandlerId, Key :: formatter, Formatter) ->
                         Return
update_handler_config(HandlerId, Key :: config, Config) -> Return
```

Types:

```
HandlerId = handler_id()
Level = level() | all | none
FilterDefault = log | stop
Filters = [{filter_id(), filter()}]
Formatter = {module(), formatter_config()}
Config = term()
Return = ok | {error, term()}
```

Add or update configuration data for the specified handler. If the given `Key` already exists, its associated value will be changed to the given value. If it does not exist, it will be added.

If the value is incomplete, which for example can be the case for the `config` key, it is up to the handler implementation how the unspecified parts are set. For all handlers in the Kernel application, unspecified data for the `config` key is not changed. To reset unspecified data to default values, use `set_handler_config/3`.

See the definition of the `handler_config()` type for more information about the different parameters.

update_primary_config(Config) -> ok | {error, term()}

Types:

```
Config = primary_config()
```

Update primary configuration data for Logger. This function behaves as if it was implemented as follows:

```
Old = logger:get_primary_config(),
logger:set_primary_config(maps:merge(Old, Config)).
```

To overwrite the existing configuration without any merge, use `set_primary_config/1`.

update_process_metadata(Meta) -> ok

Types:

```
Meta = metadata()
```

Set or update metadata to use when logging from current process

If process metadata exists for the current process, this function behaves as if it was implemented as follows:

```
logger:set_process_metadata(maps:merge(logger:get_process_metadata(), Meta)).
```

If no process metadata exists, the function behaves as `set_process_metadata/1`.

update_proxy_config(Config) -> ok | {error, term()}

Types:

```
Config = olp_config()
```

Update configuration data for the Logger proxy. This function behaves as if it was implemented as follows:

```
Old = logger:get_proxy_config(),
logger:set_proxy_config(maps:merge(Old, Config)).
```

To overwrite the existing configuration without any merge, use `set_proxy_config/1`.

For more information about the proxy, see section Logger Proxy in the Kernel User's Guide.

Exports

compare_levels(Level1, Level2) -> eq | gt | lt

Types:

Level1 = Level2 = level() | all | none

Compare the severity of two log levels. Returns `gt` if `Level1` is more severe than `Level2`, `lt` if `Level1` is less severe, and `eq` if the levels are equal.

format_report(Report) -> FormatArgs

Types:

Report = report()

FormatArgs = {io:format(), [term()]}

Convert a log message on report form to `{Format, Args}`. This is the default report callback used by `logger_formatter(3)` when no custom report callback is found. See section Log Message in the Kernel User's Guide for information about report callbacks and valid forms of log messages.

The function produces lines of `Key: Value` from key-value lists. Strings are printed with `~ts` and other terms with `~tp`.

If `Report` is a map, it is converted to a key-value list before formatting as such.

timestamp() -> timestamp()

Return a timestamp that can be inserted as the `time` field in the meta data for a log event. It is produced with `os:system_time(microsecond)`.

Notice that Logger automatically inserts a timestamp in the meta data unless it already exists. This function is exported for the rare case when the timestamp must be taken at a different point in time than when the log event is issued.

reconfigure() -> ok | {error, term()}

Reconfigure Logger using updated `kernel` configuration that was set after `kernel` application was loaded.

Beware, that this is meant to be run only by the build tools, not manually during application lifetime, as this may cause missing log entries.

The following functions are to be exported from a handler callback module.

Exports

HModule:adding_handler(Config1) -> {ok, Config2} | {error, Reason}

Types:

Config1 = Config2 = handler_config()

Reason = term()

This callback function is optional.

The function is called on a temporary process when a new handler is about to be added. The purpose is to verify the configuration and initiate all resources needed by the handler.

The handler identity is associated with the `id` key in `Config1`.

If everything succeeds, the callback function can add possible default values or internal state values to the configuration, and return the adjusted map in `{ok,Config2}`.

If the configuration is faulty, or if the initiation fails, the callback function must return `{error,Reason}`.

`HModule:changing_config(SetOrUpdate, OldConfig, NewConfig) -> {ok, Config} | {error, Reason}`

Types:

`SetOrUpdate = set | update`

`OldConfig = NewConfig = Config = handler_config()`

`Reason = term()`

This callback function is optional.

The function is called on a temporary process when the configuration for a handler is about to change. The purpose is to verify and act on the new configuration.

`OldConfig` is the existing configuration and `NewConfig` is the new configuration.

The handler identity is associated with the `id` key in `OldConfig`.

`SetOrUpdate` has the value `set` if the configuration change originates from a call to `set_handler_config/2,3`, and `update` if it originates from `update_handler_config/2,3`. The handler can use this parameter to decide how to update the value of the `config` field, that is, the handler specific configuration data. Typically, if `SetOrUpdate` equals `set`, values that are not specified must be given their default values. If `SetOrUpdate` equals `update`, the values found in `OldConfig` must be used instead.

If everything succeeds, the callback function must return a possibly adjusted configuration in `{ok,Config}`.

If the configuration is faulty, the callback function must return `{error,Reason}`.

`HModule:filter_config(Config) -> FilteredConfig`

Types:

`Config = FilteredConfig = handler_config()`

This callback function is optional.

The function is called when one of the Logger API functions for fetching the handler configuration is called, for example `logger:get_handler_config/1`.

It allows the handler to remove internal data fields from its configuration data before it is returned to the caller.

`HModule:log(LogEvent, Config) -> void()`

Types:

`LogEvent = log_event()`

`Config = handler_config()`

This callback function is mandatory.

The function is called when all primary filters and all handler filters for the handler in question have passed for the given log event. It is called on the client process, that is, the process that issued the log event.

The handler identity is associated with the `id` key in `Config`.

The handler must log the event.

The return value from this function is ignored by Logger.

`HModule:removing_handler(Config) -> ok`

Types:

Config = handler_config()

This callback function is optional.

The function is called on a temporary process when a handler is about to be removed. The purpose is to release all resources used by the handler.

The handler identity is associated with the `id` key in `Config`.

The return value is ignored by Logger.

The following functions are to be exported from a formatter callback module.

Exports

FModule:check_config(FConfig) -> ok | {error, Reason}

Types:

FConfig = formatter_config()
Reason = term()

This callback function is optional.

The function is called by a Logger when formatter configuration is set or modified. The formatter must validate the given configuration and return `ok` if it is correct, and `{error,Reason}` if it is faulty.

The following Logger API functions can trigger this callback:

- `logger:add_handler/3`
- `logger:set_handler_config/2,3`
- `logger:update_handler_config/2,3`
- `logger:update_formatter_config/2`

See `logger_formatter(3)` for an example implementation. `logger_formatter` is the default formatter used by Logger.

FModule:format(LogEvent, FConfig) -> FormattedLogEntry

Types:

LogEvent = log_event()
FConfig = formatter_config()
FormattedLogEntry = unicode:chardata()

This callback function is mandatory.

The function can be called by a log handler to convert a log event term to a printable string. The returned value can, for example, be printed as a log entry to the console or a file using `io:put_chars/1,2`.

See `logger_formatter(3)` for an example implementation. `logger_formatter` is the default formatter used by Logger.

See Also

`config(4)`, `erlang(3)`, `io(3)`, `logger_disk_log_h(3)`, `logger_filters(3)`, `logger_formatter(3)`, `logger_std_h(3)`, `unicode(3)`

logger_filters

Erlang module

All functions exported from this module can be used as primary or handler filters. See `logger:add_primary_filter/2` and `logger:add_handler_filter/3` for more information about how filters are added.

Filters are removed with `logger:remove_primary_filter/1` and `logger:remove_handler_filter/2`.

Exports

`domain(LogEvent, Extra) -> logger:filter_return()`

Types:

`LogEvent = logger:log_event()`
`Extra = {Action, Compare, MatchDomain}`
`Action = log | stop`
`Compare = super | sub | equal | not_equal | undefined`
`MatchDomain = [atom()]`

This filter provides a way of filtering log events based on a `domain` field in `Metadata`. This field is optional, and the purpose of using it is to group log events from, for example, a specific functional area. This allows filtering or other specialized treatment in a Logger handler.

A domain field must be a list of atoms, creating smaller and more specialized domains as the list grows longer. The greatest domain is `[]`, which comprises all possible domains.

For example, consider the following domains:

```
D1 = [otp]
D2 = [otp, sasl]
```

`D1` is the greatest of the two, and is said to be a super-domain of `D2`. `D2` is a sub-domain `D1`. Both `D1` and `D2` are sub-domains of `[]`.

The above domains are used for logs originating from Erlang/OTP. D1 specifies that the log event comes from Erlang/OTP in general, and D2 indicates that the log event is a so called SASL report.

The `Extra` parameter to the `domain/2` function is specified when adding the filter via `logger:add_primary_filter/2` or `logger:add_handler_filter/3`.

The filter compares the value of the `domain` field in the log event's metadata (`Domain`) against `MatchDomain`. The filter matches if the value of `Compare` is:

`sub`

and `Domain` is equal to or a sub-domain of `MatchDomain`, that is, if `MatchDomain` is a prefix of `Domain`.

`super`

and `Domain` is equal to or a super-domain of `MatchDomain`, that is, if `Domain` is a prefix of `MatchDomain`.

`equal`

and `Domain` is equal to `MatchDomain`.

`not_equal`

and `Domain` differs from `MatchDomain`, or if there is no domain field in metadata.

`undefined`

and there is no domain field in metadata. In this case `MatchDomain` must be set to `[]`.

If the filter matches and `Action` is `log`, the log event is allowed. If the filter matches and `Action` is `stop`, the log event is stopped.

If the filter does not match, it returns `ignore`, meaning that other filters, or the value of the configuration parameter `filter_default`, decide if the event is allowed or not.

Log events that do not contain any domain field, match only when `Compare` is equal to `undefined` or `not_equal`.

Example: stop all events with domain `[otp, sasl | _]`

```
logger:set_handler_config(h1, filter_default, log). % this is the default
Filter = {fun logger_filters:domain/2, {stop, sub, [otp, sasl]}}.
logger:add_handler_filter(h1, no_sasl, Filter).
ok
```

`level(LogEvent, Extra) -> logger:filter_return()`

Types:

```
LogEvent = logger:log_event()
Extra = {Action, Operator, MatchLevel}
Action = log | stop
Operator = neq | eq | lt | gt | lteq | gteq
MatchLevel = logger:level()
```

This filter provides a way of filtering log events based on the log level. It matches log events by comparing the log level with a specified `MatchLevel`

The `Extra` parameter is specified when adding the filter via `logger:add_primary_filter/2` or `logger:add_handler_filter/3`.

The filter compares the value of the event's log level (`Level`) to `MatchLevel` by calling `logger:compare_levels(Level, MatchLevel)`. The filter matches if the value of `Operator` is:

`neq`

and the compare function returns `lt` or `gt`.

`eq`

and the compare function returns `eq`.

`lt`

and the compare function returns `lt`.

`gt`

and the compare function returns `gt`.

`lteq`

and the compare function returns `lt` or `eq`.

`gteq`

and the compare function returns `gt` or `eq`.

If the filter matches and `Action` is `log`, the log event is allowed. If the filter matches and `Action` is `stop`, the log event is stopped.

If the filter does not match, it returns `ignore`, meaning that other filters, or the value of the configuration parameter `filter_default`, will decide if the event is allowed or not.

Example: only allow debug level log events

```
logger:set_handler_config(h1, filter_default, stop).
Filter = {fun logger_filters:level/2, {log, eq, debug}}.
logger:add_handler_filter(h1, debug_only, Filter).
ok
```

`progress(LogEvent, Extra) -> logger:filter_return()`

Types:

`LogEvent = logger:log_event()`

`Extra = log | stop`

This filter matches all progress reports from `supervisor` and `application_controller`.

If `Extra` is `log`, the progress reports are allowed. If `Extra` is `stop`, the progress reports are stopped.

The filter returns `ignore` for all other log events.

`remote_gl(LogEvent, Extra) -> logger:filter_return()`

Types:

`LogEvent = logger:log_event()`

`Extra = log | stop`

This filter matches all events originating from a process that has its group leader on a remote node.

If `Extra` is `log`, the matching events are allowed. If `Extra` is `stop`, the matching events are stopped.

The filter returns `ignore` for all other log events.

See Also

`logger(3)`

logger_formatter

Erlang module

Each Logger handler has a configured formatter specified as a module and a configuration term. The purpose of the formatter is to translate the log events to a final printable string (`unicode:chardata()`) which can be written to the output device of the handler. See sections Handlers and Formatters in the Kernel User's Guide for more information.

`logger_formatter` is the default formatter used by Logger.

Data Types

```
config() =
    #{chars_limit => integer() >= 1 | unlimited,
      depth => integer() >= 1 | unlimited,
      legacy_header => boolean(),
      max_size => integer() >= 1 | unlimited,
      report_cb => logger:report_cb(),
      single_line => boolean(),
      template => template(),
      time_designator => byte(),
      time_offset => integer() | [byte()]}
```

The configuration term for `logger_formatter` is a map, and the following keys can be set as configuration parameters:

`chars_limit = integer() > 0 | unlimited`

A positive integer representing the value of the option with the same name to be used when calling `io_lib:format/3`. This value limits the total number of characters printed for each log event. Notice that this is a soft limit. For a hard truncation limit, see option `max_size`.

Defaults to `unlimited`.

`depth = integer() > 0 | unlimited`

A positive integer representing the maximum depth to which terms shall be printed by this formatter. Format strings passed to this formatter are rewritten. The format controls ~p and ~w are replaced with ~P and ~W, respectively, and the value is used as the depth parameter. For details, see `io:format/2,3` in STDLIB.

Defaults to `unlimited`.

`legacy_header = boolean()`

If set to `true` a header field is added to logger_formatter's part of `Metadata`. The value of this field is a string similar to the header created by the old `error_logger` event handlers. It can be included in the log event by adding the list `[logger_formatter,header]` to the template. See the description of the `template()` type for more information.

Defaults to `false`.

`max_size = integer() > 0 | unlimited`

A positive integer representing the absolute maximum size a string returned from this formatter can have. If the formatted string is longer, after possibly being limited by `chars_limit` or `depth`, it is truncated.

Defaults to `unlimited`.

`report_cb = logger:report_cb()`

A report callback is used by the formatter to transform log messages on report form to a format string and arguments. The report callback can be specified in the metadata for the log event. If no report callback exists in metadata, `logger_formatter` will use `logger:format_report/1` as default callback.

If this configuration parameter is set, it replaces both the default report callback, and any report callback found in metadata. That is, all reports are converted by this configured function.

`single_line = boolean()`

If set to `true`, each log event is printed as a single line. To achieve this, `logger_formatter` sets the field width to `0` for all `~p` and `~P` control sequences in the format a string (see `io:format/2`), and replaces all newlines in the message with `", "`. White spaces following directly after newlines are removed. Notice that newlines added by the `template` parameter are not replaced.

Defaults to `true`.

`template = template()`

The template describes how the formatted string is composed by combining different data values from the log event. See the description of the `template()` type for more information about this.

`time_designator = byte()`

Timestamps are formatted according to RFC3339, and the time designator is the character used as date and time separator.

Defaults to `$T`.

The value of this parameter is used as the `time_designator` option to `calendar:system_time_to_rfc3339/2`.

`time_offset = integer() | [byte()]`

The time offset, either a string or an integer, to be used when formatting the timestamp.

An empty string is interpreted as local time. The values `"Z"`, `"z"` or `0` are interpreted as Universal Coordinated Time (UTC).

Strings, other than `"Z"`, `"z"`, or `""`, must be on the form `±[hh]:[mm]`, for example `"-02:00"` or `"+00:00"`.

Integers must be in microseconds, meaning that the offset `7200000000` is equivalent to `"+02:00"`.

Defaults to an empty string, meaning that timestamps are displayed in local time. However, for backwards compatibility, if the SASL configuration parameter `utc_log=true`, the default is changed to `"Z"`, meaning that timestamps are displayed in UTC.

The value of this parameter is used as the `offset` option to `calendar:system_time_to_rfc3339/2`.

```
metakey() = atom() | [atom()]

template() =
    [metakey() |
     {metakey(), template(), template()} |
     unicode:chardata()]
```

The template is a list of atoms, atom lists, tuples and strings. The atoms `level` or `msg`, are treated as placeholders for the severity level and the log message, respectively. Other atoms or atom lists are interpreted as placeholders for metadata, where atoms are expected to match top level keys, and atom lists represent paths to sub keys when the metadata is a nested map. For example the list `[key1,key2]` is replaced by the value of the `key2` field in the nested map below. The atom `key1` on its own is replaced by the complete value of the `key1` field. The values are converted to strings.

```
#{key1 => #{key2 => my_value,
            ...}
  ...}
```

Tuples in the template express if-exist tests for metadata keys. For example, the following tuple says that if `key1` exists in the metadata map, print `"key1=Value"`, where `Value` is the value that `key1` is associated with in the metadata map. If `key1` does not exist, print nothing.

```
{key1, ["key1=",key1], []}
```

Strings in the template are printed literally.

The default value for the `template` configuration parameter depends on the value of the `single_line` and `legacy_header` configuration parameters as follows.

The log event used in the examples is:

```
?LOG_ERROR("name: ~p~nexit_reason: ~p", [my_name, "It crashed"])
```

`legacy_header = true, single_line = false`

Default template: `[[logger_formatter,header],"\n",msg,"\n"]`

Example log entry:

```
=ERROR REPORT==== 17-May-2018::18:30:19.453447 ===
name: my_name
exit_reason: "It crashed"
```

Notice that all eight levels can occur in the heading, not only `ERROR`, `WARNING` or `INFO` as `error_logger` produces. And microseconds are added at the end of the timestamp.

`legacy_header = true, single_line = true`

Default template: `[[logger_formatter,header],"\n",msg,"\n"]`

Notice that the template is here the same as for `single_line=false`, but the resulting log entry differs in that there is only one line after the heading:

```
=ERROR REPORT==== 17-May-2018::18:31:06.952665 ===
name: my_name, exit_reason: "It crashed"
```

`legacy_header = false, single_line = true`

Default template: `[time," ",level,": ",msg,"\n"]`

Example log entry:

```
2018-05-17T18:31:31.152864+02:00 error: name: my_name, exit_reason: "It crashed"
```

`legacy_header = false, single_line = false`

Default template: `[time," ",level,":\n",msg,"\n"]`

Example log entry:

```
2018-05-17T18:32:20.105422+02:00 error:
name: my_name
exit_reason: "It crashed"
```

Exports

`check_config(Config) -> ok | {error, term()}`

Types:

`Config = config()`

The function is called by Logger when the formatter configuration for a handler is set or modified. It returns `ok` if the configuration is valid, and `{error,term()}` if it is faulty.

The following Logger API functions can trigger this callback:

- `logger:add_handler/3`
- `logger:set_handler_config/2,3`
- `logger:update_handler_config/2`
- `logger:update_formatter_config/2`

`format(LogEvent, Config) -> unicode:chardata()`

Types:

`LogEvent = logger:log_event()`

`Config = config()`

This the formatter callback function to be called from handlers. The log event is processed as follows:

- If the message is on report form, it is converted to `{Format,Args}` by calling the report callback. See section Log Message in the Kernel User's Guide for more information about report callbacks and valid forms of log messages.
- The message size is limited according to the values of configuration parameters `chars_limit` and `depth`.
- The full log entry is composed according to the `template`.
- If the final string is too long, it is truncated according to the value of configuration parameter `max_size`.

See Also

`calendar(3)`, `error_logger(3)`, `io(3)`, `io_lib(3)`, `logger(3)`, `maps(3)`, `sasl(6)`, `unicode(3)`

logger_std_h

Erlang module

This is the standard handler for Logger. Multiple instances of this handler can be added to Logger, and each instance prints logs to `standard_io`, `standard_error`, or to file.

The handler has an overload protection mechanism that keeps the handler process and the Kernel application alive during high loads of log events. How overload protection works, and how to configure it, is described in the `User's Guide` .

To add a new instance of the standard handler, use `logger:add_handler/3` . The handler configuration argument is a map which can contain general configuration parameters, as documented in the `User's Guide` , and handler specific parameters. The specific data is stored in a sub map with the key `config`, and can contain the following parameters:

`type = io:standard_io() | io:standard_error() | file | {device, io:device()}`

Specifies the log destination.

The value is set when the handler is added, and it cannot be changed in runtime.

Defaults to `standard_io`, unless parameter `file` is given, in which case it defaults to `file`.

`file = file:filename()`

This specifies the name of the log file when the handler is of type `file`.

The value is set when the handler is added, and it cannot be changed in runtime.

Defaults to the same name as the handler identity, in the current directory.

`modes = [file:mode()]`

This specifies the file modes to use when opening the log file, see `file:open/2`. If `modes` are not specified, the default list used is `[raw,append,delayed_write]`. If `modes` are specified, the list replaces the default modes list with the following adjustments:

- If `raw` is not found in the list, it is added.
- If none of `write`, `append` or `exclusive` is found in the list, `append` is added.
- If none of `delayed_write` or `{delayed_write,Size,Delay}` is found in the list, `delayed_write` is added.

Log files are always UTF-8 encoded. The encoding cannot be changed by setting the mode `{encoding,Encoding}`.

The value is set when the handler is added, and it cannot be changed in runtime.

Defaults to `[raw,append,delayed_write]`.

`max_no_bytes = pos_integer() | infinity`

This parameter specifies if the log file should be rotated or not. The value `infinity` means the log file will grow indefinitely, while an integer value specifies at which file size (bytes) the file is rotated.

Defaults to `infinity`.

`max_no_files = non_neg_integer()`

This parameter specifies the number of rotated log file archives to keep. This has meaning only if `max_no_bytes` is set to an integer value.

The log archives are named `FileName.0`, `FileName.1`, ... `FileName.N`, where `FileName` is the name of the current log file. `FileName.0` is the newest of the archives. The maximum value for `N` is the value of `max_no_files` minus 1.

Notice that setting this value to `0` does not turn off rotation. It only specifies that no archives are kept.

Defaults to `0`.

`compress_on_rotate = boolean()`

This parameter specifies if the rotated log file archives shall be compressed or not. If set to `true`, all archives are compressed with `gzip`, and renamed to `FileName.N.gz`

`compress_on_rotate` has no meaning if `max_no_bytes` has the value `infinity`.

Defaults to `false`.

`file_check = non_neg_integer()`

When `logger_std_h` logs to a file, it reads the file information of the log file prior to each write operation. This is to make sure the file still exists and has the same inode as when it was opened. This implies some performance loss, but ensures that no log events are lost in the case when the file has been removed or renamed by an external actor.

In order to allow minimizing the performance loss, the `file_check` parameter can be set to a positive integer value, `N`. The handler will then skip reading the file information prior to writing, as long as no more than `N` milliseconds have passed since it was last read.

Notice that the risk of losing log events grows when the `file_check` value grows.

Defaults to 0.

`filesync_repeat_interval = pos_integer() | no_repeat`

This value, in milliseconds, specifies how often the handler does a file sync operation to write buffered data to disk. The handler attempts the operation repeatedly, but only performs a new sync if something has actually been logged.

If `no_repeat` is set as value, the repeated file sync operation is disabled, and it is the operating system settings that determine how quickly or slowly data is written to disk. The user can also call the `filesync/1` function to perform a file sync.

Defaults to `5000` milliseconds.

Other configuration parameters exist, to be used for customizing the overload protection behaviour. The same parameters are used both in the standard handler and the disk_log handler, and are documented in the `User's Guide`.

Notice that if changing the configuration of the handler in runtime, the `type`, `file`, or `modes` parameters must not be modified.

Example of adding a standard handler:

```
logger:add_handler(my_standard_h, logger_std_h,
                   #{config => #{file => "./system_info.log",
                                 filesync_repeat_interval => 1000}}).
```

To set the default handler, that starts initially with the Kernel application, to log to file instead of `standard_io`, change the Kernel default logger configuration. Example:

```
erl -kernel logger '[{handler,default,logger_std_h,
                      #{config => #{file => "./log.log"}}}]'
```

An example of how to replace the standard handler with a disk_log handler at startup is found in the `logger_disk_log_h` manual.

Exports

`filesync(Name) -> ok | {error, Reason}`

Types:

`Name = atom()`

`Reason = handler_busy | {badarg, term()}`

Write buffered data to disk.

See Also

`logger(3)`, `logger_disk_log_h(3)`

logger_disk_log_h

Erlang module

This is a handler for Logger that offers circular (wrapped) logs by using `disk_log`. Multiple instances of this handler can be added to Logger, and each instance prints to its own disk log file, created with the name and settings specified in the handler configuration.

The default standard handler, `logger_std_h`, can be replaced by a disk_log handler at startup of the Kernel application. See an example of this below.

The handler has an overload protection mechanism that keeps the handler process and the Kernel application alive during high loads of log events. How overload protection works, and how to configure it, is described in the `User's Guide`.

To add a new instance of the disk_log handler, use `logger:add_handler/3`. The handler configuration argument is a map which can contain general configuration parameters, as documented in the `User's Guide`, and handler specific parameters. The specific data is stored in a sub map with the key `config`, and can contain the following parameters:

`file`

This is the full name of the disk log file. The option corresponds to the `name` property in the `dlog_option()` datatype.

The value is set when the handler is added, and it cannot be changed in runtime.

Defaults to the same name as the handler identity, in the current directory.

`type`

This is the disk log type, `wrap` or `halt`. The option corresponds to the `type` property in the `dlog_option()` datatype.

The value is set when the handler is added, and it cannot be changed in runtime.

Defaults to `wrap`.

`max_no_files`

This is the maximum number of files that disk_log uses for its circular logging. The option corresponds to the `MaxNoFiles` element in the `size` property in the `dlog_option()` datatype.

The value is set when the handler is added, and it cannot be changed in runtime.

Defaults to `10`.

The setting has no effect on a halt log.

`max_no_bytes`

This is the maximum number of bytes that is written to a log file before disk_log proceeds with the next file in order, or generates an error in case of a full halt log. The option corresponds to the `MaxNoBytes` element in the `size` property in the `dlog_option()` datatype.

The value is set when the handler is added, and it cannot be changed in runtime.

Defaults to `1048576` bytes for a wrap log, and `infinity` for a halt log.

`filesync_repeat_interval`

This value, in milliseconds, specifies how often the handler does a disk_log sync operation to write buffered data to disk. The handler attempts the operation repeatedly, but only performs a new sync if something has actually been logged.

Defaults to `5000` milliseconds.

If `no_repeat` is set as value, the repeated sync operation is disabled. The user can also call the `filesync/1` function to perform a disk_log sync.

Other configuration parameters exist, to be used for customizing the overload protection behaviour. The same parameters are used both in the standard handler and the disk_log handler, and are documented in the `User's Guide`.

Notice that when changing the configuration of the handler in runtime, the disk_log options (`file`, `type`, `max_no_files`, `max_no_bytes`) must not be modified.

Example of adding a disk_log handler:

```
logger:add_handler(my_disk_log_h, logger_disk_log_h,
                   #{config => #{file => "./my_disk_log",
                                 type => wrap,
                                 max_no_files => 4,
                                 max_no_bytes => 10000,
                                 filesync_repeat_interval => 1000}}).
```

To use the disk_log handler instead of the default standard handler when starting an Erlang node, change the Kernel default logger to use `logger_disk_log_h`. Example:

```
erl -kernel logger '[{handler,default,logger_disk_log_h,
                      #{config => #{file => "./system_disk_log"}}}]'
```

Exports

`filesync(Name) -> ok | {error, Reason}`

Types:

`Name = atom()`

`Reason = handler_busy | {badarg, term()}`

Write buffered data to disk.

See Also

`logger(3)`, `logger_std_h(3)`, `disk_log(3)`

net

Erlang module

This module provides an API for the network interface.

Data Types

```
address_info() =
    #{family := socket:domain(),
      socktype := socket:type(),
      protocol := socket:protocol(),
      address := socket:sockaddr()}
ifaddrs() =
    #{name := string(),
      flags := ifaddrs_flags(),
      addr => socket:sockaddr(),
      netmask => socket:sockaddr(),
      broadaddr => socket:sockaddr(),
      dstaddr => socket:sockaddr()}
```

This type defines all addresses (and flags) associated with the interface.

Note:

Not all fields of this map has to be present. The flags field can be used to test for some of the fields. For example `broadaddr` will only be present if the `broadcast` flag is present in flags.

```
ifaddrs_flag() =
    up | broadcast | debug | loopback | pointopoint | notrailers |
    running | noarp | promisc | master | slave | multicast |
    portsel | automedia | dynamic
ifaddrs_flags() = [ifaddrs_flag()]
ifaddrs_filter() =
    all | default | inet | inet6 | packet |
    ifaddrs_filter_map() |
    ifaddrs_filter_fun()
```

all
: All interfaces

default
: Interfaces with address family `inet` **and** `inet6`

inet | inet6 | packet
: Interfaces with **only** the specified address family

```
ifaddrs_filter_map() =
    #{family := default | local | inet | inet6 | packet | all,
      flags := any | [ifaddrs_flag()]}
```

The `family` field can only have the (above) specified values (and not all the values of socket:domain()).

The use of the `flags` field is that any flag provided must exist for the interface.

For example, if `family` is set to `inet` and `flags` to `[broadcast, multicast]` only interfaces with address family `inet` and the flags `broadcast` and `multicast` will be listed.

ifaddrs_filter_fun() = fun((ifaddrs()) -> boolean())

For each `ifaddrs` entry, return either `true` to keep the entry or `false` to discard the entry.

For example, to get an interface list which only contains non-`loopback` `inet` interfaces:

```
net:getifaddrs(fun(#{addr  := #{family := inet},
                     flags := Flags}) ->
         not lists:member(loopback, Flags);
    (_) ->
         false
        end).
```

name_info() = #{host := string(), service := string()}
name_info_flags() = [name_info_flag() | name_info_flag_ext()]
name_info_flag() =
**   namereqd | dgram | nofqdn | numerichost | numericserv**
name_info_flag_ext() = idn
network_interface_name() = string()
network_interface_index() = integer() >= 0

Exports

gethostname() -> {ok, HostName} | {error, Reason}

Types:

HostName = string()
Reason = term()

Returns the name of the current host.

getnameinfo(SockAddr) -> {ok, Info} | {error, Reason}
getnameinfo(SockAddr, Flags) -> {ok, Info} | {error, Reason}

Types:

SockAddr = socket:sockaddr()
Flags = name_info_flags() | undefined
Info = name_info()
Reason = term()

Address-to-name translation in a protocol-independant manner.

This function is the inverse of `getaddrinfo`. It converts a socket address to a corresponding host and service.

getaddrinfo(Host) -> {ok, Info} | {error, Reason}
getaddrinfo(Host, Service :: undefined) ->
**   {ok, Info} | {error, Reason}**
getaddrinfo(Host :: undefined, Service) ->
**   {ok, Info} | {error, Reason}**
getaddrinfo(Host, Service) -> {ok, Info} | {error, Reason}

Types:

```
Host = Service = string()
Info = [address_info()]
Reason = term()
```

Network address and service translation.

This function is the inverse of `getnameinfo`. It converts host and service to a corresponding socket address.

One of the `Host` and `Service` may be `undefined` but **not** both.

```
getifaddrs() -> {ok, IfAddrs} | {error, Reason}
getifaddrs(Filter) -> {ok, IfAddrs} | {error, Reason}
getifaddrs(Namespace) -> {ok, IfAddrs} | {error, Reason}
getifaddrs(Filter, Namespace) -> {ok, IfAddrs} | {error, Reason}
```

Types:

```
Filter = ifaddrs_filter()
Namespace = file:filename_all()
IfAddrs = [ifaddrs()]
Reason = term()
```

Get interface addresses.

This function is used to get the machines interface addresses, possibly filtered according to `Filter`.

By default, a filter with the content: `#{family => default, flags => any}` is used. This will return all interfaces with addresses in the `inet` and `inet6` families.

```
if_name2index(Name) -> {ok, Idx} | {error, Reason}
```

Types:

```
Name = network_interface_name()
Idx = network_interface_index()
Reason = term()
```

Mappings between network interface names and indexes.

```
if_index2name(Idx) -> {ok, Name} | {error, Reason}
```

Types:

```
Idx = network_interface_index()
Name = network_interface_name()
Reason = term()
```

Mappings between network interface index and names.

```
if_names() -> {ok, Names} | {error, Reason}
```

Types:

```
Names = [{Idx, If}]
Idx = network_interface_index()
If = network_interface_name()
Reason = term()
```

Get network interface names and indexes.

net_adm

Erlang module

This module contains various network utility functions.

Exports

dns_hostname(Host) -> {ok, Name} | {error, Host}

Types:

Host = atom() | string()
Name = string()

Returns the official name of `Host`, or `{error, Host}` if no such name is found. See also `inet(3)`.

host_file() -> Hosts | {error, Reason}

Types:

Hosts = [Host :: atom()]
Reason =
file:posix() |
badarg | terminated | system_limit |
{Line :: integer(), Mod :: module(), Term :: term()}

Reads file `.hosts.erlang`, see section Files. Returns the hosts in this file as a list. Returns `{error, Reason}` if the file cannot be read or the Erlang terms on the file cannot be interpreted.

localhost() -> Name

Types:

Name = string()

Returns the name of the local host. If Erlang was started with command-line flag `-name`, `Name` is the fully qualified name.

names() -> {ok, [{Name, Port}]} | {error, Reason}
names(Host) -> {ok, [{Name, Port}]} | {error, Reason}

Types:

Host = atom() | string() | inet:ip_address()
Name = string()
Port = integer() >= 0
Reason = address | file:posix()

Similar to `epmd -names`, see `erts:epmd(1)`. `Host` defaults to the local host. Returns the names and associated port numbers of the Erlang nodes that `epmd` registered at the specified host. Returns `{error, address}` if `epmd` is not operational.

Example:

```
(arne@dunn)1> net_adm:names().
{ok,[{"arne",40262}]}
```

`ping(Node) -> pong | pang`

Types:

`Node = atom()`

Sets up a connection to `Node`. Returns `pong` if it is successful, otherwise `pang`.

`world() -> [node()]`
`world(Arg) -> [node()]`

Types:

`Arg = verbosity()`
`verbosity() = silent | verbose`

Calls `names(Host)` for all hosts that are specified in the Erlang host file `.hosts.erlang`, collects the replies, and then evaluates `ping(Node)` on all those nodes. Returns the list of all nodes that are successfully pinged.

`Arg` defaults to `silent`. If `Arg == verbose`, the function writes information about which nodes it is pinging to `stdout`.

This function can be useful when a node is started, and the names of the other network nodes are not initially known.

Returns `{error, Reason}` if `host_file()` returns `{error, Reason}`.

`world_list(Hosts) -> [node()]`
`world_list(Hosts, Arg) -> [node()]`

Types:

`Hosts = [atom()]`
`Arg = verbosity()`
`verbosity() = silent | verbose`

Same as `world/0,1`, but the hosts are specified as argument instead of being read from `.hosts.erlang`.

Files

File `.hosts.erlang` consists of a number of host names written as Erlang terms. It is looked for in the current work directory, the user's home directory, and `$OTPROOT` (the root directory of Erlang/OTP), in that order.

The format of file `.hosts.erlang` must be one host name per line. The host names must be within quotes.

Example:

```
'super.eua.ericsson.se'.
'renat.eua.ericsson.se'.
'grouse.eua.ericsson.se'.
'gauffin1.eua.ericsson.se'.
^ (new line)
```

net_kernel

Erlang module

The net kernel is a system process, registered as `net_kernel`, which must be operational for distributed Erlang to work. The purpose of this process is to implement parts of the BIFs `spawn/4` and `spawn_link/4`, and to provide monitoring of the network.

An Erlang node is started using command-line flag `-name` or `-sname`:

```
$ erl -sname foobar
```

It is also possible to call `net_kernel:start(foobar, #{})` directly from the normal Erlang shell prompt:

```
1> net_kernel:start(foobar, #{name_domain => shortnames}).
{ok,<0.64.0>}
(foobar@gringotts)2>
```

If the node is started with command-line flag `-sname`, the node name is `foobar@Host`, where `Host` is the short name of the host (not the fully qualified domain name). If started with flag `-name`, the node name is `foobar@Host`, where `Host` is the fully qualified domain name. For more information, see `erl`.

Normally, connections are established automatically when another node is referenced. This functionality can be disabled by setting Kernel configuration parameter `dist_auto_connect` to `never`, see `kernel(6)`. In this case, connections must be established explicitly by calling `connect_node/1`.

Which nodes that are allowed to communicate with each other is handled by the magic cookie system, see section Distributed Erlang in the Erlang Reference Manual.

Warning:

Starting a distributed node without also specifying `-proto_dist inet_tls` will expose the node to attacks that may give the attacker complete access to the node and in extension the cluster. When using un-secure distributed nodes, make sure that the network is configured to keep potential attackers out. See the Using SSL for Erlang Distribution User's Guide for details on how to setup a secure distributed node.

Exports

`allow(Nodes) -> ok | error`

Types:

`Nodes = [node()]`

Permits access to the specified set of nodes.

Before the first call to `allow/1`, any node with the correct cookie can be connected. When `allow/1` is called, a list of allowed nodes is established. Any access attempts made from (or to) nodes not in that list will be rejected.

Subsequent calls to `allow/1` will add the specified nodes to the list of allowed nodes. It is not possible to remove nodes from the list.

Returns `error` if any element in `Nodes` is not an atom.

```
connect_node(Node) -> boolean() | ignored
```

Types:

```
Node = node()
```

Establishes a connection to `Node`. Returns `true` if a connection was established or was already established or if `Node` is the local node itself. Returns `false` if the connection attempt failed, and `ignored` if the local node is not alive.

```
get_net_ticktime() -> Res
```

Types:

```
Res = NetTicktime | {ongoing_change_to, NetTicktime} | ignored
NetTicktime = integer() >= 1
```

Returns currently used net tick time in seconds. For more information see the `net_ticktime kernel(6)` parameter.

Defined return values (`Res`):

`NetTicktime`

`net_ticktime` is `NetTicktime` seconds.

`{ongoing_change_to, NetTicktime}`

`net_kernel` is currently changing `net_ticktime` to `NetTicktime` seconds.

`ignored`

The local node is not alive.

```
getopts(Node, Options) ->
           {ok, OptionValues} | {error, Reason} | ignored
```

Types:

```
Node = node()
Options = [inet:socket_getopt()]
OptionValues = [inet:socket_setopt()]
Reason = inet:posix() | noconnection
```

Get one or more options for the distribution socket connected to `Node`.

If `Node` is a connected node the return value is the same as from `inet:getopts(Sock, Options)` where `Sock` is the distribution socket for `Node`.

Returns `ignored` if the local node is not alive or `{error, noconnection}` if `Node` is not connected.

```
get_state() ->
             #{started => no | static | dynamic,
               name => atom(),
               name_type => static | dynamic,
               name_domain => shortnames | longnames}
```

Get the current state of the distribution for the local node.

Returns a map with (at least) the following key-value pairs:

`started => Started`

Valid values for `Started`:

`no`

The distribution is not started. In this state none of the other keys below are present in the map.

`static`

The distribution was started with command line arguments `-name` or `-sname`.

`dynamic`

The distribution was started with `net_kernel:start/1` and can be stopped with `net_kernel:stop/0`.

`name => Name`

The name of the node. Same as returned by `erlang:node/0` except when `name_type` is `dynamic` in which case `Name` may be `undefined` (instead of `nonode@nohost`).

`name_type => NameType`

Valid values for `NameType`:

`static`

The node has a static node name set by the node itself.

`dynamic`

The distribution was started in dynamic node name mode, and will get its node name assigned from the first node it connects to. If key `name` has value `undefined` that has not happened yet.

`name_domain => NameDomain`

Valid values for `NameDomain`:

`shortnames`

The distribution was started to use node names with a short host portion (not fully qualified).

`longnames`

The distribution was started to use node names with a long fully qualified host portion.

```
monitor_nodes(Flag) -> ok | Error
monitor_nodes(Flag, Options) -> ok | Error
```

Types:

```
Flag = boolean()
Options = OptionsList | OptionsMap
OptionsList = [ListOption]
ListOption =
    connection_id | {node_type, NodeType} | nodedown_reason
OptionsMap =
    #{connection_id => boolean(),
      node_type => NodeType,
      nodedown_reason => boolean()}
NodeType = visible | hidden | all
Error = error | {error, term()}
```

The calling process subscribes or unsubscribes to node status change messages. A `nodeup` message is delivered to all subscribing processes when a new node is connected, and a `nodedown` message is delivered when a node is disconnected.

If `Flag` is `true`, a new subscription is started. If `Flag` is `false`, all previous subscriptions started with the same `Options` are stopped. Two option lists are considered the same if they contain the same set of options.

Delivery guarantees of `nodeup`/`nodedown` messages:

- `nodeup` messages are delivered before delivery of any signals from the remote node through the newly established connection.
- `nodedown` messages are delivered after all the signals from the remote node over the connection have been delivered.
- `nodeup` messages are delivered after the corresponding node appears in results from `erlang:nodes()`.
- `nodedown` messages are delivered after the corresponding node has disappeared in results from `erlang:nodes()`.
- As of OTP 23.0, a `nodedown` message for a connection being taken down will be delivered before a `nodeup` message due to a new connection to the same node. Prior to OTP 23.0, this was not guaranteed to be the case.

The format of the node status change messages depends on `Options`. If `Options` is the empty list or if `net_kernel:monitor_nodes/1` is called, the format is as follows:

```
{nodeup, Node} | {nodedown, Node}
  Node = node()
```

When `Options` is the empty map or empty list, the caller will only subscribe for status change messages for visible nodes. That is, only nodes that appear in the result of `erlang:nodes/0`.

If `Options` equals anything other than the empty list, the format of the status change messages is as follows:

```
{nodeup, Node, Info} | {nodedown, Node, Info}
  Node = node()
  Info = #{Tag => Val} | [{Tag, Val}]
```

`Info` is either a map or a list of 2-tuples. Its content depends on `Options`. If `Options` is a map, `Info` will also be a map. If `Options` is a list, `Info` will also be a list.

When `Options` is a map, currently the following associations are allowed:

`connection_id => boolean()`

If the value of the association equals `true`, a `connection_id => ConnectionId` association will be included in the `Info` map where `ConnectionId` is the connection identifier of the connection coming up or going down. For more info about this connection identifier see the documentation of erlang:nodes/2.

`node_type => NodeType`

Valid values for `NodeType`:

`visible`

Subscribe to node status change messages for visible nodes only. The association `node_type => visible` will be included in the `Info` map.

`hidden`

Subscribe to node status change messages for hidden nodes only. The association `node_type => hidden` will be included in the `Info` map.

`all`

Subscribe to node status change messages for both visible and hidden nodes. The association `node_type => visible | hidden` will be included in the `Info` map.

If no `node_type => NodeType` association is included in the `Options` map, the caller will subscribe for status change messages for visible nodes only, but *no* `node_type => visible` association will be included in the `Info` map.

`nodedown_reason => boolean()`

If the value of the association equals `true`, a `nodedown_reason => Reason` association will be included in the `Info` map for `nodedown` messages.

`Reason` can, depending on which distribution module or process that is used, be any term, but for the standard TCP distribution module it is one of the following:

`connection_setup_failed`

The connection setup failed (after `nodeup` messages were sent).

`no_network`

No network is available.

`net_kernel_terminated`

The `net_kernel` process terminated.

`shutdown`

Unspecified connection shutdown.

`connection_closed`

The connection was closed.

`disconnect`

The connection was disconnected (forced from the current node).

`net_tick_timeout`

Net tick time-out.

`send_net_tick_failed`

Failed to send net tick over the connection.

`get_status_failed`

Status information retrieval from the `Port` holding the connection failed.

When `Options` is a list, currently `ListOption` can be one of the following:

`connection_id`

A `{connection_id, ConnectionId}` tuple will be included in `Info` where `ConnectionId` is the connection identifier of the connection coming up or going down. For more info about this connection identifier see the documentation of erlang:nodes/2.

`{node_type, NodeType}`

Valid values for `NodeType`:

`visible`

Subscribe to node status change messages for visible nodes only. The tuple `{node_type, visible}` will be included in the `Info` list.

`hidden`

Subscribe to node status change messages for hidden nodes only. The tuple `{node_type, hidden}` will be included in the `Info` list.

`all`

Subscribe to node status change messages for both visible and hidden nodes. The tuple `{node_type, visible | hidden}` will be included in the `Info` list.

If no `{node_type, NodeType}` option has been given. The caller will subscribe for status change messages for visible nodes only, but *no* `{node_type, visible}` tuple will be included in the `Info` list.

`nodedown_reason`

The tuple `{nodedown_reason, Reason}` will be included in the `Info` list for `nodedown` messages.

See the documentation of the `nodedown_reason => boolean()` association above for information about possible `Reason` values.

Example:

```
(a@localhost)1> net_kernel:monitor_nodes(true, #{connection_id=>true, node_type=>all, nodedown_reason=>true}
ok
(a@localhost)2> flush().
Shell got {nodeup,b@localhost,
                  #{connection_id => 3067552,node_type => visible}}
Shell got {nodeup,c@localhost,
                  #{connection_id => 13892107,node_type => hidden}}
Shell got {nodedown,b@localhost,
                    #{connection_id => 3067552,node_type => visible,
                      nodedown_reason => connection_closed}}
Shell got {nodedown,c@localhost,
                    #{connection_id => 13892107,node_type => hidden,
                      nodedown_reason => net_tick_timeout}}
Shell got {nodeup,b@localhost,
                  #{connection_id => 3067553,node_type => visible}}
ok
(a@localhost)3>
```

`set_net_ticktime(NetTicktime) -> Res`

`set_net_ticktime(NetTicktime, TransitionPeriod) -> Res`

Types:

`NetTicktime = integer() >= 1`

`TransitionPeriod = integer() >= 0`

`Res =`
`    unchanged | change_initiated |`
`    {ongoing_change_to, NewNetTicktime}`

`NewNetTicktime = integer() >= 1`

Sets `net_ticktime` (see `kernel(6)`) to `NetTicktime` seconds. `TransitionPeriod` defaults to `60`.

Some definitions:

Minimum transition traffic interval (`MTTI`)

`minimum(NetTicktime, PreviousNetTicktime)*1000 div 4` milliseconds.

Transition period

The time of the least number of consecutive `MTTI`s to cover `TransitionPeriod` seconds following the call to `set_net_ticktime/2` (that is, ((`TransitionPeriod*1000 - 1) div MTTI + 1)*MTTI` milliseconds).

If `NetTicktime < PreviousNetTicktime`, the `net_ticktime` change is done at the end of the transition period; otherwise at the beginning. During the transition period, `net_kernel` ensures that there is outgoing traffic on all connections at least every `MTTI` millisecond.

> **Note:**
>
> The `net_ticktime` changes must be initiated on all nodes in the network (with the same `NetTicktime`) before the end of any transition period on any node; otherwise connections can erroneously be disconnected.

Returns one of the following:

`unchanged`

`net_ticktime` already has the value of `NetTicktime` and is left unchanged.

`change_initiated`

`net_kernel` initiated the change of `net_ticktime` to `NetTicktime` seconds.

`{ongoing_change_to, NewNetTicktime}`

The request is **ignored** because `net_kernel` is busy changing `net_ticktime` to `NewNetTicktime` seconds.

`setopts(Node, Options) -> ok | {error, Reason} | ignored`

Types:

```
Node = node() | new
Options = [inet:socket_setopt()]
Reason = inet:posix() | noconnection
```

Set one or more options for distribution sockets. Argument `Node` can be either one node name or the atom `new` to affect the distribution sockets of all future connected nodes.

The return value is the same as from `inet:setopts/2` or `{error, noconnection}` if `Node` is not a connected node or `new`.

If `Node` is `new` the `Options` will then also be added to kernel configuration parameters inet_dist_listen_options and inet_dist_connect_options.

Returns `ignored` if the local node is not alive.

`start(Name, Options) -> {ok, pid()} | {error, Reason}`

Types:

```
Options =
    #{name_domain => NameDomain,
      net_ticktime => NetTickTime,
      net_tickintensity => NetTickIntensity,
      dist_listen => boolean(),
      hidden => boolean()}
Name = atom()
NameDomain = shortnames | longnames
NetTickTime = integer() >= 1
NetTickIntensity = 4..1000
Reason = {already_started, pid()} | term()
```

Turns a non-distributed node into a distributed node by starting `net_kernel` and other necessary processes.

If `Name` is set to **`undefined`** the distribution will be started to request a dynamic node name from the first node it connects to. See Dynamic Node Name. Setting `Name` to `undefined` implies options `dist_listen => false` and `hidden => true`.

Currently supported options:

`name_domain => NameDomain`

Determines the host name part of the node name. If `NameDomain` equals `longnames`, fully qualified domain names will be used which also is the default. If `NameDomain` equals `shortnames`, only the short name of the host will be used.

`net_ticktime => NetTickTime`

Net tick time to use in seconds. Defaults to the value of the `net_ticktime` `kernel(6)` parameter. For more information about *net tick time*, see the `kernel` parameter. However, note that if the value of the `kernel` parameter is invalid, it will silently be replaced by a valid value, but if an invalid `NetTickTime` value is passed as option value to this function, the call will fail.

`net_tickintensity => NetTickIntensity`

Net tick intensity to use. Defaults to the value of the `net_tickintensity` `kernel(6)` parameter. For more information about *net tick intensity*, see the `kernel` parameter. However, note that if the value of the `kernel` parameter is invalid, it will silently be replaced by a valid value, but if an invalid `NetTickIntensity` value is passed as option value to this function, the call will fail.

`dist_listen => boolean()`

Enable or disable listening for incoming connections. Defaults to the value of the `-dist_listen` `erl` command line argument. Note that `dist_listen => false` implies `hidden => true`.

If `undefined` has been passed as `Name`, the `dist_listen` option will be overridden with `dist_listen => false`.

`hidden => boolean()`

Enable or disable hidden node. Defaults to `true` if the `-hidden` `erl` command line argument has been passed; otherwise `false`.

If `undefined` has been passed as `Name`, or the option `dist_listen` equals `false`, the `hidden` option will be overridden with `hidden => true`.

`start(Options) -> {ok, pid()} | {error, Reason}`

Types:

```
Options = [Name | NameDomain | TickTime, ...]
Name = atom()
NameDomain = shortnames | longnames
TickTime = integer() >= 1
Reason = {already_started, pid()} | term()
```

Warning:

`start/1` is deprecated. Use `start/2` instead.

Turns a non-distributed node into a distributed node by starting `net_kernel` and other necessary processes.

`Options` list can only be exactly one of the following lists (order is imporant):

`[Name]`

The same as `net_kernel:start([Name, longnames, 15000])`.

`[Name, NameDomain]`

The same as `net_kernel:start([Name, NameDomain, 15000])`.

`[Name, NameDomain, TickTime]`

The same as `net_kernel:start(Name, #{name_domain => NameDomain, net_ticktime => ((TickTime*4-1) div 1000) + 1, net_tickintensity => 4})`. Note that `TickTime` is *not* the same as net tick time expressed in milliseconds. `TickTime` is the time between ticks when net tick intensity equals `4`.

`stop() -> ok | {error, Reason}`

Types:

`Reason = not_allowed | not_found`

Turns a distributed node into a non-distributed node. For other nodes in the network, this is the same as the node going down. Only possible when the net kernel was started using `start/2`, otherwise `{error, not_allowed}` is returned. Returns `{error, not_found}` if the local node is not alive.

os

Erlang module

The functions in this module are operating system-specific. Careless use of these functions results in programs that will only run on a specific platform. On the other hand, with careful use, these functions can be of help in enabling a program to run on most platforms.

> **Note:**
>
> The functions in this module will raise a `badarg` exception if their arguments contain invalid characters according to the description in the "Data Types" section.

Data Types

`env_var_name() = nonempty_string()`

A string containing valid characters on the specific OS for environment variable names using `file:native_name_encoding()` encoding. Null characters (integer value zero) are not allowed. On Unix, `=` characters are not allowed. On Windows, a `=` character is only allowed as the very first character in the string.

`env_var_value() = string()`

A string containing valid characters on the specific OS for environment variable values using `file:native_name_encoding()` encoding. Null characters (integer value zero) are not allowed.

`env_var_name_value() = nonempty_string()`

Assuming that environment variables has been correctly set, a strings containing valid characters on the specific OS for environment variable names and values using `file:native_name_encoding()` encoding. The first `=` characters appearing in the string separates environment variable name (on the left) from environment variable value (on the right).

`os_command() = atom() | io_lib:chars()`

All characters needs to be valid characters on the specific OS using `file:native_name_encoding()` encoding. Null characters (integer value zero) are not allowed.

`os_command_opts() = #{max_size => integer() >= 0 | infinity}`

Options for `os:cmd/2`

`max_size`

> The maximum size of the data returned by the `os:cmd/2` call. See the `os:cmd/2` documentation for more details.

Exports

`cmd(Command) -> string()`

`cmd(Command, Options) -> string()`

Types:

Command = os_command()
Options = os_command_opts()

Executes `Command` in a command shell of the target OS, captures the standard output and standard error of the command, and returns this result as a string.

Examples:

```
LsOut = os:cmd("ls"), % on unix platform
DirOut = os:cmd("dir"), % on Win32 platform
```

Notice that in some cases, standard output of a command when called from another program (for example, `os:cmd/1`) can differ, compared with the standard output of the command when called directly from an OS command shell.

`os:cmd/2` was added in kernel-5.5 (OTP-20.2.1). It makes it possible to pass an options map as the second argument in order to control the behaviour of `os:cmd`. The possible options are:

`max_size`

The maximum size of the data returned by the `os:cmd` call. This option is a safety feature that should be used when the command executed can return a very large, possibly infinite, result.

```
> os:cmd("cat /dev/zero", #{ max_size => 20 }).
[0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]
```

env() -> [{env_var_name(), env_var_value()}]

Returns a list of all environment variables. Each environment variable is expressed as a tuple `{VarName,Value}`, where `VarName` is the name of the variable and `Value` its value.

If Unicode filename encoding is in effect (see the `erl` manual page), the strings can contain characters with codepoints > 255.

find_executable(Name) -> Filename | false
find_executable(Name, Path) -> Filename | false

Types:

Name = Path = Filename = string()

These two functions look up an executable program, with the specified name and a search path, in the same way as the underlying OS. `find_executable/1` uses the current execution path (that is, the environment variable `PATH` on Unix and Windows).

`Path`, if specified, is to conform to the syntax of execution paths on the OS. Returns the absolute filename of the executable program `Name`, or `false` if the program is not found.

getenv() -> [env_var_name_value()]

Returns a list of all environment variables. Each environment variable is expressed as a single string on the format `"VarName=Value"`, where `VarName` is the name of the variable and `Value` its value.

If Unicode filename encoding is in effect (see the `erl` manual page), the strings can contain characters with codepoints > 255.

Consider using `env/0` for a nicer 2-tuple format.

getenv(VarName) -> Value | false

Types:

```
VarName = env_var_name()
Value = env_var_value()
```

Returns the `Value` of the environment variable `VarName`, or `false` if the environment variable is undefined.

If Unicode filename encoding is in effect (see the `erl` manual page), the strings `VarName` and `Value` can contain characters with codepoints > 255.

`getenv(VarName, DefaultValue) -> Value`

Types:

```
VarName = env_var_name()
DefaultValue = Value = env_var_value()
```

Returns the `Value` of the environment variable `VarName`, or `DefaultValue` if the environment variable is undefined.

If Unicode filename encoding is in effect (see the `erl` manual page), the strings `VarName` and `Value` can contain characters with codepoints > 255.

`getpid() -> Value`

Types:

```
Value = string()
```

Returns the process identifier of the current Erlang emulator in the format most commonly used by the OS environment. Returns `Value` as a string containing the (usually) numerical identifier for a process. On Unix, this is typically the return value of the `getpid()` system call. On Windows, the process id as returned by the `GetCurrentProcessId()` system call is used.

`putenv(VarName, Value) -> true`

Types:

```
VarName = env_var_name()
Value = env_var_value()
```

Sets a new `Value` for environment variable `VarName`.

If Unicode filename encoding is in effect (see the `erl` manual page), the strings `VarName` and `Value` can contain characters with codepoints > 255.

On Unix platforms, the environment is set using UTF-8 encoding if Unicode filename translation is in effect. On Windows, the environment is set using wide character interfaces.

`set_signal(Signal, Option) -> ok`

Types:

```
Signal =
    sighup | sigquit | sigabrt | sigalrm | sigterm | sigusr1 |
    sigusr2 | sigchld | sigstop | sigtstp
Option = default | handle | ignore
```

Enables or disables OS signals.

Each signal my be set to one of the following options:

`ignore`
: This signal will be ignored.

`default`
: This signal will use the default signal handler for the operating system.

`handle`
: This signal will notify `erl_signal_server` when it is received by the Erlang runtime system.

`system_time() -> integer()`

Returns the current OS system time in `native` time unit.

> **Note:**
>
> This time is **not** a monotonically increasing time.

`system_time(Unit) -> integer()`

Types:

`Unit = erlang:time_unit()`

Returns the current OS system time converted into the `Unit` passed as argument.

Calling `os:system_time(Unit)` is equivalent to `erlang:convert_time_unit(os:system_time(), native, Unit)`.

> **Note:**
>
> This time is **not** a monotonically increasing time.

`timestamp() -> Timestamp`

Types:

`Timestamp = erlang:timestamp()`

Timestamp = {MegaSecs, Secs, MicroSecs}

Returns the current OS system time in the same format as `erlang:timestamp/0`. The tuple can be used together with function `calendar:now_to_universal_time/1` or `calendar:now_to_local_time/1` to get calendar time. Using the calendar time, together with the `MicroSecs` part of the return tuple from this function, allows you to log time stamps in high resolution and consistent with the time in the rest of the OS.

Example of code formatting a string in format "DD Mon YYYY HH:MM:SS.mmmmmm", where DD is the day of month, Mon is the textual month name, YYYY is the year, HH:MM:SS is the time, and mmmmmm is the microseconds in six positions:

```
-module(print_time).
-export([format_utc_timestamp/0]).
format_utc_timestamp() ->
    TS = {_,_,Micro} = os:timestamp(),
    {{Year,Month,Day},{Hour,Minute,Second}} =
calendar:now_to_universal_time(TS),
    Mstr = element(Month,{"Jan","Feb","Mar","Apr","May","Jun","Jul",
    "Aug","Sep","Oct","Nov","Dec"}),
    io_lib:format("~2w ~s ~4w ~2w:~2..0w:~2..0w.~6..0w",
    [Day,Mstr,Year,Hour,Minute,Second,Micro]).
```

This module can be used as follows:

```
1> io:format("~s~n",[print_time:format_utc_timestamp()]).
29 Apr 2009  9:55:30.051711
```

OS system time can also be retrieved by `system_time/0` and `system_time/1`.

perf_counter() -> Counter

Types:

Counter = integer()

Returns the current performance counter value in `perf_counter` time unit. This is a highly optimized call that might not be traceable.

perf_counter(Unit) -> integer()

Types:

Unit = erlang:time_unit()

Returns a performance counter that can be used as a very fast and high resolution timestamp. This counter is read directly from the hardware or operating system with the same guarantees. This means that two consecutive calls to the function are not guaranteed to be monotonic, though it most likely will be. The performance counter will be converted to the resolution passed as an argument.

```
1> T1 = os:perf_counter(1000),receive after 10000 -> ok end,T2 = os:perf_counter(1000).
176525861
2> T2 - T1.
10004
```

type() -> {Osfamily, Osname}

Types:

Osfamily = unix | win32

Osname = atom()

Returns the `Osfamily` and, in some cases, the `Osname` of the current OS.

On Unix, `Osname` has the same value as `uname -s` returns, but in lower case. For example, on Solaris 1 and 2, it is `sunos`.

On Windows, `Osname` is `nt`.

Note:

Think twice before using this function. Use module `filename` if you want to inspect or build filenames in a portable way. Avoid matching on atom `Osname`.

unsetenv(VarName) -> true

Types:

VarName = env_var_name()

Deletes the environment variable `VarName`.

If Unicode filename encoding is in effect (see the `erl` manual page), the string `VarName` can contain characters with codepoints > 255.

version() -> VersionString | {Major, Minor, Release}

Types:

VersionString = string()

Major = Minor = Release = integer() >= 0

Returns the OS version. On most systems, this function returns a tuple, but a string is returned instead if the system has versions that cannot be expressed as three numbers.

> **Note:**
>
> Think twice before using this function. If you still need to use it, always `call os:type()` first.

pg

Erlang module

This module implements process groups. A message can be sent to one, some, or all group members.

Up until OTP 17 there used to exist an experimental `pg` module in `stdlib`. This `pg` module is not the same module as that experimental `pg` module, and only share the same module name.

A group of processes can be accessed by a common name. For example, if there is a group named `foobar`, there can be a set of processes (which can be located on different nodes) that are all members of the group `foobar`. There are no special functions for sending a message to the group. Instead, client functions are to be written with the functions `get_members/1` and `get_local_members/1` to determine which processes are members of the group. Then the message can be sent to one or more group members.

If a member terminates, it is automatically removed from the group.

A process may join multiple groups. It may join the same group multiple times. It is only allowed to join processes running on local node.

Process Groups implement strong eventual consistency. Process Groups membership view may temporarily diverge. For example, when processes on `node1` and `node2` join concurrently, `node3` and `node4` may receive updates in a different order.

Membership view is not transitive. If `node1` is not directly connected to `node2`, they will not see each other groups. But if both are connected to `node3`, `node3` will have the full view.

Groups are automatically created when any process joins, and are removed when all processes leave the group. Non-existing group is considered empty (containing no processes).

Process groups can be organised into multiple scopes. Scopes are completely independent of each other. A process may join any number of groups in any number of scopes. Scopes are designed to decouple single mesh into a set of overlay networks, reducing amount of traffic required to propagate group membership information. Default scope `pg` is started automatically when `kernel(6)` is configured to do so.

Note:

Scope name is used to register process locally, and to name an ETS table. If there is another process registered under this name, or another ETS table exists, scope fails to start.

Local membership is not preserved if scope process exits and restarts.

A scope can be kept local-only by using a scope name that is unique cluster-wide, e.g. the node name:

```
pg:start_link(node()).
```

Data Types

`group() = any()`

The identifier of a process group.

Exports

`start_link() -> {ok, pid()} | {error, any()}`

Starts the default `pg` scope within supervision tree. Kernel may be configured to do it automatically, see `kernel(6)` configuration manual.

```
start(Scope :: atom()) -> {ok, pid()} | {error, any()}
start_link(Scope :: atom()) -> {ok, pid()} | {error, any()}
```

Starts additional scope.

```
join(Group :: group(), PidOrPids :: pid() | [pid()]) -> ok
join(Scope :: atom(),
     Group :: group(),
     PidOrPids :: pid() | [pid()]) ->
        ok
```

Joins single process or multiple processes to the group `Group`. A process can join a group many times and must then leave the group the same number of times.

`PidOrPids` may contain the same process multiple times.

```
leave(Group :: group(), PidOrPids :: pid() | [pid()]) -> ok
leave(Scope :: atom(),
      Group :: group(),
      PidOrPids :: pid() | [pid()]) ->
         ok | not_joined
```

Makes the process `PidOrPids` leave the group `Group`. If the process is not a member of the group, `not_joined` is returned.

When list of processes is passed as `PidOrPids`, function returns `not_joined` only when all processes of the list are not joined.

```
monitor_scope() -> {reference(), #{group() => [pid()]}}
monitor_scope(Scope :: atom()) ->
                 {reference(), #{group() => [pid()]}}
```

Subscribes the caller to updates from the specified scope. Returns content of the entire scope and a reference to match the upcoming notifications.

Whenever any group membership changes, an update message is sent to the subscriber:

```
{Ref, join, Group, [JoinPid1, JoinPid2]}
```

```
{Ref, leave, Group, [LeavePid1]}
```

```
monitor(Group :: group()) -> {reference(), [pid()]}
monitor(Scope :: atom(), Group :: group()) ->
           {reference(), [pid()]}
```

Subscribes the caller to updates for the specified group. Returns list of processes currently in the group, and a reference to match the upcoming notifications.

See `monitor_scope/0` for the update message structure.

```
demonitor(Ref :: reference()) -> ok | false
demonitor(Scope :: atom(), Ref :: reference()) -> ok | false
```

Unsubscribes the caller from updates (scope or group). Flushes all outstanding updates that were already in the message queue of the calling process.

`get_local_members(Group :: group()) -> [pid()]`
`get_local_members(Scope :: atom(), Group :: group()) -> [pid()]`

Returns all processes running on the local node in the group `Group`. Processes are returned in no specific order. This function is optimised for speed.

`get_members(Group :: group()) -> [pid()]`
`get_members(Scope :: atom(), Group :: group()) -> [pid()]`

Returns all processes in the group `Group`. Processes are returned in no specific order. This function is optimised for speed.

`which_groups() -> [Group :: group()]`
`which_groups(Scope :: atom()) -> [Group :: group()]`

Returns a list of all known groups.

See Also

`kernel(6)`

rpc

Erlang module

This module contains services similar to Remote Procedure Calls. It also contains broadcast facilities and parallel evaluators. A remote procedure call is a method to call a function on a remote node and collect the answer. It is used for collecting information on a remote node, or for running a function with some specific side effects on the remote node.

Note:

`rpc:call()` and friends makes it quite hard to distinguish between successful results, raised exceptions, and other errors. This cannot be changed due to compatibility reasons. As of OTP 23, a new module `erpc` was introduced in order to provide an API that makes it possible to distinguish between the different results. The `erpc` module provides a subset (however, the central subset) of the functionality available in the `rpc` module. The `erpc` implementation also provides a more scalable implementation with better performance than the original `rpc` implementation. However, since the introduction of `erpc`, the `rpc` module implements large parts of its central functionality using `erpc`, so the `rpc` module won't not suffer scalability wise and performance wise compared to `erpc`.

Note:

For some important information about distributed signals, see the Blocking Signaling Over Distribution section in the *Processes* chapter of the *Erlang Reference Manual*. Blocking signaling can, for example, cause timeouts in `rpc` to be significantly delayed.

Data Types

`key()`

Opaque value returned by `async_call/4`.

Exports

`abcast(Name, Msg) -> abcast`

Types:

`Name = atom()`
`Msg = term()`

Equivalent to `abcast([node()|nodes()], Name, Msg)`.

`abcast(Nodes, Name, Msg) -> abcast`

Types:

`Nodes = [node()]`
`Name = atom()`
`Msg = term()`

Broadcasts the message `Msg` asynchronously to the registered process `Name` on the specified nodes.

async_call(Node, Module, Function, Args) -> Key

Types:

Node = node()
Module = module()
Function = atom()
Args = [term()]
Key = key()

Implements **call streams with promises**, a type of RPC that does not suspend the caller until the result is finished. Instead, a key is returned, which can be used later to collect the value. The key can be viewed as a promise to deliver the answer.

In this case, the key `Key` is returned, which can be used in a subsequent call to `yield/1` or `nb_yield/1,2` to retrieve the value of evaluating `apply(Module, Function, Args)` on node `Node`.

Note:

If you want the ability to distinguish between results, you may want to consider using the `erpc:send_request()` function from the `erpc` module instead. This also gives you the ability retrieve the results in other useful ways.

Note:

`yield/1` and `nb_yield/1,2` must be called by the same process from which this function was made otherwise they will never yield correctly.

Note:

You cannot make **any** assumptions about the process that will perform the `apply()`. It may be an `rpc` server, another server, or a freshly spawned process.

block_call(Node, Module, Function, Args) -> Res | {badrpc, Reason}

Types:

Node = node()
Module = module()
Function = atom()
Args = [term()]
Res = Reason = term()

The same as calling `rpc:block_call(Node, Module, Function, Args, infinity)`.

block_call(Node, Module, Function, Args, Timeout) ->
Res | {badrpc, Reason}

Types:

```
Node = node()
Module = module()
Function = atom()
Args = [term()]
Res = Reason = term()
Timeout = 0..4294967295 | infinity
```

The same as calling `rpc:call(Node, Module, Function, Args, Timeout)` with the exception that it also blocks other `rpc:block_call()` operations from executing concurrently on the node `Node`.

Warning:

Note that it also blocks other operations than just `rpc:block_call()` operations, so use it with care.

`call(Node, Module, Function, Args) -> Res | {badrpc, Reason}`

Types:

```
Node = node()
Module = module()
Function = atom()
Args = [term()]
Res = Reason = term()
```

Evaluates `apply(Module, Function, Args)` on node `Node` and returns the corresponding value `Res`, or `{badrpc, Reason}` if the call fails. The same as calling `rpc:call(Node, Module, Function, Args, infinity)`.

`call(Node, Module, Function, Args, Timeout) ->`
`Res | {badrpc, Reason}`

Types:

```
Node = node()
Module = module()
Function = atom()
Args = [term()]
Res = Reason = term()
Timeout = 0..4294967295 | infinity
```

Evaluates `apply(Module, Function, Args)` on node `Node` and returns the corresponding value `Res`, or `{badrpc, Reason}` if the call fails. `Timeout` is a time-out value in milliseconds. If the call times out, `Reason` is `timeout`.

If the reply arrives after the call times out, no message contaminates the caller's message queue.

Note:

If you want the ability to distinguish between results, you may want to consider using the `erpc:call()` function from the `erpc` module instead.

Note:

Here follows the details of what exactly is returned.

`{badrpc, Reason}` will be returned in the following circumstances:

- The called function fails with an `exit` exception.
- The called function fails with an `error` exception.
- The called function returns a term that matches `{'EXIT', _}`.
- The called function `throws` a term that matches `{'EXIT', _}`.

`Res` is returned in the following circumstances:

- The called function returns normally with a term that does **not** match `{'EXIT',_}`.
- The called function `throws` a term that does **not** match `{'EXIT',_}`.

Note:

You cannot make **any** assumptions about the process that will perform the `apply()`. It may be the calling process itself, an `rpc` server, another server, or a freshly spawned process.

`cast(Node, Module, Function, Args) -> true`

Types:

```
Node = node()
Module = module()
Function = atom()
Args = [term()]
```

Evaluates `apply(Module, Function, Args)` on node `Node`. No response is delivered and the calling process is not suspended until the evaluation is complete, as is the case with `call/4,5`.

Note:

You cannot make **any** assumptions about the process that will perform the `apply()`. It may be an `rpc` server, another server, or a freshly spawned process.

`eval_everywhere(Module, Function, Args) -> abcast`

Types:

```
Module = module()
Function = atom()
Args = [term()]
```

Equivalent to `eval_everywhere([node()|nodes()], Module, Function, Args)`.

`eval_everywhere(Nodes, Module, Function, Args) -> abcast`

Types:

```
Nodes = [node()]
Module = module()
Function = atom()
Args = [term()]
```

Evaluates `apply(Module, Function, Args)` on the specified nodes. No answers are collected.

`multi_server_call(Name, Msg) -> {Replies, BadNodes}`

Types:

```
Name = atom()
Msg = term()
Replies = [Reply :: term()]
BadNodes = [node()]
```

Equivalent to `multi_server_call([node()|nodes()], Name, Msg)`.

`multi_server_call(Nodes, Name, Msg) -> {Replies, BadNodes}`

Types:

```
Nodes = [node()]
Name = atom()
Msg = term()
Replies = [Reply :: term()]
BadNodes = [node()]
```

Can be used when interacting with servers called `Name` on the specified nodes. It is assumed that the servers receive messages in the format `{From, Msg}` and reply using `From ! {Name, Node, Reply}`, where `Node` is the name of the node where the server is located. The function returns `{Replies, BadNodes}`, where `Replies` is a list of all `Reply` values, and `BadNodes` is one of the following:

- A list of the nodes that do not exist
- A list of the nodes where the server does not exist
- A list of the nodes where the server terminated before sending any reply.

`multicall(Module, Function, Args) -> {ResL, BadNodes}`

Types:

```
Module = module()
Function = atom()
Args = [term()]
ResL = [Res :: term() | {badrpc, Reason :: term()}]
BadNodes = [node()]
```

Equivalent to `multicall([node()|nodes()], Module, Function, Args, infinity)`.

`multicall(Nodes, Module, Function, Args) -> {ResL, BadNodes}`

Types:

```
Nodes = [node()]
Module = module()
Function = atom()
Args = [term()]
ResL = [Res :: term() | {badrpc, Reason :: term()}]
BadNodes = [node()]
```

Equivalent to `multicall(Nodes, Module, Function, Args, infinity)`.

`multicall(Module, Function, Args, Timeout) -> {ResL, BadNodes}`

Types:

```
Module = module()
Function = atom()
Args = [term()]
Timeout = 0..4294967295 | infinity
ResL = [Res :: term() | {badrpc, Reason :: term()}]
BadNodes = [node()]
```

Equivalent to `multicall([node()|nodes()], Module, Function, Args, Timeout)`.

`multicall(Nodes, Module, Function, Args, Timeout) -> {ResL, BadNodes}`

Types:

```
Nodes = [node()]
Module = module()
Function = atom()
Args = [term()]
Timeout = 0..4294967295 | infinity
ResL = [Res :: term() | {badrpc, Reason :: term()}]
BadNodes = [node()]
```

In contrast to an RPC, a multicall is an RPC that is sent concurrently from one client to multiple servers. This is useful for collecting information from a set of nodes, or for calling a function on a set of nodes to achieve some side effects. It is semantically the same as iteratively making a series of RPCs on all the nodes, but the multicall is faster, as all the requests are sent at the same time and are collected one by one as they come back.

The function evaluates `apply(Module, Function, Args)` on the specified nodes and collects the answers. It returns `{ResL, BadNodes}`, where `BadNodes` is a list of the nodes that do not exist, and `ResL` is a list of the return values, or `{badrpc, Reason}` for failing calls. `Timeout` is a time (integer) in milliseconds, or `infinity`.

The following example is useful when new object code is to be loaded on all nodes in the network, and indicates some side effects that RPCs can produce:

```
%% Find object code for module Mod
{Mod, Bin, File} = code:get_object_code(Mod),

%% and load it on all nodes including this one
{ResL, _} = rpc:multicall(code, load_binary, [Mod, File, Bin]),

%% and then maybe check the ResL list.
```

> **Note:**
>
> If you want the ability to distinguish between results, you may want to consider using the `erpc:multicall()` function from the `erpc` module instead.

> **Note:**
>
> You cannot make **any** assumptions about the process that will perform the `apply()`. It may be the calling process itself, an `rpc` server, another server, or a freshly spawned process.

`nb_yield(Key) -> {value, Val} | timeout`

Types:

```
Key = key()
Val = (Res :: term()) | {badrpc, Reason :: term()}
```

Equivalent to `nb_yield(Key, 0)`.

`nb_yield(Key, Timeout) -> {value, Val} | timeout`

Types:

```
Key = key()
Timeout = 0..4294967295 | infinity
Val = (Res :: term()) | {badrpc, Reason :: term()}
```

Non-blocking version of `yield/1`. It returns the tuple `{value, Val}` when the computation is finished, or `timeout` when `Timeout` milliseconds has elapsed.

See the note in `call/4` for more details of Val.

> **Note:**
>
> This function must be called by the same process from which `async_call/4` was made otherwise it will only return `timeout`.

`parallel_eval(FuncCalls) -> ResL`

Types:

```
FuncCalls = [{Module, Function, Args}]
Module = module()
Function = atom()
Args = ResL = [term()]
```

Evaluates, for every tuple in `FuncCalls`, `apply(Module, Function, Args)` on some node in the network. Returns the list of return values, in the same order as in `FuncCalls`.

`pinfo(Pid) -> [{Item, Info}] | undefined`

Types:

```
Pid = pid()
Item = atom()
Info = term()
```

Location transparent version of the BIF `erlang:process_info/1` in ERTS.

```
pinfo(Pid, Item) -> {Item, Info} | undefined | []
pinfo(Pid, ItemList) -> [{Item, Info}] | undefined | []
```

Types:

```
Pid = pid()
Item = atom()
ItemList = [Item]
Info = term()
```

Location transparent version of the BIF `erlang:process_info/2` in ERTS.

```
pmap(FuncSpec, ExtraArgs, List1) -> List2
```

Types:

```
FuncSpec = {Module, Function}
Module = module()
Function = atom()
ExtraArgs = [term()]
List1 = [Elem :: term()]
List2 = [term()]
```

Evaluates `apply(Module, Function, [Elem|ExtraArgs])` for every element `Elem` in `List1`, in parallel. Returns the list of return values, in the same order as in `List1`.

```
sbcast(Name, Msg) -> {GoodNodes, BadNodes}
```

Types:

```
Name = atom()
Msg = term()
GoodNodes = BadNodes = [node()]
```

Equivalent to `sbcast([node()|nodes()], Name, Msg)`.

```
sbcast(Nodes, Name, Msg) -> {GoodNodes, BadNodes}
```

Types:

```
Name = atom()
Msg = term()
Nodes = GoodNodes = BadNodes = [node()]
```

Broadcasts the message `Msg` synchronously to the registered process `Name` on the specified nodes.

Returns `{GoodNodes, BadNodes}`, where `GoodNodes` is the list of nodes that have `Name` as a registered process.

The function is synchronous in the sense that it is known that all servers have received the message when the call returns. It is not possible to know that the servers have processed the message.

Any further messages sent to the servers, after this function has returned, are received by all servers after this message.

```
server_call(Node, Name, ReplyWrapper, Msg) ->
               Reply | {error, Reason}
```

Types:

```
Node = node()
Name = atom()
ReplyWrapper = Msg = Reply = term()
Reason = nodedown
```

Can be used when interacting with a server called `Name` on node `Node`. It is assumed that the server receives messages in the format `{From, Msg}` and replies using `From ! {ReplyWrapper, Node, Reply}`. This function makes such a server call and ensures that the entire call is packed into an atomic transaction, which either succeeds or fails. It never hangs, unless the server itself hangs.

The function returns the answer `Reply` as produced by the server `Name`, or `{error, Reason}`.

```
yield(Key) -> Res | {badrpc, Reason}
```

Types:

```
Key = key()
Res = Reason = term()
```

Returns the promised answer from a previous `async_call/4`. If the answer is available, it is returned immediately. Otherwise, the calling process is suspended until the answer arrives from `Node`.

Note:

This function must be called by the same process from which `async_call/4` was made otherwise it will never return.

See the note in `call/4` for more details of the return value.

seq_trace

Erlang module

Sequential tracing makes it possible to trace information flows between processes resulting from one initial transfer of information. Sequential tracing is independent of the ordinary tracing in Erlang, which is controlled by the `erlang:trace/3` BIF. For more information about what sequential tracing is and how it can be used, see section Sequential Tracing.

`seq_trace` provides functions that control all aspects of sequential tracing. There are functions for activation, deactivation, inspection, and for collection of the trace output.

Data Types

`token() = {integer(), boolean(), term(), term(), term()}`

An opaque term (a tuple) representing a trace token.

Exports

`set_token(Token) -> PreviousToken | ok`

Types:

`Token = PreviousToken = [] | token()`

Sets the trace token for the calling process to `Token`. If `Token == []` then tracing is disabled, otherwise `Token` should be an Erlang term returned from `get_token/0` or `set_token/1`. `set_token/1` can be used to temporarily exclude message passing from the trace by setting the trace token to empty like this:

```
OldToken = seq_trace:set_token([]), % set to empty and save
                                    % old value
% do something that should not be part of the trace
io:format("Exclude the signalling caused by this~n"),
seq_trace:set_token(OldToken), % activate the trace token again
...
```

Returns the previous value of the trace token.

`set_token(Component, Val) -> OldVal`

Types:

`Component = component()`

`Val = OldVal = value()`

`component() = label | serial | flag()`

`flag() =`
`    send | 'receive' | print | timestamp | monotonic_timestamp |`
`    strict_monotonic_timestamp`

`value() =`
`    (Label :: term()) |`
`    {Previous :: integer() >= 0, Current :: integer() >= 0} |`
`    (Bool :: boolean())`

Sets the individual `Component` of the trace token to `Val`. Returns the previous value of the component.

`set_token(label, Label)`

The `label` component is a term which identifies all events belonging to the same sequential trace. If several sequential traces can be active simultaneously, `label` is used to identify the separate traces. Default is 0.

> **Warning:**
>
> Labels were restricted to small signed integers (28 bits) prior to OTP 21. The trace token will be silently dropped if it crosses over to a node that does not support the label.

`set_token(serial, SerialValue)`

`SerialValue = {Previous, Current}`. The `serial` component contains counters which enables the traced messages to be sorted, should never be set explicitly by the user as these counters are updated automatically. Default is `{0, 0}`.

`set_token(send, Bool)`

A trace token flag (`true | false`) which enables/disables tracing on information sending. Default is `false`.

`set_token('receive', Bool)`

A trace token flag (`true | false`) which enables/disables tracing on information reception. Default is `false`.

`set_token(print, Bool)`

A trace token flag (`true | false`) which enables/disables tracing on explicit calls to `seq_trace:print/1`. Default is `false`.

`set_token(timestamp, Bool)`

A trace token flag (`true | false`) which enables/disables a timestamp to be generated for each traced event. Default is `false`.

`set_token(strict_monotonic_timestamp, Bool)`

A trace token flag (`true | false`) which enables/disables a strict monotonic timestamp to be generated for each traced event. Default is `false`. Timestamps will consist of Erlang monotonic time and a monotonically increasing integer. The time-stamp has the same format and value as produced by `{erlang:monotonic_time(nanosecond), erlang:unique_integer([monotonic])}`.

`set_token(monotonic_timestamp, Bool)`

A trace token flag (`true | false`) which enables/disables a strict monotonic timestamp to be generated for each traced event. Default is `false`. Timestamps will use Erlang monotonic time. The time-stamp has the same format and value as produced by `erlang:monotonic_time(nanosecond)`.

If multiple timestamp flags are passed, `timestamp` has precedence over `strict_monotonic_timestamp` which in turn has precedence over `monotonic_timestamp`. All timestamp flags are remembered, so if two are passed and the one with highest precedence later is disabled the other one will become active.

`get_token() -> [] | token()`

Returns the value of the trace token for the calling process. If `[]` is returned, it means that tracing is not active. Any other value returned is the value of an active trace token. The value returned can be used as input to the `set_token/1` function.

`get_token(Component) -> [] | {Component, Val}`

Types:

```
Component = component()
Val = value()
component() = label | serial | flag()
flag() =
    send | 'receive' | print | timestamp | monotonic_timestamp |
    strict_monotonic_timestamp
value() =
    (Label :: term()) |
    {Previous :: integer() >= 0, Current :: integer() >= 0} |
    (Bool :: boolean())
```

Returns the value of the trace token component `Component`. See set_token/2 for possible values of `Component` and `Val`.

`print(TraceInfo) -> ok`

Types:

```
TraceInfo = term()
```

Puts the Erlang term `TraceInfo` into the sequential trace output if the calling process currently is executing within a sequential trace and the `print` flag of the trace token is set.

`print(Label, TraceInfo) -> ok`

Types:

```
Label = integer()
TraceInfo = term()
```

Same as `print/1` with the additional condition that `TraceInfo` is output only if `Label` is equal to the label component of the trace token.

`reset_trace() -> true`

Sets the trace token to empty for all processes on the local node. The process internal counters used to create the serial of the trace token is set to 0. The trace token is set to empty for all messages in message queues. Together this will effectively stop all ongoing sequential tracing in the local node.

`set_system_tracer(Tracer) -> OldTracer`

Types:

```
Tracer = OldTracer = tracer()
tracer() =
    (Pid :: pid()) |
    port() |
    (TracerModule :: {module(), term()}) |
    false
```

Sets the system tracer. The system tracer can be either a process, port or tracer module denoted by `Tracer`. Returns the previous value (which can be `false` if no system tracer is active).

Failure: `{badarg, Info}` if `Pid` is not an existing local pid.

`get_system_tracer() -> Tracer`

Types:

```
Tracer = tracer()
tracer() =
    (Pid :: pid()) |
    port() |
    (TracerModule :: {module(), term()}) |
    false
```

Returns the pid, port identifier or tracer module of the current system tracer or `false` if no system tracer is activated.

Trace Messages Sent to the System Tracer

The format of the messages is one of the following, depending on if flag `timestamp` of the trace token is set to `true` or `false`:

```
{seq_trace, Label, SeqTraceInfo, TimeStamp}
```

or

```
{seq_trace, Label, SeqTraceInfo}
```

Where:

```
Label = int()
TimeStamp = {Seconds, Milliseconds, Microseconds}
  Seconds = Milliseconds = Microseconds = int()
```

`SeqTraceInfo` can have the following formats:

`{send, Serial, From, To, Message}`

Used when a process `From` with its trace token flag `send` set to `true` has sent information. `To` may be a process identifier, a registered name on a node represented as `{NameAtom, NodeAtom}`, or a node name represented as an atom. `From` may be a process identifier or a node name represented as an atom. `Message` contains the information passed along in this information transfer. If the transfer is done via message passing, it is the actual message.

`{'receive', Serial, From, To, Message}`

Used when a process `To` receives information with a trace token that has flag `'receive'` set to `true`. `To` may be a process identifier, or a node name represented as an atom. `From` may be a process identifier or a node name represented as an atom. `Message` contains the information passed along in this information transfer. If the transfer is done via message passing, it is the actual message.

`{print, Serial, From, _, Info}`

Used when a process `From` has called `seq_trace:print(Label, TraceInfo)` and has a trace token with flag `print` set to `true`, and `label` set to `Label`.

`Serial` is a tuple `{PreviousSerial, ThisSerial}`, where:

- Integer `PreviousSerial` denotes the serial counter passed in the last received information that carried a trace token. If the process is the first in a new sequential trace, `PreviousSerial` is set to the value of the process internal "trace clock".
- Integer `ThisSerial` is the serial counter that a process sets on outgoing messages. It is based on the process internal "trace clock", which is incremented by one before it is attached to the trace token in the message.

Sequential Tracing

Sequential tracing is a way to trace a sequence of information transfers between different local or remote processes, where the sequence is initiated by a single transfer. The typical information transfer is an ordinary Erlang message passed between two processes, but information is transferred also in other ways. In short, it works as follows:

Each process has a **trace token**, which can be empty or not empty. When not empty, the trace token can be seen as the tuple `{Label, Flags, Serial, From}`. The trace token is passed invisibly when information is passed between processes. In most cases the information is passed in ordinary messages between processes, but information is also passed between processes by other means. For example, by spawning a new process. An information transfer between two processes is represented by a send event and a receive event regardless of how it is passed.

To start a sequential trace, the user must explicitly set the trace token in the process that will send the first information in a sequence.

The trace token of a process is set each time the process receives information. This is typically when the process matches a message in a receive statement, according to the trace token carried by the received message, empty or not.

On each Erlang node, a process can be set as the **system tracer**. This process will receive trace messages each time information with a trace token is sent or received (if the trace token flag `send` or `'receive'` is set). The system tracer can then print each trace event, write it to a file, or whatever suitable.

Note:

The system tracer only receives those trace events that occur locally within the Erlang node. To get the whole picture of a sequential trace, involving processes on many Erlang nodes, the output from the system tracer on each involved node must be merged (offline).

The following sections describe sequential tracing and its most fundamental concepts.

Different Information Transfers

Information flows between processes in a lot of different ways. Not all flows of information will be covered by sequential tracing. One example is information passed via ETS tables. Below is a list of information paths that are covered by sequential tracing:

Message Passing

All ordinary messages passed between Erlang processes.

Exit signals

An exit signal is represented as an `{'EXIT', Pid, Reason}` tuple.

Process Spawn

A process spawn is represented as multiple information transfers. At least one spawn request and one spawn reply. The actual amount of information transfers depends on what type of spawn it is and may also change in future implementations. Note that this is more or less an internal protocol that you are peeking at. The spawn request will be represented as a tuple with the first element containing the atom `spawn_request`, but this is more or less all that you can depend on.

Note:

If you do ordinary `send` or `receive` trace on the system, you will only see ordinary message passing, not the other information transfers listed above.

Note:

When a send event and corresponding receive event do not both correspond to ordinary Erlang messages, the `Message` part of the trace messages may not be identical. This since all information not necessarily are available when generating the trace messages.

Trace Token

Each process has a current trace token which is "invisibly" passed from the parent process on creation of the process.

The current token of a process is set in one of the following two ways:

- Explicitly by the process itself, through a call to `seq_trace:set_token/1,2`
- When information is received. This is typically when a received message is matched out in a receive expression, but also when information is received in other ways.

In both cases, the current token is set. In particular, if the token of a received message is empty, the current token of the process is set to empty.

A trace token contains a label and a set of flags. Both the label and the flags are set in both alternatives above.

Serial

The trace token contains a component called `serial`. It consists of two integers, `Previous` and `Current`. The purpose is to uniquely identify each traced event within a trace sequence, as well as to order the messages chronologically and in the different branches, if any.

The algorithm for updating `Serial` can be described as follows:

Let each process have two counters, `prev_cnt` and `curr_cnt`, both are set to `0` when a process is created outside of a trace sequence. The counters are updated at the following occasions:

- **When the process is about to pass along information to another process and the trace token is not empty.** This typically occurs when sending a message, but also, for example, when spawning another process.

  Let the serial of the trace token be `tprev` and `tcurr`.

  ```
  curr_cnt := curr_cnt + 1
  tprev := prev_cnt
  tcurr := curr_cnt
  ```

  The trace token with `tprev` and `tcurr` is then passed along with the information passed to the other process.
- **When the process calls `seq_trace:print(Label, Info)`, `Label` matches the label part of the trace token and the trace token print flag is `true`.**

  The algorithm is the same as for send above.
- **When information is received that also contains a non-empty trace token. For example, when a message is matched out in a receive expression, or when a new process is spawned.**

  The process trace token is set to the trace token from the message.

  Let the serial of the trace token be `tprev` and `tcurr`.

  ```
  if (curr_cnt < tcurr )
     curr_cnt := tcurr
  prev_cnt := tcurr
  ```

`curr_cnt` of a process is incremented each time the process is involved in a sequential trace. The counter can reach its limit (27 bits) if a process is very long-lived and is involved in much sequential tracing. If the counter overflows,

the serial for ordering of the trace events cannot be used. To prevent the counter from overflowing in the middle of a sequential trace, function `seq_trace:reset_trace/0` can be called to reset `prev_cnt` and `curr_cnt` of all processes in the Erlang node. This function also sets all trace tokens in processes and their message queues to empty, and thus stops all ongoing sequential tracing.

Performance Considerations

The performance degradation for a system that is enabled for sequential tracing is negligible as long as no tracing is activated. When tracing is activated, there is an extra cost for each traced message, but all other messages are unaffected.

Ports

Sequential tracing is not performed across ports.

If the user for some reason wants to pass the trace token to a port, this must be done manually in the code of the port controlling process. The port controlling processes have to check the appropriate sequential trace settings (as obtained from `seq_trace:get_token/1`) and include trace information in the message data sent to their respective ports.

Similarly, for messages received from a port, a port controller has to retrieve trace-specific information, and set appropriate sequential trace flags through calls to `seq_trace:set_token/2`.

Distribution

Sequential tracing between nodes is performed transparently. This applies to C-nodes built with `Erl_Interface` too. A C-node built with `Erl_Interface` only maintains one trace token, which means that the C-node appears as one process from the sequential tracing point of view.

Example of Use

This example gives a rough idea of how the new primitives can be used and what kind of output it produces.

Assume that you have an initiating process with `Pid == <0.30.0>` like this:

```
-module(seqex).
-compile(export_all).

loop(Port) ->
    receive
        {Port,Message} ->
            seq_trace:set_token(label,17),
            seq_trace:set_token('receive',true),
            seq_trace:set_token(print,true),
            seq_trace:print(17,"**** Trace Started ****"),
            call_server ! {self(),the_message};
        {ack,Ack} ->
            ok
    end,
    loop(Port).
```

And a registered process `call_server` with `Pid == <0.31.0>` like this:

```
loop() ->
    receive
        {PortController,Message} ->
            Ack = {received, Message},
            seq_trace:print(17,"We are here now"),
            PortController ! {ack,Ack}
    end,
    loop().
```

A possible output from the system's `sequential_tracer` can be like this:

```
17:<0.30.0> Info {0,1} WITH
"**** Trace Started ****"
17:<0.31.0> Received {0,2} FROM <0.30.0> WITH
{<0.30.0>,the_message}
17:<0.31.0> Info {2,3} WITH
"We are here now"
17:<0.30.0> Received {2,4} FROM <0.31.0> WITH
{ack,{received,the_message}}
```

The implementation of a system tracer process that produces this printout can look like this:

```
tracer() ->
    receive
        {seq_trace,Label,TraceInfo} ->
           print_trace(Label,TraceInfo,false);
        {seq_trace,Label,TraceInfo,Ts} ->
           print_trace(Label,TraceInfo,Ts);
        _Other -> ignore
    end,
    tracer().

print_trace(Label,TraceInfo,false) ->
    io:format("~p:",[Label]),
    print_trace(TraceInfo);
print_trace(Label,TraceInfo,Ts) ->
    io:format("~p ~p:",[Label,Ts]),
    print_trace(TraceInfo).

print_trace({print,Serial,From,_,Info}) ->
    io:format("~p Info ~p WITH~n~p~n", [From,Serial,Info]);
print_trace({'receive',Serial,From,To,Message}) ->
    io:format("~p Received ~p FROM ~p WITH~n~p~n",
              [To,Serial,From,Message]);
print_trace({send,Serial,From,To,Message}) ->
    io:format("~p Sent ~p TO ~p WITH~n~p~n",
              [From,Serial,To,Message]).
```

The code that creates a process that runs this tracer function and sets that process as the system tracer can look like this:

```
start() ->
    Pid = spawn(?MODULE,tracer,[]),
    seq_trace:set_system_tracer(Pid), % set Pid as the system tracer
    ok.
```

With a function like `test/0`, the whole example can be started:

```
test() ->
    P = spawn(?MODULE, loop, [port]),
    register(call_server, spawn(?MODULE, loop, [])),
    start(),
    P ! {port,message}.
```

socket

Erlang module

This module provides an API for network socket. Functions are provided to create, delete and manipulate the sockets as well as sending and receiving data on them.

The intent is that it shall be as "close as possible" to the OS level socket interface. The only significant addition is that some of the functions, e.g. `recv/3`, have a time-out argument.

Note:

Some functions allow for an *asynchronous* call. This is achieved by setting the `Timeout` argument to `nowait` or to a (select or completion) *handle*.

For instance, if calling the `recv/3` function with Timeout set to `nowait` (`recv(Sock, 0, nowait)`) when there is actually nothing to read, it will return with either one of:

```
{completion, CompletionInfo}
{select, SelectInfo}
```

`CompletionInfo` contains the CompletionHandle and `SelectInfo` contains the SelectHandle.

We have two different implementations. One on *Unix* (`select`, based directly on the synchronous standard socket interface) and one on *Windows* (`completion`, based on the asynchronous I/O Completion Ports).

These two implementations have a slightly different behaviour and message interface.

The difference will only manifest for the user, if calls are made with the timeout argument set to 'nowait' (see above).

When an completion message is received (**with** the result of the operation), that means that the operation (connect, send, recv, ...) has been **completed** (successfully or otherwise). When a select message is received, that only means that the operation **can now be completed**, via a call to, for instance, `connect/1`.

The completion message has the format:

```
{'$socket', socket(), completion, {CompletionHandle, CompletionStatus}}
```

The select message has the format:

```
{'$socket', socket(), select, SelectHandle}
```

Note that, on select "system", all other users are **locked out** until the 'current user' has called the function (`recv` for instance) and its return value shows that the operation has completed. Such an operation can also be cancelled with `cancel/2`.

Instead of `Timeout = nowait` it is equivalent to create a `SelectHandle` or `CompletionHandle` with `make_ref()` and give as `Timeout`. This will then be the `Handle` in the 'completion' or 'select' message, which enables a compiler optimization for receiving a message containing a newly created `reference()` (ignore the part of the message queue that had arrived before the the `reference()` was created).

Another message the user must be prepared for (when making asynchronous calls) is the `abort` message:

```
{'$socket', socket(), abort, Info}
```

This message indicates that the (asynchronous) operation has been aborted. If, for instance, the socket has been closed (by another process), `Info` will be `{SelectHandle, closed}`.

> **Note:**
>
> The Windows support has currently **pre-release** status.
>
> Support for IPv6 has been implemented but not **fully** tested.
>
> SCTP has only been partly implemented (and not tested).

Data Types

```
invalid() = {invalid, What :: term()}
eei() =
    #{info :=
          econnreset | econnaborted | netname_deleted |
          too_many_cmds |
          atom(),
      raw_info := term()}
```

Extended Error Info. A term containing additional (error) info **if** the socket nif has been configured to produce it.

`domain() = inet | inet6 | local | unspec`

A lowercase `atom()` representing a protocol **domain** on the platform named `AF_*` (or `PF_*`).

The calls `supports()`, `is_supported(ipv6)` and `is_supported(local)` tells if the IPv6 protocol for the `inet6` protocol domain / address family, and if the `local` protocol domain / address family is supported by the platform's header files.

`type() = stream | dgram | raw | rdm | seqpacket`

A lowercase `atom()` representing a protocol **type** on the platform named `SOCK_*`.

`protocol() = atom()`

An `atom()` means any **protocol** as enumerated by the `C` library call `getprotoent()` on the platform, or at least the supported ones of `ip | ipv6 | tcp | udp | sctp`.

See `open/2,3,4`

The call `supports(protocols)` returns which protocols are supported, and `is_supported(protocols, Protocol)` tells if `Protocol` is among the enumerated.

`socket() = {'$socket', socket_handle()}`

As returned by `open/1,2,3,4` and `accept/1,2`.

`socket_handle()`

An opaque socket handle unique for the socket.

```
select_tag() =
    accept | connect |
    recv | recvfrom | recvmsg | send | sendto | sendmsg |
    sendfile |
    {recv | recvfrom | recvmsg | send | sendto | sendmsg |
     sendfile,
     ContData :: term()}
```

A tag that describes the (select) operation (= function name), contained in the returned `select_info()`.

`select_handle() = reference()`

A `reference()` that uniquely identifies the (select) operation, contained in the returned `select_info()`.

```
select_info() =
    {select_info,
     SelectTag :: select_tag(),
     SelectHandle :: select_handle()}
```

Returned by an operation that requires the caller to wait for a select message containing the `SelectHandle`.

```
completion_tag() =
    accept | connect |
    recv | recvfrom | recvmsg | send | sendto | sendmsg
```

A tag that describes the ongoing (completion) operation (= function name), contained in the returned `completion_info()`.

```
completion_handle() = reference()
```

A `reference()` that uniquely identifies the (completion) operation, contained in the returned `completion_info()`.

```
completion_info() =
    {completion_info,
     CompletionTag :: completion_tag(),
     CompletionHandle :: completion_handle()}
```

Returned by an operation that requires the caller to wait for a completion message containing the `CompletionHandle` **and** the result of the operation; the `CompletionStatus`.

```
info() =
    #{counters := #{atom() := integer() >= 0},
      iov_max := integer() >= 0,
      use_registry := boolean(),
      io_backend := #{name := atom()}}
```

The smallest allowed `iov_max` value according to POSIX is `16`, but check your platform documentation to be sure.

```
socket_counters() =
    #{read_byte := integer() >= 0,
      read_fails := integer() >= 0,
      read_pkg := integer() >= 0,
      read_pkg_max := integer() >= 0,
      read_tries := integer() >= 0,
      read_waits := integer() >= 0,
      write_byte := integer() >= 0,
      write_fails := integer() >= 0,
      write_pkg := integer() >= 0,
      write_pkg_max := integer() >= 0,
      write_tries := integer() >= 0,
      write_waits := integer() >= 0,
      sendfile => integer() >= 0,
      sendfile_byte => integer() >= 0,
      sendfile_fails => integer() >= 0,
      sendfile_max => integer() >= 0,
      sendfile_pkg => integer() >= 0,
      sendfile_pkg_max => integer() >= 0,
      sendfile_tries => integer() >= 0,
      sendfile_waits => integer() >= 0,
      acc_success := integer() >= 0,
      acc_fails := integer() >= 0,
```

```
      acc_tries := integer() >= 0,
      acc_waits := integer() >= 0}
info_keys() =
    [domain | type | protocol | fd | owner | local_address |
     remote_address | recv | sent | state]
```

Defines the information elements of the table(s) printed by the i/0, i/1 and i/2 functions.

```
socket_info() =
    #{domain := domain() | integer(),
      type := type() | integer(),
      protocol := protocol() | integer(),
      owner := pid(),
      ctype := normal | fromfd | {fromfd, integer()},
      counters := socket_counters(),
      num_readers := integer() >= 0,
      num_writers := integer() >= 0,
      num_acceptors := integer() >= 0,
      writable := boolean(),
      readable := boolean(),
      rstates := [atom()],
      wstates := [atom()]}
in_addr() = {0..255, 0..255, 0..255, 0..255}
in6_addr() =
    {0..65535,
     0..65535,
     0..65535,
     0..65535,
     0..65535,
     0..65535,
     0..65535,
     0..65535}
sockaddr() =
    sockaddr_in() |
    sockaddr_in6() |
    sockaddr_un() |
    sockaddr_ll() |
    sockaddr_dl() |
    sockaddr_unspec() |
    sockaddr_native()
sockaddr_recv() = sockaddr() | binary()
sockaddr_in() =
    #{family := inet,
      port := port_number(),
      addr := any | broadcast | loopback | in_addr()}
sockaddr_in6() =
    #{family := inet6,
      port := port_number(),
      addr := any | loopback | in6_addr(),
      flowinfo := in6_flow_info(),
```

```
      scope_id := in6_scope_id()}
sockaddr_un() = #{family := local, path := binary() | string()}
```

The `path` element will always be a `binary` when returned from this module. When supplied to an API function in this module it may be a `string()`, which will be encoded into a binary according to the native file name encoding on the platform.

A terminating zero character will be appended before the address path is given to the OS, and the terminating zero will be stripped before giving the address path to the caller.

Linux's non-portable abstract socket address extension is handled by not doing any terminating zero processing in either direction, if the first byte of the address is zero.

```
sockaddr_ll() =
    #{family := packet,
      protocol := integer() >= 0,
      ifindex := integer(),
      pkttype := packet_type(),
      hatype := hatype(),
      addr := binary()}
sockaddr_dl() =
    #{family := link,
      index := integer() >= 0,
      type := integer() >= 0,
      nlen := integer() >= 0,
      alen := integer() >= 0,
      slen := integer() >= 0,
      data := binary()}
sockaddr_unspec() = #{family := unspec, addr := binary()}
sockaddr_native() = #{family := integer(), addr := binary()}
packet_type() =
    host | broadcast | multicast | otherhost | outgoing |
    loopback | user | kernel | fastroute |
    integer() >= 0
hatype() =
    netrom | eether | ether | ax25 | pronet | chaos | ieee802 |
    arcnet | appletlk | dlci | atm | metricom | ieee1394 | eui64 |
    infiniband | tunnel | tunnel6 | loopback | localtlk | none |
    void |
    integer() >= 0
port_number() = 0..65535
in6_flow_info() = 0..1048575
in6_scope_id() = 0..4294967295
msg_flag() =
    cmsg_cloexec | confirm | ctrunc | dontroute | eor | errqueue |
    more | oob | peek | trunc
```

Flags corresponding to the message flag constants on the platform. The flags are lowercase and the constants are uppercase with the prefix `MSG_`.

Some flags are only used for sending, some only for receiving, some in received control messages, and some for several of these. Not all flags are supported on all platforms. See the platform's documentation, `supports(msg_flags)`, and `is_supported(msg_flags, MsgFlag)`.

level() = socket | protocol()

The OS protocol levels for, for example, socket options and control messages, with the following names in the OS header files:

socket
: SOL_SOCKET with options named SO_*.

ip
: IPPROTO_IP a.k.a SOL_IP with options named IP_*.

ipv6
: IPPROTO_IPV6 a.k.a SOL_IPV6 with options named IPV6_*.

tcp
: IPPROTO_TCP with options named TCP_*.

udp
: IPPROTO_UDP with options named UDP_*.

sctp
: IPPROTO_SCTP with options named SCTP_*.

There are many other possible protocols, but the ones above are those for which this socket library implements socket options and/or control messages.

All protocols known to the OS are enumerated when the Erlang VM is started. See the OS man page for protocols(5). The protocol level 'socket' is always implemented as SOL_SOCKET and all the others mentioned in the list above are valid, if supported by the platform, enumerated or not.

The calls supports() and is_supported(protocols, Protocol) can be used to find out if protocols ipv6 and/or sctp are supported according to the platform's header files.

otp_socket_option() =
debug | iow | controlling_process | rcvbuf | rcvctrlbuf |
sndctrlbuf | meta | use_registry | fd | domain

These are socket options for the otp protocol level, that is {otp, Name} options, above all OS protocol levels. They affect Erlang/OTP's socket implementation.

debug
: boolean() - Activate debug printout.

iow
: boolean() - Inform On Wrap of statistics counters.

controlling_process
: pid() - The socket "owner". Only the current controlling process can set this option.

rcvbuf
: BufSize :: (default | integer()>0) | {N :: integer()>0, BufSize :: (default | integer()>0)} - Receive buffer size. The value default is only valid to **set**. N specifies the number of read attempts to do in a tight loop before assuming no more data is pending.

rcvctrlbuf
: BufSize :: (default | integer()>0) - Buffer size for received ancillary messages. The value default is only valid to **set**.

sndctrlbuf
: BufSize :: (default | integer()>0) - Buffer size for sent ancillary messages. The value default is only valid to **set**.

fd
: integer() - Only valid to **get**. The OS protocol levels' socket descriptor. Functions open/1,2 can be used to create a socket according to this module from an existing OS socket descriptor.

use_registry
: boolean() - Only valid to **get**. The value is set when the socket is created with open/2 or open/4.

Options not described here are intentionally undocumented and for Erlang/OTP internal use only.

```
socket_option() =
    {Level :: socket,
     Opt ::
         acceptconn | acceptfilter | bindtodevice | broadcast |
         bsp_state | busy_poll | debug | domain | dontroute |
         error | exclusiveaddruse | keepalive | linger | mark |
         maxdg | max_msg_size | oobinline | passcred | peek_off |
         peercred | priority | protocol | rcvbuf | rcvbufforce |
         rcvlowat | rcvtimeo | reuseaddr | reuseport | rxq_ovfl |
         setfib | sndbuf | sndbufforce | sndlowat | sndtimeo |
         timestamp | type} |
    {Level :: ip,
     Opt ::
         add_membership | add_source_membership | block_source |
         dontfrag | drop_membership | drop_source_membership |
         freebind | hdrincl | minttl | msfilter | mtu |
         mtu_discover | multicast_all | multicast_if |
         multicast_loop | multicast_ttl | nodefrag | options |
         pktinfo | recvdstaddr | recverr | recvif | recvopts |
         recvorigdstaddr | recvtos | recvttl | retopts |
         router_alert | sndsrcaddr | tos | transparent | ttl |
         unblock_source} |
    {Level :: ipv6,
     Opt ::
         addrform | add_membership | authhdr | auth_level |
         checksum | drop_membership | dstopts | esp_trans_level |
         esp_network_level | faith | flowinfo | hopopts |
         ipcomp_level | join_group | leave_group | mtu |
         mtu_discover | multicast_hops | multicast_if |
         multicast_loop | portrange | pktoptions | recverr |
         recvhoplimit | hoplimit | recvpktinfo | pktinfo |
         recvtclass | router_alert | rthdr | tclass |
         unicast_hops | use_min_mtu | v6only} |
    {Level :: tcp,
     Opt ::
         congestion | cork | info | keepcnt | keepidle |
         keepintvl | maxseg | md5sig | nodelay | noopt | nopush |
         syncnt | user_timeout} |
    {Level :: udp, Opt :: cork} |
    {Level :: sctp,
     Opt ::
         adaption_layer | associnfo | auth_active_key |
         auth_asconf | auth_chunk | auth_key | auth_delete_key |
         autoclose | context | default_send_params |
         delayed_ack_time | disable_fragments | hmac_ident |
         events | explicit_eor | fragment_interleave |
         get_peer_addr_info | initmsg | i_want_mapped_v4_addr |
         local_auth_chunks | maxseg | maxburst | nodelay |
         partial_delivery_point | peer_addr_params |
         peer_auth_chunks | primary_addr | reset_streams |
         rtoinfo | set_peer_primary_addr | status |
```

`use_ext_recvinfo}`

Socket option on the form `{Level, Opt}` where the OS protocol `Level` = `level()` and `Opt` is a socket option on that protocol level.

The OS name for an options is, except where otherwise noted, the `Opt` atom, in capitals, with prefix according to `level()`.

Note:

The `IPv6` option `pktoptions` is a special (barf) case. It is intended for backward compatibility usage only.

Do **not** use this option.

Note:

See the OS documentation for every socket option.

An option below that has the value type `boolean()` will translate the value `false` to a C `int` with value `0`, and the value `true` to `!!0` (not (not false)).

An option with value type `integer()` will be translated to a C `int` that may have a restricted range, for example byte: `0..255`. See the OS documentation.

The calls `supports(options)`, `supports(options, Level)` and `is_supported(options, {Level, Opt})` can be used to find out which socket options that are supported by the platform.

Options for protocol level `socket`:

```
{socket, acceptconn}
   Value = boolean()
{socket, bindtodevice}
   Value = string()
{socket, broadcast}
   Value = boolean()
{socket, debug}
   Value = integer()
{socket, domain}
   Value = domain()
```

Only valid to **get**.

The socket's protocol domain. Does **not** work on for instance FreeBSD.

```
{socket, dontroute}
   Value = boolean()
{socket, keepalive}
   Value = boolean()
{socket, linger}
   Value = abort | linger()
```

The value `abort` is shorthand for `#{onoff => true, linger => 0}`, and only valid to **set**.

`{socket, oobinline}`

`Value = boolean()`

`{socket, passcred}`

`Value = boolean()`

`{socket, peek_off}`

`Value = integer()`

Currently disabled due to a possible infinite loop when calling `recv/1-4` with `peek` in `Flags`.

`{socket, priority}`

`Value = integer()`

`{socket, protocol}`

`Value = protocol()`

Only valid to **get**.

The socket's protocol. Does **not** work on for instance Darwin.

`{socket, rcvbuf}`

`Value = integer()`

`{socket, rcvlowat}`

`Value = integer()`

`{socket, rcvtimeo}`

`Value = timeval()`

This option is unsupported per default; OTP has to be explicitly built with the `--enable-esock-rcvsndtimeo` configure option for this to be available.

Since our implementation uses nonblocking sockets, it is unknown if and how this option works, or even if it may cause malfunction. Therefore, we do not recommend setting this option.

Instead, use the `Timeout` argument to, for instance, the `recv/3` function.

`{socket, reuseaddr}`

`Value = boolean()`

`{socket, reuseport}`

`Value = boolean()`

`{socket, sndbuf}`

`Value = integer()`

`{socket, sndlowat}`

`Value = integer()`

`{socket, sndtimeo}`

`Value = timeval()`

This option is unsupported per default; OTP has to be explicitly built with the `--enable-esock-rcvsndtimeo` configure option for this to be available.

Since our implementation uses nonblocking sockets, it is unknown if and how this option works, or even if it may cause malfunction. Therefore, we do not recommend setting this option.

Instead, use the `Timeout` argument to, for instance, the `send/3` function.

`{socket, timestamp}`

`Value = boolean()`

`{socket, type}`

`Value = type()`

Only valid to **get**.

The socket's type.

Options for protocol level `ip`:

`{ip, add_membership}`

`Value = ip_mreq()`

Only valid to **set**.

`{ip, add_source_membership}`

`Value = ip_mreq_source()`

Only valid to **set**.

`{ip, block_source}`

`Value = ip_mreq_source()`

Only valid to **set**.

`{ip, drop_membership}`

`Value = ip_mreq()`

Only valid to **set**.

`{ip, drop_source_membership}`

`Value = ip_mreq_source()`

Only valid to **set**.

`{ip, freebind}`

`Value = boolean()`

`{ip, hdrincl}`

`Value = boolean()`

`{ip, minttl}`

`Value = integer()`

`{ip, msfilter}`

`Value = null | ip_msfilter()`

Only valid to **set**.

The value `null` passes a `NULL` pointer and size `0` to the C library call.

`{ip, mtu}`

`Value = integer()`

Only valid to **get**.

```
{ip, mtu_discover}
   Value = ip_pmtudisc() | integer()
```

An `integer()` value is according to the platform's header files.

```
{ip, multicast_all}
   Value = boolean()
{ip, multicast_if}
   Value = any | in_addr()
{ip, multicast_loop}
   Value = boolean()
{ip, multicast_ttl}
   Value = integer()
{ip, nodefrag}
   Value = boolean()
{ip, pktinfo}
   Value = boolean()
{ip, recvdstaddr}
   Value = boolean()
{ip, recverr}
   Value = boolean()
```

Warning! When this option is enabled, error messages may arrive on the socket's error queue, which should be read using the message flag `errqueue`, and using `recvmsg/1,2,3,4,5` to get all error information in the message's `ctrl` field as a control message `#{level := ip, type := recverr}`.

A working strategy should be to first poll the error queue using `recvmsg/2,3,4` with `Timeout =:= 0` and `Flags` containing `errqueue` (ignore the return value `{error, timeout}`) before reading the actual data to ensure that the error queue gets cleared. And read the data using one of the `nowait | select_handle()` recv functions: `recv/3,4`, `recvfrom/3,4` or `recvmsg/3,4,5`. Otherwise you might accidentally cause a busy loop in and out of 'select' for the socket.

```
{ip, recvif}
   Value = boolean()
{ip, recvopts}
   Value = boolean()
{ip, recvorigdstaddr}
   Value = boolean()
{ip, recvtos}
   Value = boolean()
{ip, recvttl}
   Value = boolean()
{ip, retopts}
   Value = boolean()
```

`{ip, router_alert}`

`Value = integer()`

`{ip, sendsrcaddr}`

`Value = boolean()`

`{ip, tos}`

`Value = ip_tos() | integer()`

An `integer()` value is according to the platform's header files.

`{ip, transparent}`

`Value = boolean()`

`{ip, ttl}`

`Value = integer()`

`{ip, unblock_source}`

`Value = ip_mreq_source()`

Only valid to **set**.

Options for protocol level `ipv6`:

`{ipv6, addrform}`

`Value = domain()`

As far as we know the only valid value is `inet` and it is only allowed for an IPv6 socket that is connected and bound to an IPv4-mapped IPv6 address.

`{ipv6, add_membership}`

`Value = ipv6_mreq()`

Only valid to **set**.

`{ipv6, authhdr}`

`Value = boolean()`

`{ipv6, drop_membership}`

`Value = ipv6_mreq()`

Only valid to **set**.

`{ipv6, dstopts}`

`Value = boolean()`

`{ipv6, flowinfo}`

`Value = boolean()`

`{ipv6, hoplimit}`

`Value = boolean()`

`{ipv6, hopopts}`

`Value = boolean()`

`{ipv6, mtu}`

`Value = integer()`

`{ipv6, mtu_discover}`

`Value = ipv6_pmtudisc() | integer()`

An `integer()` value is according to the platform's header files.

`{ipv6, multicast_hops}`

`Value = ipv6_hops()`

`{ipv6, multicast_if}`

`Value = integer()`

`{ipv6, multicast_loop}`

`Value = boolean()`

`{ipv6, recverr}`

`Value = boolean()`

Warning! See the socket option `{ip, recverr}` regarding the socket's error queue. The same warning applies for this option.

`{ipv6, recvhoplimit}`

`Value = boolean()`

`{ipv6, recvpktinfo}`

`Value = boolean()`

`{ipv6, recvtclass}`

`Value = boolean()`

`{ipv6, router_alert}`

`Value = integer()`

`{ipv6, rthdr}`

`Value = boolean()`

`{ipv6, tclass}`

`Value = boolean()`

`{ipv6, unicast_hops}`

`Value = ipv6_hops()`

`{ipv6, v6only}`

`Value = boolean()`

Options for protocol level `sctp`. See also RFC 6458.

`{sctp, associnfo}`

`Value = sctp_assocparams()`

`{sctp, autoclose}`

`Value = integer()`

`{sctp, disable_fragments}`

`Value = boolean()`

`{sctp, events}`

`Value = sctp_event_subscribe()`

Only valid to **set**.

`{sctp, initmsg}`

`Value = sctp_initmsg()`

`{sctp, maxseg}`

`Value = integer()`

`{sctp, nodelay}`

`Value = boolean()`

`{sctp, rtoinfo}`

`Value = sctp_rtoinfo()`

Options for protocol level `tcp`:

`{tcp, congestion}`

`Value = string()`

`{tcp, cork}`

`Value = boolean()`

`{tcp, maxseg}`

`Value = integer()`

`{tcp, nodelay}`

`Value = boolean()`

Options for protocol level `udp`:

`{udp, cork}`

`Value = boolean()`

`linger() = #{onoff := boolean(), linger := integer() >= 0}`

Corresponds to the C `struct linger` for managing the socket option `{socket, linger}`.

`timeval() = #{sec := integer(), usec := integer()}`

Corresponds to the C `struct timeval`. The field `sec` holds seconds, and `usec` microseconds.

`ip_mreq() = #{multiaddr := in_addr(), interface := in_addr()}`

Corresponds to the C `struct ip_mreq` for managing multicast groups.

```
ip_mreq_source() =
    #{multiaddr := in_addr(),
      interface := in_addr(),
      sourceaddr := in_addr()}
```

Corresponds to the C `struct ip_mreq_source` for managing multicast groups.

```
ip_msfilter() =
    #{multiaddr := in_addr(),
      interface := in_addr(),
      mode := include | exclude,
```

```
      slist := [in_addr()]}
```

Corresponds to the C `struct ip_msfilter` for managing multicast source filtering (RFC 3376).

`ip_pmtudisc() = want | dont | do | probe`

Lowercase `atom()` values corresponding to the C library constants `IP_PMTUDISC_*`. Some constant(s) may be unsupported by the platform.

`ip_tos() = lowdelay | throughput | reliability | mincost`

Lowercase `atom()` values corresponding to the C library constants `IPTOS_*`. Some constant(s) may be unsupported by the platform.

```
ip_pktinfo() =
    #{ifindex := integer() >= 0,
      spec_dst := in_addr(),
      addr := in_addr()}
ipv6_mreq() =
    #{multiaddr := in6_addr(), interface := integer() >= 0}
```

Corresponds to the C `struct ipv6_mreq` for managing multicast groups. See also RFC 2553.

`ipv6_hops() = default | 0..255`

The value `default` is only valid to **set** and is translated to the C value `-1`, meaning the route default.

`ipv6_pmtudisc() = want | dont | do | probe`

Lowercase `atom()` values corresponding to the C library constants `IPV6_PMTUDISC_*`. Some constant(s) may be unsupported by the platform.

```
ipv6_pktinfo() = #{addr := in6_addr(), ifindex := integer()}
sctp_assocparams() =
    #{assoc_id := integer(),
      asocmaxrxt := 0..65535,
      numbe_peer_destinations := 0..65535,
      peer_rwnd := 0..4294967295,
      local_rwnd := 0..4294967295,
      cookie_life := 0..4294967295}
```

Corresponds to the C `struct sctp_assocparams`.

```
sctp_event_subscribe() =
    #{data_io := boolean(),
      association := boolean(),
      address := boolean(),
      send_failure := boolean(),
      peer_error := boolean(),
      shutdown := boolean(),
      partial_delivery := boolean(),
      adaptation_layer => boolean(),
      sender_dry => boolean()}
```

Corresponds to the C `struct sctp_event_subscribe`.

Not all fields are implemented on all platforms; unimplemented fields are ignored, but implemented fields are mandatory. Note that the '_event' suffixes have been stripped from the C struct field names, for convenience.

```
sctp_initmsg() =
    #{num_ostreams := 0..65535,
```

```
      max_instreams := 0..65535,
      max_attempts := 0..65535,
      max_init_timeo := 0..65535}
```

Corresponds to the C `struct sctp_initmsg`.

```
sctp_rtoinfo() =
    #{assoc_id := integer(),
      initial := 0..4294967295,
      max := 0..4294967295,
      min := 0..4294967295}
```

Corresponds to the C `struct sctp_rtoinfo`.

```
msg() = msg_send() | msg_recv()
msg_send() =
    #{addr => sockaddr(),
      iov := erlang:iovec(),
      ctrl =>
          [cmsg_send() |
           #{level := level() | integer(),
             type := integer(),
             data := binary()}]}
```

Message sent by `sendmsg/2,3,4`.

Corresponds to a C `struct msghdr`, see your platform documentation for `sendmsg(2)`.

`addr`
: Optional peer address, used on unconnected sockets. Corresponds to `msg_name` and `msg_namelen` fields of a `struct msghdr`. If not used they are set to `NULL`, `0`.

`iov`
: Mandatory data as a list of binaries. The `msg_iov` and `msg_iovlen` fields of a `struct msghdr`.

`ctrl`
: Optional list of control messages (CMSG). Corresponds to the `msg_control` and `msg_controllen` fields of a `struct msghdr`. If not used they are set to `NULL`, `0`.

The `msg_flags` field of the `struct msghdr` is set to `0`.

```
msg_recv() =
    #{addr => sockaddr_recv(),
      iov := erlang:iovec(),
      ctrl :=
          [cmsg_recv() |
           #{level := level() | integer(),
             type := integer(),
             data := binary()}],
      flags := [msg_flag() | integer()]}
```

Message returned by `recvmsg/1,2,3,5`.

Corresponds to a C `struct msghdr`, see your platform documentation for `recvmsg(2)`.

`addr`
: Optional peer address, used on unconnected sockets. Corresponds to `msg_name` and `msg_namelen` fields of a `struct msghdr`. If `NULL` the map key is not present.

`iov`
: Data as a list of binaries. The `msg_iov` and `msg_iovlen` fields of a `struct msghdr`.

`ctrl`
: A possibly empty list of control messages (CMSG). Corresponds to the `msg_control` and `msg_controllen` fields of a `struct msghdr`.

`flags`
: Message flags. Corresponds to the `msg_flags` field of a `struct msghdr`. Unknown flags, if any, are returned in one `integer()`, last in the containing list.

```
native_value() = integer() | boolean() | binary()
cmsg_send() =
    #{level := socket,
      type := timestamp,
      data => native_value(),
      value => timeval()} |
    #{level := socket, type := rights, data := native_value()} |
    #{level := socket,
      type := credentials,
      data := native_value()} |
    #{level := ip,
      type := tos,
      data => native_value(),
      value => ip_tos() | integer()} |
    #{level := ip,
      type := ttl,
      data => native_value(),
      value => integer()} |
    #{level := ip,
      type := hoplimit,
      data => native_value(),
      value => integer()} |
    #{level := ipv6,
      type := tclass,
      data => native_value(),
      value => integer()}
```

Control messages (ancillary messages) accepted by `sendmsg/2,3,4`.

A control message may for some message types have a `value` field with a symbolic value, or a `data` field with a native value, that has to be binary compatible what is defined in the platform's header files.

```
cmsg_recv() =
    #{level := socket,
      type := timestamp,
      data := binary(),
      value => timeval()} |
    #{level := socket, type := rights, data := binary()} |
    #{level := socket, type := credentials, data := binary()} |
    #{level := ip,
      type := tos,
      data := binary(),
      value => ip_tos() | integer()} |
    #{level := ip,
      type := recvtos,
      data := binary(),
      value := ip_tos() | integer()} |
```

```
    #{level := ip,
      type := ttl,
      data := binary(),
      value => integer()} |
    #{level := ip,
      type := recvttl,
      data := binary(),
      value := integer()} |
    #{level := ip,
      type := pktinfo,
      data := binary(),
      value => ip_pktinfo()} |
    #{level := ip,
      type := origdstaddr,
      data := binary(),
      value => sockaddr_recv()} |
    #{level := ip,
      type := recverr,
      data := binary(),
      value => extended_err()} |
    #{level := ipv6,
      type := hoplimit,
      data := binary(),
      value => integer()} |
    #{level := ipv6,
      type := pktinfo,
      data := binary(),
      value => ipv6_pktinfo()} |
    #{level := ipv6,
      type := recverr,
      data := binary(),
      value => extended_err()} |
    #{level := ipv6,
      type := tclass,
      data := binary(),
      value => integer()}
```

Control messages (ancillary messages) returned by `recvmsg/1,2,3,5`.

A control message has got a `data` field with a native (`binary`) value for the message data, and may also have a decoded `value` field if this socket library successfully decoded the data.

```
icmp_dest_unreach() =
    net_unreach | host_unreach | port_unreach | frag_needed |
    net_unknown | host_unknown
icmpv6_dest_unreach() =
    noroute | adm_prohibited | not_neighbour | addr_unreach |
    port_unreach | policy_fail | reject_route
ee_origin() = none | local | icmp | icmp6
extended_err() =
    #{error := posix(),
      origin := icmp,
      type := dest_unreach,
```

```
      code := icmp_dest_unreach() | 0..255,
      info := 0..4294967295,
      data := 0..4294967295,
      offender := sockaddr_recv()} |
    #{error := posix(),
      origin := icmp,
      type := time_exceeded | 0..255,
      code := 0..255,
      info := 0..4294967295,
      data := 0..4294967295,
      offender := sockaddr_recv()} |
    #{error := posix(),
      origin := icmp6,
      type := dest_unreach,
      code := icmpv6_dest_unreach() | 0..255,
      info := 0..4294967295,
      data := 0..4294967295,
      offender := sockaddr_recv()} |
    #{error := posix(),
      origin := icmp6,
      type := pkt_toobig | time_exceeded | 0..255,
      code := 0..255,
      info := 0..4294967295,
      data := 0..4294967295,
      offender := sockaddr_recv()} |
    #{error := posix(),
      origin := ee_origin() | 0..255,
      type := 0..255,
      code := 0..255,
      info := 0..4294967295,
      data := 0..4294967295,
      offender := sockaddr_recv()}
posix() = inet:posix()
```

The POSIX error codes originates from the OS level socket interface.

Exports

```
accept(ListenSocket) -> {ok, Socket} | {error, Reason}
accept(ListenSocket, Timeout :: infinity) ->
          {ok, Socket} | {error, Reason}
```

Types:

```
   ListenSocket = Socket = socket()
   Reason =
       posix() |
       closed |
       invalid() |
       {create_accept_socket, posix()} |
       {add_socket, posix()} |
       {update_accept_context, posix()}
```

Accept a connection on a socket.

This call is used with connection oriented socket types (`stream` or `seqpacket`). It returns the first pending incoming connection for a listen socket, or waits for one to arrive, and returns the (newly) connected socket.

```
accept(ListenSocket, Timeout :: integer() >= 0) ->
          {ok, Socket} | {error, Reason}
```

Types:

```
   ListenSocket = Socket = socket()
   Reason =
       posix() |
       closed |
       invalid() |
       timeout |
       {create_accept_socket, posix()} |
       {add_socket, posix()} |
       {update_accept_context, posix()}
```

The same as accept/1 but returns `{error, timeout}` if no connection has been accepted after `Timeout` milliseconds.

Note:

On unix, note that if multiple calls are made **only** the **last** call is "valid":

```
    {select, {select_info, _Handle}} = socket:accept(LSock, nowait),
    {error, timeout} = socket:accept(LSock, 500),
    .
          .
    .
```

In the example above, `Handle` is **not** valid once the second (accept-) call has been made (the first call is automatically "cancelled" and an abort messaage sent, when the second call is made). After the (accept-) call resulting in the timeout has been made, there is no longer an active accept call!

```
accept(ListenSocket, Timeout :: nowait) ->
          {ok, Socket} |
          {select, SelectInfo} |
          {completion, CompletionInfo} |
          {error, Reason}
accept(ListenSocket,
       Handle :: select_handle() | completion_handle()) ->
          {ok, Socket} |
          {select, SelectInfo} |
          {completion, CompletionInfo} |
          {error, Reason}
```

Types:

```
   ListenSocket = Socket = socket()
   SelectInfo = select_info()
   CompletionInfo = completion_info()
   Reason =
       posix() |
       closed |
```

```
invalid() |
{create_accept_socket, posix()} |
{add_socket, posix()} |
{update_accept_context, posix()}
```

The same as accept/1 but returns promptly.

When there is no pending connection to return, the function will return (on *Unix*) `{select, SelectInfo}` or (on *Windows*) `{completion, CompletionInfo}`, and the caller will later receive either one of these messages (depending on the platform) when the client connects:

`select` message

`{'$socket', Socket, select, SelectHandle}` (with the `SelectHandle` contained in the `SelectInfo`).

A subsequent call to `accept/1,2` will then return the socket.

`completion` message

`{'$socket', Socket, completion, {CompletionHandle, CompletionStatus}}` (with the `CompletionHandle` contained in the `CompletionInfo`).

The **result** of the accept will be in the `CompletionStatus`.

If the time-out argument is a `Handle`, that term will be contained in a returned `SelectInfo` or `CompletionInfo` and the corresponding select or completion message. The `Handle` is presumed to be unique to this call.

If the time-out argument is `nowait`:

On *Unix*

And a `SelectInfo` is returned, it will contain a `select_handle()` generated by the call.

On *Windows*

And a `CompletionInfo` is returned, it will contain a `completion_handle()` generated by the call.

If the caller doesn't want to wait for a connection, it must immediately call `cancel/2` to cancel the operation.

Note:

On unix, note that if multiple calls are made **only** the **last** call is "valid":

```
{select, {select_info, _Handle1}} = socket:accept(LSock, nowait),
{select, {select_info, _Handle2}} = socket:accept(LSock, nowait),
receive
    {'$socket', LSock, select, Handle2} ->
         {ok, ASock} = socket:accept(LSock, nowait),
         .
               .
         .
end
```

In the example above, only `Handle2` is valid once the second (accept-) call has been made (the first call is automatically "cancelled" and an abort messaage sent, when the second call is made).

`bind(Socket, Addr) -> ok | {error, Reason}`

Types:

```
Socket = socket()
Addr = sockaddr() | any | broadcast | loopback
Reason = posix() | closed | invalid()
```

Bind a name to a socket.

When a socket is created (with `open`), it has no address assigned to it. `bind` assigns the address specified by the `Addr` argument.

The rules used for name binding vary between domains.

If you bind a socket to an address in for example the 'inet' or 'inet6' address families, with an ephemeral port number (0), and want to know which port that was chosen, you can find out using something like: `{ok, #{port := Port}} = socket:sockname(Socket)`

`cancel(Socket, SelectInfo) -> ok | {error, Reason}`

Types:

```
Socket = socket()
SelectInfo = select_info()
Reason = closed | invalid()
```

Cancel an asynchronous (select) request.

Call this function in order to cancel a previous asynchronous call to, e.g. `recv/3`.

An ongoing asynchronous operation blocks the socket until the operation has been finished in good order, or until it has been cancelled by this function.

Any other process that tries an operation of the same basic type (accept / send / recv) will be enqueued and notified with the regular `select` mechanism for asynchronous operations when the current operation and all enqueued before it has been completed.

If `SelectInfo` does not match an operation in progress for the calling process, this function returns `{error, {invalid, SelectInfo}}`.

`cancel(Socket, CompletionInfo) -> ok | {error, Reason}`

Types:

```
Socket = socket()
CompletionInfo = completion_info()
Reason = closed | invalid()
```

Cancel an asynchronous (completion) request.

Call this function in order to cancel a previous asynchronous call to, e.g. `recv/3`.

An ongoing asynchronous operation blocks the socket until the operation has been finished in good order, or until it has been cancelled by this function.

Any other process that tries an operation of the same basic type (accept / send / recv) will be enqueued and notified with the regular `select` mechanism for asynchronous operations when the current operation and all enqueued before it has been completed.

If `CompletionInfo` does not match an operation in progress for the calling process, this function returns `{error, {invalid, CompletionInfo}}`.

`close(Socket) -> ok | {error, Reason}`

Types:

```
Socket = socket()
Reason = posix() | closed | timeout
```

Closes the socket.

> **Note:**
>
> Note that for e.g. `protocol` = `tcp`, most implementations doing a close does not guarantee that any data sent is delivered to the recipient before the close is detected at the remote side.
>
> One way to handle this is to use the `shutdown` function (`socket:shutdown(Socket, write)`) to signal that no more data is to be sent and then wait for the read side of the socket to be closed.

```
connect(Socket, SockAddr) -> ok | {error, Reason}
connect(Socket, SockAddr, Timeout :: infinity) ->
           ok | {error, Reason}
```

Types:

```
Socket = socket()
SockAddr = sockaddr()
Reason =
    posix() |
    closed |
    invalid() |
    already | not_bound |
    {add_socket, posix()} |
    {update_connect_context, posix()}
```

This function connects the socket to the address specified by the `SockAddr` argument, and returns when the connection has been established or failed.

If a connection attempt is already in progress (by another process), `{error, already}` is returned.

> **Note:**
>
> On *Windows* the socket has to be **bound**.

```
connect(Socket, SockAddr, Timeout :: integer() >= 0) ->
           ok | {error, Reason}
```

Types:

```
Socket = socket()
SockAddr = sockaddr()
Reason =
    posix() |
    closed |
    invalid() |
    already | not_bound | timeout |
    {add_socket, posix()} |
    {update_connect_context, posix()}
```

The same as connect/2 but returns `{error, timeout}` if no connection has been established after `Timeout` milliseconds.

> **Note:**
>
> On *Windows* the socket has to be **bound**.
>
> Note that when this call has returned `{error, timeout}` the connection state of the socket is uncertain since the platform's network stack may complete the connection at any time, up to some platform specific time-out.
>
> Repeating a connection attempt towards the same address would be ok, but towards a different address could end up with a connection to either address.
>
> The safe play would be to close the socket and start over.
>
> Also note that all this applies to cancelling a connect call with a no-wait time-out described below.

```
connect(Socket, SockAddr, Timeout :: nowait) ->
          ok |
          {select, SelectInfo} |
          {completion, CompletionInfo} |
          {error, Reason}
connect(Socket, SockAddr,
        Handle :: select_handle() | completion_handle()) ->
          ok |
          {select, SelectInfo} |
          {completion, CompletionInfo} |
          {error, Reason}
```

Types:

```
   Socket = socket()
   SockAddr = sockaddr()
   SelectInfo = select_info()
   CompletionInfo = completion_info()
   Reason =
       posix() |
       closed |
       invalid() |
       already | not_bound |
       {add_socket, posix()} |
       {update_connect_context, posix()}
```

The same as connect/2 but returns promptly.

If it is not possible to immediately establish a connection, the function will return `{select, SelectInfo}`, and the caller will later receive a select message, `{'$socket', Socket, select, SelectHandle}` (with the `SelectHandle` contained in the `SelectInfo`) when the connection has been completed or failed. A subsequent call to `connect/1` will then finalize the connection and return the result.

If the time-out argument is `SelectHandle`, that term will be contained in a returned `SelectInfo` and the corresponding select message. The `SelectHandle` is presumed to be unique to this call.

If the time-out argument is `nowait`, and a `SelectInfo` is returned, it will contain a `select_handle()` generated by the call.

If the caller doesn't want to wait for the connection to complete, it must immediately call `cancel/2` to cancel the operation.

> **Note:**
>
> On *Windows* the socket has to be **bound**.

`connect(Socket) -> ok | {error, Reason}`

Types:

`Socket = socket()`
`Reason = posix() | closed | invalid()`

This function finalizes a connection setup on a socket, after calling `connect(_, _, nowait | select_handle())` that returned `{select, SelectInfo}`, and receiving the select message `{'$socket', Socket, select, SelectHandle}`, and returns whether the connection setup was successful or not.

Instead of calling this function, for backwards compatibility, it is allowed to call `connect/2,3`, but that incurs more overhead since the connect address and time-out are processed in vain.

> **Note:**
>
> **Not** used on *Windows*.

`cancel_monitor(MRef) -> boolean()`

Types:

`MRef = reference()`

If `MRef` is a reference that the calling process obtained by calling `monitor/1`, this monitor is turned off. If the monitoring is already turned off, nothing happens.

The returned value is one of the following:

`true`

The monitor was found and removed. In this case, no `'DOWN'` message corresponding to this monitor has been delivered and will not be delivered.

`false`

The monitor was not found and could not be removed. This probably because a `'DOWN'` message corresponding to this monitor has already been placed in the caller message queue.

Failure: It is an error if `MRef` refers to a monitor started by another process.

```
getopt(X1 :: socket(),
       SocketOption :: {Level :: otp, Opt :: otp_socket_option()}) ->
          {ok, Value :: term()} | {error, invalid() | closed}
```

Gets a socket option from the protocol level `otp`, which is this implementation's level above the OS protocol layers.

See the type otp_socket_option() for a description of the options on this level.

```
getopt(X1 :: socket(), SocketOption :: socket_option()) ->
          {ok, Value :: term()} |
```

{error, posix() | invalid() | closed}

Gets a socket option from one of the OS's protocol levels. See the type socket_option() for which options that this implementation knows about, how they are related to option names in the OS, and if there are known peculiarities with any of them.

What options are valid depends on what kind of socket it is (`domain()`, `type()` and `protocol()`).

See the socket options chapter of the users guide for more info.

> **Note:**
>
> Not all options are valid, nor possible to get, on all platforms. That is, even if "we" support an option; it does not mean that the underlying OS does.

getopt(Socket, Level, Opt) -> ok | {error, Reason}

Types:

Socket = socket()

Reason = inet:posix() | invalid() | closed

Backwards compatibility function.

The same as `getopt(Socket, {Level, Opt})`

```
getopt_native(X1 :: socket(),
              SocketOption ::
                  socket_option() |
                  {Level :: level() | (NativeLevel :: integer()),
                   NativeOpt :: integer()},
              ValueType :: integer) ->
                 {ok, Value :: integer()} |
                 {error, posix() | invalid() | closed}
getopt_native(X1 :: socket(),
              SocketOption ::
                  socket_option() |
                  {Level :: level() | (NativeLevel :: integer()),
                   NativeOpt :: integer()},
              ValueType :: boolean) ->
                 {ok, Value :: boolean()} |
                 {error, posix() | invalid() | closed}
getopt_native(X1 :: socket(),
              SocketOption ::
                  socket_option() |
                  {Level :: level() | (NativeLevel :: integer()),
                   NativeOpt :: integer()},
              ValueSize :: integer() >= 0) ->
                 {ok, Value :: binary()} |
                 {error, posix() | invalid() | closed}
getopt_native(X1 :: socket(),
              SocketOption ::
                  socket_option() |
                  {Level :: level() | (NativeLevel :: integer()),
                   NativeOpt :: integer()},
```

```
ValueSpec :: binary()) ->
   {ok, Value :: binary()} |
   {error, posix() | invalid() | closed}
```

Gets a socket option that may be unknown to our implementation, or that has a type not compatible with our implementation, that is; in "native mode".

The socket option may be specified with an ordinary `socket_option()` tuple, with a known `Level = level()` and an integer `NativeOpt`, or with both an integer `NativeLevel` and `NativeOpt`.

How to decode the option value has to be specified either with `ValueType`, by specifying the `ValueSize` for a `binary()` that will contain the fetched option value, or by specifying a `binary()` `ValueSpec` that will be copied to a buffer for the `getsockopt()` call to write the value in which will be returned as a new `binary()`.

If `ValueType` is `integer` a `C` type `(int)` will be fetched, if it is `boolean` a `C` type `(int)` will be fetched and converted into a `boolean()` according to the `C` implementation.

What options are valid depends on what kind of socket it is (`domain()`, `type()` and `protocol()`).

The integer values for `NativeLevel` and `NativeOpt` as well as the `Value` encoding has to be deduced from the header files for the running system.

`i() -> ok`

Print all sockets in table format in the erlang shell.

`i(InfoKeys) -> ok`

Types:

```
InfoKeys = info_keys()
```

Print all sockets in table format in the erlang shell. What information is included is defined by `InfoKeys`.

`i(Domain) -> ok`

Types:

```
Domain = inet | inet6 | local
```

Print a selection, based on domain, of the sockets in table format in the erlang shell.

`i(Proto) -> ok`

Types:

```
Proto = sctp | tcp | udp
```

Print a selection, based on protocol, of the sockets in table format in the erlang shell.

`i(Type) -> ok`

Types:

```
Type = dgram | seqpacket | stream
```

Print a selection, based on type, of the sockets in table format in the erlang shell.

`i(Domain, InfoKeys) -> ok`

Types:

```
Domain = inet | inet6 | local
InfoKeys = info_keys()
```

Print a selection, based on domain, of the sockets in table format in the erlang shell. What information is included is defined by `InfoKeys`.

`i(Proto, InfoKeys) -> ok`

Types:

```
Proto = sctp | tcp | udp
InfoKeys = info_keys()
```

Print a selection, based on domain, of the sockets in table format in the erlang shell. What information is included is defined by `InfoKeys`.

`i(Type, InfoKeys) -> ok`

Types:

```
Type = dgram | seqpacket | stream
InfoKeys = info_keys()
```

Print a selection, based on type, of the sockets in table format in the erlang shell. What information is included is defined by `InfoKeys`.

`info() -> info()`

Get miscellaneous info about the socket library.

The function returns a map with each info item as a key-value binding.

> **Note:**
>
> In order to ensure data integrity, mutex'es are taken when needed. So, do not call this function often.

`info(Socket) -> socket_info()`

Types:

```
Socket = socket()
```

Get miscellaneous info about the socket.

The function returns a map with each info item as a key-value binding. It reflects the "current" state of the socket.

> **Note:**
>
> In order to ensure data integrity, mutex'es are taken when needed. So, do not call this function often.

```
ioctl(Socket, GetRequest :: gifconf) ->
        {ok, IFConf :: [#{name := string, addr := sockaddr()}]} |
        {error, Reason}
ioctl(Socket, GetRequest :: nread | nwrite | nspace) ->
        {ok, NumBytes :: integer() >= 0} | {error, Reason}
ioctl(Socket, GetRequest :: atmark) ->
```

```
        {ok, Available :: boolean()} | {error, Reason}
ioctl(Socket, GetRequest :: tcp_info) ->
        {ok, Info :: map()} | {error, Reason}
```

Types:

```
Socket = socket()
Reason = posix() | closed
```

Retrieve socket (device) parameters.

This function retrieves a specific parameter, according to `GetRequest` argument.

`gifconf`

Return a list of interface (transport layer) addresses.

Result, a list of interfaces, map with name and address.

`nread`

Get the number of bytes that are immediately available for reading.

Result, number of bytes, is a `integer()`.

`nwrite`

The number of bytes in the send queue.

Result, number of bytes, is a `integer()`.

`nspace`

Get the free space in the send queue.

Result, number of bytes, is a `integer()`.

`atmark`

Test if there is oob (out-of-bound) data waiting to be read.

Result is a `boolean()`.

`tcp_info`

Return miscellaneous TCP related information for a **connected** socket.

Result is a `map()`.

Note:

To see if a ioctl request is supported on the current platform:

```
Request = nread,
{ok, true} = socket:is_supported(ioctl_requests, Request),
.
.
.
```

```
ioctl(Socket, GetRequest, NameOrIndex) ->
        {ok, Result} | {error, Reason}
```

Types:

```
Socket = socket()
GetRequest =
```

```
      gifname | gifindex | gifaddr | gifdstaddr | gifbrdaddr |
      gifnetmask | gifhwaddr | gifmtu | giftxqlen | gifflags |
      tcp_info
NameOrIndex = string() | integer()
Result = term()
Reason = posix() | closed
```

Retrieve socket (device) parameters.

This function retrieves a specific parameter, according to `GetRequest` argument. The third argument is a the (lookup) "key", identifying the interface (usually the name of the interface) or a command to set.

`gifname`

Get the name of the interface with the specified index (integer()).

Result, name of the interface, is a `string()`.

`gifindex`

Get the index of the interface with the specified name.

Result, interface index, is a `integer()`.

`gifaddr`

Get the address of the interface with the specified name. Result, address of the interface, is a `socket:sockaddr()`.

`gifdstaddr`

Get the destination address of the point-to-point interface with the specified name.

Result, destination address of the interface, is a `socket:sockaddr()`.

`gifbrdaddr`

Get the droadcast address for the interface with the specified name.

Result, broadcast address of the interface, is a `socket:sockaddr()`.

`gifnetmask`

Get the network mask for the interface with the specified name.

Result, network mask of the interface, is a `socket:sockaddr()`.

`gifhwaddr`

Get the hardware address for the interface with the specified name.

Result, hardware address of the interface, is a `socket:sockaddr()`. The family field contains the 'ARPHRD' device type (or an integer).

`gifmtu`

Get the MTU (Maximum Transfer Unit) for the interface with the specified name.

Result, MTU of the interface, is an `integer()`.

`giftxqlen`

Get the transmit queue length of the interface with the specified name.

Result, transmit queue length of the interface, is an `integer()`.

`gifflags`

Get the active flag word of the interface with the specified name.

Result, the active flag word of the interface, is an list of `socket:ioctl_device_flag() | integer()`.

`ioctl(Socket, SetRequest, Value) -> ok | {error, Reason}`

Types:

```
Socket = socket()
SetRequest = rcvall
Value = off | on | iplevel
Reason = posix() | closed
```

Set socket (device) parameters.

This function sets a specific parameter, according to `SetRequest` argument. The third argument is the value to set.

`rcvall`

Enables (or disables) a socket to receive all IPv4 or IPv6 packages passing through a network interface.

The socket has to be either one of:

An IPv4 socket

Created with the address family of `inet`, socket type of `raw` and protocol set to `ip`.

An IPv6 socket

Created with the address family of `inet6`, socket type of `raw` and protocol set to `ipv6`.

The socket must also be bound to an (explicit) local IPv4 or IPv6 interface (`any` not allowed).

Setting this IOCTL requires admin privileges.

`ioctl(Socket, SetRequest, Value) -> ok | {error, Reason}`

Types:

```
Socket = socket()
SetRequest = rcvall_igmpmcast | rcvall_mcast
Value = off | on
Reason = posix() | closed
```

Set socket (device) parameters.

This function sets a specific parameter, according to `SetRequest` argument. The third argument is the value to set.

`rcvall_igmpmcall`

Enables (or disables) a socket to receive IGMP multicast IP traffic, **without** receiving any other IP traffic.

The socket has to be created with the address family of `inet`, socket type of `raw` and protocol set to `igmp`.

The socket must also be bound to an (explicit) local interface (`any` not allowed).

Must have a sufficiently large buffer.

Setting this IOCTL requires admin privileges.

`rcvall_mcall`

Enables (or disables) a socket to receive all multicast IP traffic (as in; all IP packets destined for IP addresses in the range of 224.0.0.0 to 239.255.255.255).

The socket has to be created with the address family of `inet`, socket type of `raw` and protocol set to `udp`.

The socket must also be bound to an (explicit) local interface (`any` not allowed). And bind to port zero

Must have a sufficiently large buffer.

Setting this IOCTL requires admin privileges.

`ioctl(Socket, SetRequest, Name, Value) -> ok | {error, Reason}`

Types:

```
Socket = socket()
SetRequest =
    sifflags | sifaddr | sifdstaddr | sifbrdaddr | sifnetmask |
    sifhwaddr | gifmtu | siftxqlen
Name = string()
Value = term()
Reason = posix() | closed
```

Set socket (device) parameters. This function sets a specific parameter, according to `SetRequest` argument. The third argument is the "key", identifying the interface (usually the name of the interface), and the fourth is the "new" value.

These are privileged operation's.

`sifflags`

Set the the active flag word, `#{Flag => boolean()}`, of the interface with the specified name.

Each flag to be changed, should be added to the value map, with the value `'true'` if the flag (`Flag`) should be set and `'false'` if the flag should be reset.

`sifaddr`

Set the address, `sockaddr()`, of the interface with the specified name.

`sifdstaddr`

Set the destination address, `sockaddr()`, of a point-to-point interface with the specified name.

`sifbrdaddr`

Set the broadcast address, `sockaddr()`, of the interface with the specified name.

`sifnetmask`

Set the network mask, `sockaddr()`, of the interface with the specified name.

`sifmtu`

Set the MTU (Maximum Transfer Unit), `integer()`, for the interface with the specified name.

`siftxqlen`

Set the transmit queue length, `integer()`, of the interface with the specified name.

`is_supported(Key1 :: term()) -> boolean()`
`is_supported(Key1 :: term(), Key2 :: term()) -> boolean()`

This function retrieves information about what the platform supports, such as if SCTP is supported, or if a socket options are supported.

For keys other than the known `false` is returned. Note that in a future version or on a different platform there might be more supported items.

This functions returns a `boolean` corresponding to what `supports/0-2` reports for the same `Key1` (and `Key2`).

```
listen(Socket) -> ok | {error, Reason}
listen(Socket, Backlog) -> ok | {error, Reason}
```

Types:

```
Socket = socket()
Backlog = integer()
Reason = posix() | closed
```

Listen for connections on a socket.

> **Note:**
>
> On *Windows* the socket has to be **bound**.

```
monitor(Socket) -> reference()
```

Types:

```
Socket = socket()
```

Start monitor the socket `Socket`.

If the monitored socket does not exist or when the monitor is triggered, a `'DOWN'` message is sent that has the following pattern:

```
{'DOWN', MonitorRef, socket, Object, Info}
```

In the monitor message `MonitorRef` and `Type` are the same as described earlier, and:

`Object`

The monitored entity, socket, which triggered the event.

`Info`

Either the termination reason of the socket or `nosock` (socket `Socket` did not exist at the time of monitor creation).

Making several calls to `socket:monitor/1` for the same `Socket` is not an error; it results in as many independent monitoring instances.

```
number_of() -> integer() >= 0
```

Returns the number of active sockets.

```
open(FD) -> {ok, Socket} | {error, Reason}
open(FD, Opts) -> {ok, Socket} | {error, Reason}
```

Types:

```
FD = integer()
Opts =
    #{domain => domain() | integer(),
      type => type() | integer(),
      protocol => default | protocol() | integer(),
      dup => boolean(),
      debug => boolean(),
```

```
        use_registry => boolean()}
Socket = socket()
Reason = posix() | domain | type | protocol
```

Creates an endpoint (socket) for communication based on an already existing file descriptor. The function attempts to retrieve `domain`, `type` and `protocol` from the system. This is however not possible on all platforms, and they should then be specified in `Opts`.

The `Opts` argument is intended for providing extra information for the open call:

`domain`

Which protocol domain is the descriptor of. See also `open/2,3,4`.

`type`

Which protocol type type is the descriptor of.

See also `open/2,3,4`.

`protocol`

Which protocol is the descriptor of. The atom `default` is equivalent to the integer protocol number `0` which means the default protocol for a given domain and type.

If the protocol can not be retrieved from the platform for the socket, and `protocol` is not specified, the default protocol is used, which may or may not be correct.

See also `open/2,3,4`.

`dup`

Shall the provided descriptor be duplicated (dup) or not.
Defaults to `true`.

`debug`

Enable or disable debug during the open call.
Defaults to `false`.

`use_registry`

Enable or disable use of the socket registry for this socket. This overrides the global value.
Defaults to the global value, see `use_registry/1`.

Note:

This function should be used with care!

On some platforms it is **necessary** to provide `domain`, `type` and `protocol` since they cannot be retrieved from the platform.

```
open(Domain, Type) -> {ok, Socket} | {error, Reason}
open(Domain, Type, Opts) -> {ok, Socket} | {error, Reason}
```

Types:

```
Domain = domain() | integer()
Type = type() | integer()
Opts = map()
Socket = socket()
Reason = posix() | protocol
```

Creates an endpoint (socket) for communication.

The same as `open(Domain, Type, default)` and `open(Domain, Type, default, Opts)` respectively.

```
open(Domain, Type, Protocol) -> {ok, Socket} | {error, Reason}
open(Domain, Type, Protocol, Opts) ->
        {ok, Socket} | {error, Reason}
```

Types:

```
Domain = domain() | integer()
Type = type() | integer()
Protocol = default | protocol() | integer()
Opts =
    #{netns => string(),
      debug => boolean(),
      use_registry => boolean()}
Socket = socket()
Reason = posix() | protocol
```

Creates an endpoint (socket) for communication.

`Domain` and `Type` may be `integer()`s, as defined in the platform's header files. The same goes for `Protocol` as defined in the platform's `services(5)` database. See also the OS man page for the library call `socket(2)`.

Note:

For some combinations of `Domain` and `Type` the platform has got a default protocol that can be selected with `Protocol = default`, and the platform may allow or require selecting the default protocol, a specific protocol, or either.

Examples:

`socket:open(inet, stream, tcp)`

It is common that for protocol domain and type `inet,stream` it is allowed to select the `tcp` protocol although that mostly is the default.

`socket:open(local, dgram)`

It is common that for the protocol domain `local` it is mandatory to not select a protocol, that is; to select the default protocol.

The `Opts` argument is intended for "other" options. The supported option(s) are described below:

`netns: string()`

Used to set the network namespace during the open call. Only supported on the Linux platform.

`debug: boolean()`

Enable or disable debug during the open call.

Defaults to `false`.

`use_registry: boolean()`

Enable or disable use of the socket registry for this socket. This overrides the global value. Defaults to the global value, see `use_registry/1`.

`peername(Socket) -> {ok, SockAddr} | {error, Reason}`

Types:

```
Socket = socket()
SockAddr = sockaddr_recv()
Reason = posix() | closed
```

Returns the address of the peer connected to the socket.

```
recv(Socket) ->
        {ok, Data} | {error, Reason} | {error, {Reason, Data}}
recv(Socket, Flags) ->
        {ok, Data} | {error, Reason} | {error, {Reason, Data}}
recv(Socket, Length) ->
        {ok, Data} | {error, Reason} | {error, {Reason, Data}}
recv(Socket, Flags, Timeout :: infinity) ->
        {ok, Data} | {error, Reason} | {error, {Reason, Data}}
recv(Socket, Length, Flags) ->
        {ok, Data} | {error, Reason} | {error, {Reason, Data}}
recv(Socket, Length, Timeout :: infinity) ->
        {ok, Data} | {error, Reason} | {error, {Reason, Data}}
recv(Socket, Length, Flags, Timeout :: infinity) ->
        {ok, Data} | {error, Reason} | {error, {Reason, Data}}
```

Types:

```
Socket = socket()
Length = integer() >= 0
Flags = [msg_flag() | integer()]
Data = binary()
Reason = posix() | closed | invalid()
```

Receives data from a socket, waiting for it to arrive.

The argument `Length` specifies how many bytes to receive, with the special case `0` meaning "all available".

For a socket of type `stream` this call will not return until all requested data can be delivered, or if "all available" data was requested when the first data chunk arrives.

The message `Flags` may be symbolic `msg_flag()`s and/or `integer()`s, as in the platform's appropriate header files. The values of all symbolic flags and integers are or:ed together.

When there is a socket error this function returns `{error, Reason}`, or if some data arrived before the error; `{error, {Reason, Data}}`.

When this function is used with a DGRAM socket, it will always return with whatever data is available, regardless of what length is specified (that is, data is *only* return with `{ok, Data}`). If no data is available, *then* it will wait (if a timeout is specified).

```
recv(Socket, Flags, Timeout :: integer() >= 0) ->
        {ok, Data} | {error, Reason} | {error, {Reason, Data}}
recv(Socket, Length, Timeout :: integer() >= 0) ->
        {ok, Data} | {error, Reason} | {error, {Reason, Data}}
recv(Socket, Length, Flags, Timeout :: integer() >= 0) ->
        {ok, Data} | {error, Reason} | {error, {Reason, Data}}
```

Types:

```
Socket = socket()
Length = integer() >= 0
Flags = [msg_flag() | integer()]
Data = binary()
Reason = posix() | closed | invalid() | timeout
```

Receives data from a socket, waiting at most `Timeout` milliseconds for it to arrive.

The same as infinite time-out `recv/1,2,3,4` but returns `{error, timeout}` or `{error, {timeout, Data}}` after `Timeout` milliseconds, if the requested data has not been delivered.

When this function is used with a DGRAM socket, it will always return with whatever data is available, regardless of what length is specified (that is, data is *only* return with `{ok, Data}`). If no data is available, *then* it will wait (if a timeout is specified).

```
recv(Socket, Flags, Handle :: nowait) ->
        {ok, Data} |
        {select, SelectInfo} |
        {select, {SelectInfo, Data}} |
        {completion, CompletionInfo} |
        {error, Reason} |
        {error, {Reason, Data}}
recv(Socket, Flags,
     Handle :: select_handle() | completion_handle()) ->
        {ok, Data} |
        {select, SelectInfo} |
        {select, {SelectInfo, Data}} |
        {completion, CompletionInfo} |
        {error, Reason} |
        {error, {Reason, Data}}
recv(Socket, Length, Handle :: nowait) ->
        {ok, Data} |
        {select, SelectInfo} |
        {select, {SelectInfo, Data}} |
        {completion, CompletionInfo} |
        {error, Reason} |
        {error, {Reason, Data}}
recv(Socket, Length,
     Handle :: select_handle() | completion_handle()) ->
        {ok, Data} |
        {select, SelectInfo} |
        {select, {SelectInfo, Data}} |
        {completion, CompletionInfo} |
        {error, Reason} |
```

```
        {error, {Reason, Data}}
recv(Socket, Length, Flags, Handle :: nowait) ->
        {ok, Data} |
        {select, SelectInfo} |
        {select, {SelectInfo, Data}} |
        {completion, CompletionInfo} |
        {error, Reason} |
        {error, {Reason, Data}}
recv(Socket, Length, Flags,
     Handle :: select_handle() | completion_handle()) ->
        {ok, Data} |
        {select, SelectInfo} |
        {select, {SelectInfo, Data}} |
        {completion, CompletionInfo} |
        {error, Reason} |
        {error, {Reason, Data}}
```

Types:

```
Socket = socket()
Length = integer() >= 0
Flags = [msg_flag() | integer()]
Data = binary()
SelectInfo = select_info()
CompletionInfo = completion_info()
Reason = posix() | closed | invalid()
```

Receives data from a socket, but returns a `select` or `completion` continuation if the data could not be returned immediately.

The same as infinite time-out `recv/1,2,3,4` but if the data can be delivered immediately, the function returns (on *Unix*) `{select, SelectInfo}` or (on *Windows*) `{completion, CompletionInfo}`, and the caller will then receive one of these messages:

`select` message

`{'$socket', Socket, select, SelectHandle}` (with the `SelectHandle` that was contained in the `SelectInfo`) when data has arrived.

A subsequent call to `recv/1,2,3,4` will then return the data.

`completion` message

`{'$socket', Socket, completion, {CompletionHandle, CompletionStatus}}` (with the `CompletionHandle` contained in the `CompletionInfo`).

The **result** of the receive will be in the `CompletionStatus`.

If `Handle` is a `select_handle()` or `completion_handle()`, that term will be contained in a returned `SelectInfo` or `CompletionInfo` and the corresponding (select or completion) message. The `Handle` is presumed to be unique to this call.

If the time-out argument is `nowait`, and a `SelectInfo` or `CompletionInfo` is returned, it will contain a `select_handle()` or `completion_handle()` generated by the call.

Note that for a socket of type `stream` (on *Unix*), if `Length > 0` and only part of that amount of data is available, the function will return `{ok, {Data, SelectInfo}}` with partial data. If the caller doesn't want to wait for more data, it must immediately call `cancel/2` to cancel the operation.

```
recvfrom(Socket) -> {ok, {Source, Data}} | {error, Reason}
recvfrom(Socket, Flags) -> {ok, {Source, Data}} | {error, Reason}
recvfrom(Socket, BufSz) -> {ok, {Source, Data}} | {error, Reason}
recvfrom(Socket, Flags, Timeout :: infinity) ->
            {ok, {Source, Data}} | {error, Reason}
recvfrom(Socket, BufSz, Flags) ->
            {ok, {Source, Data}} | {error, Reason}
recvfrom(Socket, BufSz, Timeout :: infinity) ->
            {ok, {Source, Data}} | {error, Reason}
recvfrom(Socket, BufSz, Flags, Timeout :: infinity) ->
            {ok, {Source, Data}} | {error, Reason}
```

Types:

```
Socket = socket()
BufSz = integer() >= 0
Flags = [msg_flag() | integer()]
Source = sockaddr_recv()
Data = binary()
Reason = posix() | closed | invalid()
```

Receive a message from a socket, waiting for it to arrive.

The function returns when a message is received, or when there is a socket error. Argument `BufSz` specifies the number of bytes for the receive buffer. If the buffer size is too small, the message will be truncated.

If `BufSz` is not specified or `0`, a default buffer size is used, which can be set by `socket:setopt(Socket, {otp,recvbuf}, BufSz)`.

If it is impossible to know the appropriate buffer size, it may be possible to use the receive message flag `peek`. When this flag is used, the message is **not** "consumed" from the underlying buffers, so another `recvfrom/1,2,3,4` call is needed, possibly with an adjusted buffer size.

The message `Flags` may be symbolic `msg_flag()`s and/or `integer()`s, as in the platform's appropriate header files. The values of all symbolic flags and integers are or:ed together.

```
recvfrom(Socket, Flags, Timeout :: integer() >= 0) ->
            {ok, {Source, Data}} | {error, Reason}
recvfrom(Socket, BufSz, Timeout :: integer() >= 0) ->
            {ok, {Source, Data}} | {error, Reason}
recvfrom(Socket, BufSz, Flags, Timeout :: integer() >= 0) ->
            {ok, {Source, Data}} | {error, Reason}
```

Types:

```
Socket = socket()
BufSz = integer() >= 0
Flags = [msg_flag() | integer()]
Source = sockaddr_recv()
Data = binary()
Reason = posix() | closed | invalid() | timeout
```

Receives a message from a socket, waiting at most `Timeout` milliseconds for it to arrive.

The same as infinite time-out `recvfrom/1,2,3,4` but returns `{error, timeout}` after `Timeout` milliseconds, if no message has been delivered.

```
recvfrom(Socket, Flags, Handle :: nowait) ->
            {ok, {Source, Data}} |
            {select, SelectInfo} |
            {completion, CompletionInfo} |
            {error, Reason}
recvfrom(Socket, Flags,
         Handle :: select_handle() | completion_handle()) ->
            {ok, {Source, Data}} |
            {select, SelectInfo} |
            {completion, CompletionInfo} |
            {error, Reason}
recvfrom(Socket, BufSz, Handle :: nowait) ->
            {ok, {Source, Data}} |
            {select, SelectInfo} |
            {completion, CompletionInfo} |
            {error, Reason}
recvfrom(Socket, BufSz,
         Handle :: select_handle() | completion_handle()) ->
            {ok, {Source, Data}} |
            {select, SelectInfo} |
            {completion, CompletionInfo} |
            {error, Reason}
recvfrom(Socket, BufSz, Flags, Handle :: nowait) ->
            {ok, {Source, Data}} |
            {select, SelectInfo} |
            {completion, CompletionInfo} |
            {error, Reason}
recvfrom(Socket, BufSz, Flags,
         Handle :: select_handle() | completion_handle()) ->
            {ok, {Source, Data}} |
            {select, SelectInfo} |
            {completion, CompletionInfo} |
            {error, Reason}
```

Types:

```
Socket = socket()
BufSz = integer() >= 0
Flags = [msg_flag() | integer()]
Source = sockaddr_recv()
Data = binary()
SelectInfo = select_info()
CompletionInfo = completion_info()
Reason = posix() | closed | invalid()
```

Receives a message from a socket, but returns a select continuation or a completion term if no message could be returned immediately.

The same as infinite time-out `recvfrom/1,2,3,4` but if no message can be delivered immediately, the function returns (on */Unix*) `{select, SelectInfo}` or (on *Windows*) `{completion, CompletionInfo}`, and the caller will then receive one of these messages:

`select` message

`{'$socket', Socket, select, SelectHandle}` (with the `SelectHandle` that was contained in the `SelectInfo`) when data has arrived.

A subsequent call to `recvfrom/1,2,3,4` will then return the message.

`completion` message

`{'$socket', Socket, completion, {CompletionHandle, CompletionStatus}}` (with the `CompletionHandle` contained in the `CompletionInfo`).

The **result** of the receive will be in the `CompletionStatus`.

If the `Handle` is a `select_handle()` or `completion_handle()`, that term will be contained in a returned `SelectInfo` or `CompletionInfo` and the corresponding (select or completion) message. The `Handle` is presumed to be unique to this call.

If the time-out argument is `nowait`, and a `SelectInfo` or `CompletionInfo` is returned, it will contain a `select_handle()` or `completion_handle()` generated by the call.

If the caller doesn't want to wait for the data, it must immediately call `cancel/2` to cancel the operation.

```
recvmsg(Socket) -> {ok, Msg} | {error, Reason}
recvmsg(Socket, Flags) -> {ok, Msg} | {error, Reason}
recvmsg(Socket, Timeout :: infinity) ->
           {ok, Msg} | {error, Reason}
recvmsg(Socket, Flags, Timeout :: infinity) ->
           {ok, Msg} | {error, Reason}
recvmsg(Socket, BufSz, CtrlSz) -> {ok, Msg} | {error, Reason}
recvmsg(Socket, BufSz, CtrlSz, Timeout :: infinity) ->
           {ok, Msg} | {error, Reason}
recvmsg(Socket, BufSz, CtrlSz, Flags, Timeout :: infinity) ->
           {ok, Msg} | {error, Reason}
```

Types:

```
   Socket = socket()
   BufSz = CtrlSz = integer() >= 0
   Flags = [msg_flag() | integer()]
   Msg = msg_recv()
   Reason = posix() | closed | invalid()
```

Receive a message from a socket, waiting for it to arrive.

The function returns when a message is received, or when there is a socket error. Arguments `BufSz` and `CtrlSz` specifies the number of bytes for the receive buffer and the control message buffer. If the buffer size(s) is(are) too small, the message and/or control message list will be truncated.

If `BufSz` is not specified or `0`, a default buffer size is used, which can be set by `socket:setopt(Socket, {otp,recvbuf}, BufSz)`. The same applies to `CtrlSz` and `socket:setopt(Socket, {otp,recvctrlbuf}, CtrlSz)`.

If it is impossible to know the appropriate buffer size, it may be possible to use the receive message flag `peek`. When this flag is used, the message is **not** "consumed" from the underlying buffers, so another `recvfrom/1,2,3,4,5` call is needed, possibly with an adjusted buffer size.

The message `Flags` may be symbolic `msg_flag()`s and/or `integer()`s, as in the platform's appropriate header files. The values of all symbolic flags and integers are or:ed together.

```
recvmsg(Socket, Timeout :: integer() >= 0) ->
           {ok, Msg} | {error, Reason}
recvmsg(Socket, Flags, Timeout :: integer() >= 0) ->
           {ok, Msg} | {error, Reason}
recvmsg(Socket, BufSz, CtrlSz, Timeout :: integer() >= 0) ->
           {ok, Msg} | {error, Reason}
recvmsg(Socket, BufSz, CtrlSz, Flags,
        Timeout :: integer() >= 0) ->
           {ok, Msg} | {error, Reason}
```

Types:

```
   Socket = socket()
   BufSz = CtrlSz = integer() >= 0
   Flags = [msg_flag() | integer()]
   Msg = msg_recv()
   Reason = posix() | closed | invalid() | timeout
```

Receives a message from a socket, waiting at most `Timeout` milliseconds for it to arrive.

The same as recvmsg/1,2,3,4,5 but returns `{error, timeout}` after `Timeout` milliseconds, if no message has been delivered.

```
recvmsg(Socket, Timeout :: nowait) ->
           {ok, Msg} |
           {select, SelectInfo} |
           {completion, CompletionInfo} |
           {error, Reason}
recvmsg(Socket, Handle :: select_handle() | completion_handle()) ->
           {ok, Msg} |
           {select, SelectInfo} |
           {completion, CompletionInfo} |
           {error, Reason}
recvmsg(Socket, Flags, Timeout :: nowait) ->
           {ok, Msg} |
           {select, SelectInfo} |
           {completion, CompletionInfo} |
           {error, Reason}
recvmsg(Socket, Flags,
        Handle :: select_handle() | completion_handle()) ->
           {ok, Msg} |
           {select, SelectInfo} |
           {completion, CompletionInfo} |
           {error, Reason}
recvmsg(Socket, BufSz, CtrlSz, Timeout :: nowait) ->
```

```
           {ok, Msg} |
           {select, SelectInfo} |
           {completion, CompletionInfo} |
           {error, Reason}
recvmsg(Socket, BufSz, CtrlSz,
        Handle :: select_handle() | completion_handle()) ->
           {ok, Msg} |
           {select, SelectInfo} |
           {completion, CompletionInfo} |
           {error, Reason}
recvmsg(Socket, BufSz, CtrlSz, Flags, Timeout :: nowait) ->
           {ok, Msg} |
           {select, SelectInfo} |
           {completion, CompletionInfo} |
           {error, Reason}
recvmsg(Socket, BufSz, CtrlSz, Flags,
        Handle :: select_handle() | completion_handle()) ->
           {ok, Msg} |
           {select, SelectInfo} |
           {completion, CompletionInfo} |
           {error, Reason}
```

Types:

```
Socket = socket()
BufSz = CtrlSz = integer() >= 0
Flags = [msg_flag() | integer()]
Msg = msg_recv()
SelectInfo = select_info()
CompletionInfo = completion_info()
Reason = posix() | closed | invalid()
```

Receives a message from a socket, but returns a select continuation or a completion term if no message could be returned immediately.

The same as infinite time-out `recvmsg/1,2,3,4` but if no message can delivered immediately, the function returns (on *Unix*) `{select, SelectInfo}` or (on *Windows*) `{completion, CompletionInfo}`, and the caller will then receive one of these messages:

`select` message

`{'$socket', Socket, select, SelectHandle}` (with the `SelectHandle` that was contained in the `SelectInfo`) when data has arrived.

A subsequent call to `recvmsg/1,2,3,4,5` will then return the data.

`completion` message

`{'$socket', Socket, completion, {CompletionHandle, CompletionStatus}}` (with the `CompletionHandle` contained in the `CompletionInfo`).

The **result** of the receive will be in the `CompletionStatus`.

If the `Handle` is a `select_handle()` or `completion_handle()`, that term will be contained in a returned `SelectInfo` or `CompletionInfo` and the corresponding (select or completion) message. The `Handle` is presumed to be unique to this call.

If the time-out argument is `nowait`, and a `SelectInfo` or `CompletionInfo` is returned, it will contain a `select_handle()` or `completion_handle()` generated by the call.

If the caller doesn't want to wait for the data, it must immediately call `cancel/2` to cancel the operation.

```
send(Socket, Data) ->
        ok |
        {ok, RestData} |
        {error, Reason} |
        {error, {Reason, RestData}}
send(Socket, Data, Flags) ->
        ok |
        {ok, RestData} |
        {error, Reason} |
        {error, {Reason, RestData}}
send(Socket, Data, Timeout :: infinity) ->
        ok |
        {ok, RestData} |
        {error, Reason} |
        {error, {Reason, RestData}}
send(Socket, Data, Flags, Timeout :: infinity) ->
        ok |
        {ok, RestData} |
        {error, Reason} |
        {error, {Reason, RestData}}
```

Types:

```
   Socket = socket()
   Data = iodata()
   Flags = [msg_flag() | integer()]
   RestData = binary()
   Reason =
       posix() |
       closed |
       invalid() |
       netname_deleted | too_many_cmds |
       eei()
```

Sends data on a connected socket, waiting for it to be sent.

This call will not return until the `Data` has been accepted by the platform's network layer, or it reports an error.

The message `Flags` may be symbolic `msg_flag()`s and/or `integer()`s, matching the platform's appropriate header files. The values of all symbolic flags and integers are or:ed together.

The `Data`, if it is not a `binary()`, is copied into one before calling the platform network API, because a single buffer is required. A returned `RestData` is a sub binary of this data binary.

The return value indicates the result from the platform's network layer:

`ok`

All data has been accepted.

`{ok, RestData}`

Not all data has been accepted, but no error has been reported. `RestData` is the tail of `Data` that has not been accepted.

This cannot happen for a socket of type `stream` where a partially successful send is retried until the data is either accepted or there is an error.

For a socket of type `dgram` this should probably also not happen since a message that cannot be passed atomically should render an error.

It is nevertheless possible for the platform's network layer to return this.

`{error, Reason}`

An error has been reported and no data has been accepted. The `posix()` `Reasons` are from the platform's network layer. `closed` means that this socket library knows that the socket is closed, and `invalid()` means that something about an argument is invalid.

`{error, {Reason, RestData}}`

An error has been reported but before that some data was accepted. `RestData` is the tail of `Data` that has not been accepted. See `{error, Reason}` above.

This can only happen for a socket of type `stream` when a partially successful send is retried until there is an error.

```
send(Socket, Data, Timeout :: integer() >= 0) ->
        ok |
        {ok, RestData} |
        {error, Reason | timeout} |
        {error, {Reason | timeout, RestData}}
send(Socket, Data, Flags, Timeout :: integer() >= 0) ->
        ok |
        {ok, RestData} |
        {error, Reason | timeout} |
        {error, {Reason | timeout, RestData}}
```

Types:

```
   Socket = socket()
   Data = iodata()
   Flags = [msg_flag() | integer()]
   RestData = binary()
   Reason =
       posix() |
       closed |
       invalid() |
       netname_deleted | too_many_cmds |
       eei()
```

Sends data on a connected socket, waiting at most `Timeout` milliseconds for it to be sent.

The same as infinite time-out `send/2,3,4` but returns `{error, timeout}` or `{error, {timeout, RestData}}` after `Timeout` milliseconds, if no `Data` or only some of it was accepted by the platform's network layer.

```
send(Socket, Data, Handle :: nowait) ->
        ok |
```

```
        {ok, RestData} |
        {select, SelectInfo} |
        {select, {SelectInfo, RestData}} |
        {completion, CompletionInfo} |
        {error, Reason}
send(Socket, Data,
     Handle :: select_handle() | completion_handle()) ->
        ok |
        {ok, RestData} |
        {select, SelectInfo} |
        {select, {SelectInfo, RestData}} |
        {completion, CompletionInfo} |
        {error, Reason}
send(Socket, Data, Flags, Handle :: nowait) ->
        ok |
        {ok, RestData} |
        {select, SelectInfo} |
        {select, {SelectInfo, RestData}} |
        {completion, CompletionInfo} |
        {error, Reason}
send(Socket, Data, Flags,
     Handle :: select_handle() | completion_handle()) ->
        ok |
        {ok, RestData} |
        {select, SelectInfo} |
        {select, {SelectInfo, RestData}} |
        {completion, CompletionInfo} |
        {error, Reason}
```

Types:

```
   Socket = socket()
   Data = iodata()
   Flags = [msg_flag() | integer()]
   RestData = binary()
   SelectInfo = select_info()
   CompletionInfo = completion_info()
   Reason =
       posix() |
       closed |
       invalid() |
       netname_deleted | too_many_cmds |
       eei()
```

Sends data on a connected socket, but returns completion **or** a select continuation if the data could not be sent immediately.

The same as infinite time-out `send/2,3` but if the data is not immediately accepted by the platform network layer, the function returns (on *Unix*) `{select, SelectInfo}` or (on *Windows*) `{completion, CompletionInfo}`, and the caller will then receive one of these messages:

`select` message

`{'$socket', Socket, select, SelectHandle}` (with the `SelectHandle` that was contained in the `SelectInfo`) when there is room for more data.

A subsequent call to `send/2-4` will then send the data.

`completion` message

`{'$socket', Socket, completion, {CompletionHandle, CompletionStatus}}` (with the `CompletionHandle` contained in the `CompletionInfo`).

The **result** of the send will be in the `CompletionStatus`.

If `Handle` is a `select_handle()` or `completion_handle()`, that term will be contained in a returned `SelectInfo` or `CompletionInfo` and the corresponding select or completion message. The `Handle` is presumed to be unique to this call.

If `Handle` is `nowait`, and a `SelectInfo` or `CompletionInfo` is returned, it will contain a `select_handle()` or `completion_handle()` generated by the call.

If some of the data was sent, the function will return `{select, {RestData, SelectInfo},` which can only happen (on *Unix*) for a socket of type `stream`. If the caller does not want to wait to send the rest of the data, it should immediately cancel the operation with `cancel/2`.

```
send(Socket, Data, Cont) ->
        ok |
        {ok, RestData} |
        {error, Reason} |
        {error, {Reason, RestData}}
send(Socket, Data, Cont, Timeout :: infinity) ->
        ok |
        {ok, RestData} |
        {error, Reason} |
        {error, {Reason, RestData}}
send(Socket, Data, Cont, Timeout :: integer() >= 0) ->
        ok |
        {ok, RestData} |
        {error, Reason | timeout} |
        {error, {Reason | timeout, RestData}}
send(Socket, Data, Cont, SelectHandle :: nowait) ->
        ok |
        {ok, RestData} |
        {select, SelectInfo} |
        {select, {SelectInfo, RestData}} |
        {error, Reason}
send(Socket, Data, Cont, SelectHandle :: select_handle()) ->
        ok |
        {ok, RestData} |
        {select, SelectInfo} |
        {select, {SelectInfo, RestData}} |
        {error, Reason}
```

Types:

```
Socket = socket()
Data = iodata()
Cont = select_info()
RestData = binary()
SelectInfo = select_info()
Reason = posix() | closed | invalid()
```

Continues sending data on a connected socket, where the send operation was initiated by `send/3,4` that returned a `SelectInfo` continuation. Otherwise like infinite time-out `send/2,3,4` , limited time-out `send/3,4` or nowait `send/3,4` respectively.

`Cont` is the `SelectInfo` that was returned from the previous `send()` call.

If `Data` is not a `binary()`, it will be copied into one, again.

The return value indicates the result from the platform's network layer. See `send/2,3,4` and nowait `send/3,4`.

```
sendmsg(Socket, Msg) ->
           ok |
           {ok, RestData} |
           {error, Reason} |
           {error, {Reason, RestData}}
sendmsg(Socket, Msg, Flags) ->
           ok |
           {ok, RestData} |
           {error, Reason} |
           {error, {Reason, RestData}}
sendmsg(Socket, Msg, Timeout :: infinity) ->
           ok |
           {ok, RestData} |
           {error, Reason} |
           {error, {Reason, RestData}}
sendmsg(Socket, Msg, Flags, Timeout :: infinity) ->
           ok |
           {ok, RestData} |
           {error, Reason} |
           {error, {Reason, RestData}}
```

Types:

```
Socket = socket()
Msg = msg_send()
Flags = [msg_flag() | integer()]
RestData = erlang:iovec()
Reason = posix() | closed | invalid()
```

Sends a message on a socket, waiting for it to be sent.

The destination, if needed, that is: if the socket is **not** connected, is provided in `Msg`, which also contains the data to send as a list of binaries. `Msg` may also contain an list of optional control messages (depending on what the protocol and platform supports).

For a connected socket no address field should be present in `Msg`, the platform may return an error or ignore one.

The message data is given to to the platform's network layer in the form of an I/O vector without copying the content. If the number of elements in the I/O vector is larger than allowed on the platform (reported in the `iov_max` field from info/0), on a socket of type `stream` the send is iterated over all elements, but for other socket types the call fails.

This call will not return until the data has been handed over to the platform's network layer, or when it reports an error.

The message `Flags` may be symbolic `msg_flag()`s and/or `integer()`s, matching the platform's appropriate header files. The values of all symbolic flags and integers are or:ed together.

The return value indicates the result from the platform's network layer. See `send/2,3,4`.

Note:

On Windows, this function can only be used with datagram and raw sockets.

```
sendmsg(Socket, Msg, Timeout :: integer() >= 0) ->
           ok |
           {ok, RestData} |
           {error, Reason | timeout} |
           {error, {Reason | timeout, RestData}}
sendmsg(Socket, Msg, Flags, Timeout :: integer() >= 0) ->
           ok |
           {ok, RestData} |
           {error, Reason | timeout} |
           {error, {Reason | timeout, RestData}}
```

Types:

```
Socket = socket()
Msg = msg_send()
Flags = [msg_flag() | integer()]
RestData = erlang:iovec()
Reason = posix() | closed | invalid()
```

Sends a message on a socket, waiting at most `Timeout` milliseconds for it to be sent.

The same as infinite time-out `sendmsg/2,3,4` but returns `{error, timeout}` or `{error, {timeout, RestData}}` after `Timeout` milliseconds, if no data or only some of it was accepted by the platform's network layer.

Note:

On Windows, this function can only be used with datagram and raw sockets.

```
sendmsg(Socket, Msg, Timeout :: nowait) ->
           ok |
           {ok, RestData} |
           {select, SelectInfo} |
           {select, {SelectInfo, RestData}} |
           {completion, CompletionInfo} |
           {error, Reason} |
           {error, {Reason, RestData}}
sendmsg(Socket, Msg,
        Handle :: select_handle() | completion_handle()) ->
```

```
           ok |
           {ok, RestData} |
           {select, SelectInfo} |
           {select, {SelectInfo, RestData}} |
           {completion, CompletionInfo} |
           {error, Reason} |
           {error, {Reason, RestData}}
sendmsg(Socket, Msg, Flags, Timeout :: nowait) ->
           ok |
           {ok, RestData} |
           {select, SelectInfo} |
           {select, {SelectInfo, RestData}} |
           {completion, CompletionInfo} |
           {error, Reason} |
           {error, {Reason, RestData}}
sendmsg(Socket, Msg, Flags,
        Handle :: select_handle() | completion_handle()) ->
           ok |
           {ok, RestData} |
           {select, SelectInfo} |
           {select, {SelectInfo, RestData}} |
           {completion, CompletionInfo} |
           {error, Reason} |
           {error, {Reason, RestData}}
```

Types:

```
Socket = socket()
Msg = msg_send()
Flags = [msg_flag() | integer()]
RestData = erlang:iovec()
SelectInfo = select_info()
CompletionInfo = completion_info()
Reason = posix() | closed | invalid()
```

Sends a message on a socket, but returns completion **or** a select continuation if the data could not be sent immediately.

The same as infinity time-out `sendmsg/2,3` but if the data is not immediately accepted by the platform network layer, the function returns (on *Unix*) `{select, SelectInfo}` or (on *Windows*) `{completion, CompletionInfo}`, and the caller will then receive one of these messages:

`select` message

`{'$socket', Socket, select, SelectHandle}` (with the `SelectHandle` that was contained in the `SelectInfo`) when there is room for more data. A subsequent call to `sendmsg/2-4` will then send the data.

`completion` message

`{'$socket', Socket, completion, {CompletionHandle, CompletionStatus}}` (with the `CompletionHandle` contained in the `CompletionInfo`).

The **result** of the send will be in the `CompletionStatus`.

If `Handle`, is a `select_handle()` or `completion_handle()`, that term will be contained in a returned `SelectInfo` or `CompletionInfo` and the corresponding select or completion message. The `Handle` is presumed to be unique to this call.

If `Timeout` is `nowait`, and a `SelectInfo` or `CompletionInfo` is returned, it will contain a `select_handle()` or `completion_handle()` generated by the call.

If some of the data was sent, the function will return `{select, {RestData, SelectInfo},` which can only happen for a socket of type `stream`. If the caller does not want to wait to send the rest of the data, it should immediately cancel the operation with `cancel/2`.

> **Note:**
>
> On Windows, this function can only be used with datagram and raw sockets.

```
sendmsg(Socket, Data, Cont) ->
           ok |
           {ok, RestData} |
           {error, Reason} |
           {error, {Reason, RestData}}
sendmsg(Socket, Data, Cont, Timeout :: infinity) ->
           ok |
           {ok, RestData} |
           {error, Reason} |
           {error, {Reason, RestData}}
sendmsg(Socket, Data, Cont, Timeout :: integer() >= 0) ->
           ok |
           {ok, RestData} |
           {error, Reason | timeout} |
           {error, {Reason | timeout, RestData}}
sendmsg(Socket, Data, Cont, Timeout :: nowait) ->
           ok |
           {ok, RestData} |
           {select, SelectInfo} |
           {select, {SelectInfo, RestData}} |
           {completion, CompletionInfo} |
           {error, Reason} |
           {error, {Reason, RestData}}
sendmsg(Socket, Data, Cont, SelectHandle :: select_handle()) ->
           ok |
           {ok, RestData} |
           {select, SelectInfo} |
           {select, {SelectInfo, RestData}} |
           {error, Reason} |
           {error, {Reason, RestData}}
```

Types:

```
Socket = socket()
Data = msg_send() | erlang:iovec()
Cont = select_info()
RestData = erlang:iovec()
SelectInfo = select_info()
Reason = posix() | closed | invalid()
```

Continues sending a message data on a socket, where the send operation was initiated by `sendmsg/3,4` that returned a `SelectInfo` continuation. Otherwise like infinite time-out `sendmsg/2,3,4` , limited time-out `sendmsg/3,4` or nowait `sendmsg/3,4` respectively.

`Cont` is the `SelectInfo` that was returned from the previous `sendmsg()` call.

The return value indicates the result from the platform's network layer. See `send/2,3,4` and nowait `sendmsg/3,4`.

```
sendto(Socket, Data, Dest) ->
          ok |
          {ok, RestData} |
          {error, Reason} |
          {error, {Reason, RestData}}
sendto(Socket, Data, Dest, Flags) ->
          ok |
          {ok, RestData} |
          {error, Reason} |
          {error, {Reason, RestData}}
sendto(Socket, Data, Dest, Timeout :: infinity) ->
          ok |
          {ok, RestData} |
          {error, Reason} |
          {error, {Reason, RestData}}
sendto(Socket, Data, Dest, Flags, Timeout :: infinity) ->
          ok |
          {ok, RestData} |
          {error, Reason} |
          {error, {Reason, RestData}}
```

Types:

```
Socket = socket()
Data = iodata()
Dest = sockaddr()
Flags = [msg_flag() | integer()]
RestData = binary()
Reason = posix() | closed | invalid()
```

Sends data on a socket, to the specified destination, waiting for it to be sent.

This call will not return until the data has been accepted by the platform's network layer, or it reports an error.

If this call is used on a connection mode socket or on a connected socket, the platforms's network layer may return an error or ignore the destination address.

The message `Flags` may be symbolic `msg_flag()`s and/or `integer()`s, matching the platform's appropriate header files. The values of all symbolic flags and integers are or:ed together.

The return value indicates the result from the platform's network layer. See `send/2,3,4`.

```
sendto(Socket, Data, Dest, Timeout :: integer() >= 0) ->
          ok |
          {ok, RestData} |
          {error, Reason | timeout} |
          {error, {Reason | timeout, RestData}}
sendto(Socket, Data, Dest, Flags, Timeout :: integer() >= 0) ->
          ok |
          {ok, RestData} |
          {error, Reason | timeout} |
          {error, {Reason | timeout, RestData}}
```

Types:

```
Socket = socket()
Data = iodata()
Dest = sockaddr()
Flags = [msg_flag() | integer()]
RestData = binary()
Reason = posix() | closed | invalid()
```

Sends data on a socket, waiting at most `Timeout` milliseconds for it to be sent.

The same as infinite time-out `sendto/3,4,5` but returns `{error, timeout}` or `{error, {timeout, RestData}}` after `Timeout` milliseconds, if no `Data` or only some of it was accepted by the platform's network layer.

```
sendto(Socket, Data, Dest, Handle :: nowait) ->
          ok |
          {ok, RestData} |
          {select, SelectInfo} |
          {select, {SelectInfo, RestData}} |
          {completion, CompletionInfo} |
          {error, Reason}
sendto(Socket, Data, Dest,
       Handle :: select_handle() | completion_handle()) ->
          ok |
          {ok, RestData} |
          {select, SelectInfo} |
          {select, {SelectInfo, RestData}} |
          {completion, CompletionInfo} |
          {error, Reason}
sendto(Socket, Data, Dest, Flags, Handle :: nowait) ->
          ok |
          {ok, RestData} |
          {select, SelectInfo} |
          {select, {SelectInfo, RestData}} |
          {completion, CompletionInfo} |
          {error, Reason}
sendto(Socket, Data, Dest, Flags,
       Handle :: select_handle() | completion_handle()) ->
```

```
          ok |
          {ok, RestData} |
          {select, SelectInfo} |
          {select, {SelectInfo, RestData}} |
          {completion, CompletionInfo} |
          {error, Reason}
```

Types:

```
Socket = socket()
Data = iodata()
Dest = sockaddr()
Flags = [msg_flag() | integer()]
RestData = binary()
SelectInfo = select_info()
CompletionInfo = completion_info()
Reason = posix() | closed | invalid()
```

Sends data on a socket, but returns completion **or** a select continuation if the data could not be sent immediately.

The same as infinity time-out `sendto/3,4` but if the data is not immediately accepted by the platform network layer, the function returns (on *Unix*) `{select, SelectInfo}` or (on *Windows*) `{completion, CompletionInfo}`, and the caller will then receive one of these messages:

`select` message

`{'$socket', Socket, select, SelectHandle}` (with the `SelectHandle` that was contained in the `SelectInfo`) when there is room for more data.

A subsequent call to `send/2-4` will then send the data.

`completion` message

`{'$socket', Socket, completion, {CompletionHandle, CompletionStatus}}` (with the `CompletionHandle` contained in the `CompletionInfo`).

The **result** of the send will be in the `CompletionStatus`.

If `Handle` is a `select_handle()` or `completion_handle()`, that term will be contained in a returned `SelectInfo` or `CompletionInfo` and the corresponding select or completion message. The `Handle` is presumed to be unique to this call.

If `Handle` is `nowait`, and a `SelectInfo` or `CompletionInfo` is returned, it will contain a `select_handle()` or `completion_handle()` generated by the call.

If some of the data was sent, the function will return `{select, {RestData, SelectInfo}}`, which can only happen (on *Unix*) for a socket of type `stream`. If the caller does not want to wait to send the rest of the data, it should immediately cancel the operation with `cancel/2`.

```
sendto(Socket, Data, Cont) ->
          ok |
          {ok, RestData} |
          {error, Reason} |
          {error, {Reason, RestData}}
sendto(Socket, Data, Cont, Timeout :: infinity) ->
          ok |
          {ok, RestData} |
          {error, Reason} |
```

```
          {error, {Reason, RestData}}
sendto(Socket, Data, Cont, Timeout :: integer() >= 0) ->
          ok |
          {ok, RestData} |
          {error, Reason | timeout} |
          {error, {Reason | timeout, RestData}}
sendto(Socket, Data, Cont, SelectHandle :: nowait) ->
          ok |
          {ok, RestData} |
          {select, SelectInfo} |
          {select, {SelectInfo, RestData}} |
          {error, Reason}
sendto(Socket, Data, Cont, SelectHandle :: select_handle()) ->
          ok |
          {ok, RestData} |
          {select, SelectInfo} |
          {select, {SelectInfo, RestData}} |
          {error, Reason}
```

Types:

```
Socket = socket()
Data = iodata()
Cont = select_info()
RestData = binary()
SelectInfo = select_info()
Reason = posix() | closed | invalid()
```

Continues sending data on a socket, where the send operation was initiated by `sendto/4,5` that returned a `SelectInfo` continuation. Otherwise like infinite time-out `sendto/3,4,5` , limited time-out `sendto/4,5` or nowait `sendto/4,5` respectively.

`Cont` is the `SelectInfo` that was returned from the previous `sendto()` call.

If `Data` is not a `binary()`, it will be copied into one, again.

The return value indicates the result from the platform's network layer. See `send/2,3,4` and nowait `sendto/4,5`.

```
sendfile(Socket, FileHandle, Offset, Count, Timeout :: infinity) ->
            {ok, BytesSent} |
            {error, Reason} |
            {error, {Reason, BytesSent}}
```

Types:

```
Socket = socket()
FileHandle = file:fd()
Offset = integer()
Count = BytesSent = integer() >= 0
Reason = posix() | closed | invalid()
```

Sends file data on a socket, to the specified destination, waiting for it to be sent (**"infinite" time-out**).

The `FileHandle` must refer to an open raw file as described in `file:open/2`.

This call will not return until the data has been accepted by the platform's network layer, or it reports an error.

The `Offset` argument is the file offset to start reading from. The default value is `0`.

The `Count` argument is the number of bytes to transfer from `FileHandle` to `Socket`. If `Count =:= 0` (the default) the transfer stops at the end of file.

The return value indicates the result from the platform's network layer:

`{ok, BytesSent}`

The transfer completed successfully after `BytesSent` bytes of data.

`{error, Reason}`

An error has been reported and no data has been transferred. The `posix()` `Reasons` are from the platform's network layer. `closed` means that this socket library knows that the socket is closed, and `invalid()` means that something about an argument is invalid.

`{error, {Reason, BytesSent}}`

An error has been reported but before that some data was transferred. See `{error, Reason}` and `{ok, BytesSent}` above.

```
sendfile(Socket, FileHandle, Offset, Count,
         Timeout :: integer() >= 0) ->
            {ok, BytesSent} |
            {error, Reason | timeout} |
            {error, {Reason | timeout, BytesSent}}
```

Types:

```
Socket = socket()
FileHandle = file:fd()
Offset = integer()
Count = BytesSent = integer() >= 0
Reason = posix() | closed | invalid()
```

Sends file data on a socket, waiting at most `Timeout` milliseconds for it to be sent (**limited time-out**).

The same as "infinite" time-out `sendfile/5` but returns `{error, timeout}` or `{error, {timeout, BytesSent}}` after `Timeout` milliseconds, if not all file data was transferred by the platform's network layer.

```
sendfile(Socket, FileHandle, Offset, Count,
         SelectHandle :: nowait) ->
            {ok, BytesSent} |
            {select, SelectInfo} |
            {select, {SelectInfo, BytesSent}} |
            {error, Reason}
sendfile(Socket, FileHandle, Offset, Count,
         SelectHandle :: select_handle()) ->
            {ok, BytesSent} |
            {select, SelectInfo} |
            {select, {SelectInfo, BytesSent}} |
            {error, Reason}
```

Types:

```
Socket = socket()
FileHandle = file:fd()
Offset = integer()
Count = BytesSent = integer() >= 0
SelectInfo = select_info()
Reason = posix() | closed | invalid()
```

Sends file data on a socket, but returns a select continuation if the data could not be sent immediately (**nowait**).

The same as "infinite" time-out `sendfile/5` but if the data is not immediately accepted by the platform network layer, the function returns `{select, SelectInfo}`, and the caller will then receive a select message, `{'$socket', Socket, select, SelectHandle}` (with the `SelectHandle` that was contained in the `SelectInfo`) when there is room for more data. Then a call to `sendfile/3` with `SelectInfo` as the second argument will continue the data transfer.

If `SelectHandle` is a `select_handle()`, that term will be contained in a returned `SelectInfo` and the corresponding select message. The `SelectHandle` is presumed to be unique to this call.

If `SelectHandle` is `nowait`, and a `SelectInfo` is returned, it will contain a `select_handle()` generated by the call.

If some file data was sent, the function will return `{ok, {BytesSent, SelectInfo}.` If the caller does not want to wait to send the rest of the data, it should immediately cancel the operation with `cancel/2`.

```
sendfile(Socket, Cont, Offset, Count, Timeout :: infinity) ->
            {ok, BytesSent} |
            {error, Reason} |
            {error, {Reason, BytesSent}}
sendfile(Socket, Cont, Offset, Count,
         Timeout :: integer() >= 0) ->
            {ok, BytesSent} |
            {error, Reason | timeout} |
            {error, {Reason | timeout, BytesSent}}
sendfile(Socket, Cont, Offset, Count, SelectHandle :: nowait) ->
            {ok, BytesSent} |
            {select, SelectInfo} |
            {select, {SelectInfo, BytesSent}} |
            {error, Reason}
sendfile(Socket, Cont, Offset, Count,
         SelectHandle :: select_handle()) ->
            {ok, BytesSent} |
            {select, SelectInfo} |
            {select, {SelectInfo, BytesSent}} |
            {error, Reason}
```

Types:

```
Socket = socket()
Cont = select_info()
Offset = integer()
Count = BytesSent = integer() >= 0
SelectInfo = select_info()
Reason = posix() | closed | invalid()
```

Continues sending file data on a socket, where the send operation was initiated by `sendfile/3,5` that returned a `SelectInfo` continuation. Otherwise like "infinite" time-out `sendfile/5` , limited time-out `sendfile/5` or nowait `sendfile/5` respectively.

`Cont` is the `SelectInfo` that was returned from the previous `sendfile()` call.

The return value indicates the result from the platform's network layer. See "infinite" time-out `sendfile/5`.

`sendfile(Socket, FileHandle, Offset, Count) -> Result`

Types:

```
Socket = socket()
FileHandle = file:fd()
Offset = integer()
Count = integer() >= 0
```

The same as `sendfile(Socket, FileHandle, Offset, Count, infinity)`, that is: send the file data at `Offset` and `Count` to the socket, without time-out other than from the platform's network stack.

`sendfile(Socket, FileHandle, Timeout) -> Result`

Types:

```
Socket = socket()
FileHandle = file:fd()
Timeout = timeout() | 'nowait' | select_handle()
```

Depending on the `Timeout` argument; the same as `sendfile(Socket, FileHandle, 0, 0, infinity)`, `sendfile(Socket, FileHandle, 0, 0, Timeout)`, or `sendfile(Socket, FileHandle, 0, 0, SelectHandle)`, that is: send all data in the file to the socket, with the given `Timeout`.

`sendfile(Socket, FileHandle) -> Result`

Types:

```
Socket = socket()
FileHandle = file:fd()
```

The same as `sendfile(Socket, FileHandle, 0, 0, infinity)`, that is: send all data in the file to the socket, without time-out other than from the platform's network stack.

```
setopt(Socket :: socket(),
       SocketOption :: {Level :: otp, Opt :: otp_socket_option()},
       Value :: term()) ->
          ok | {error, invalid() | closed}
```

Sets a socket option in the protocol level `otp`, which is this implementation's level above the OS protocol layers.

See the type otp_socket_option() for a description of the options on this level.

```
setopt(Socket :: socket(),
       SocketOption :: socket_option(),
       Value :: term()) ->
          ok | {error, posix() | invalid() | closed}
```

Set a socket option in one of the OS's protocol levels. See the type socket_option() for which options that this implementation knows about, how they are related to option names in the OS, and if there are known peculiarities with any of them.

What options are valid depends on what kind of socket it is (`domain()`, `type()` and `protocol()`).

See the socket options chapter of the users guide for more info.

Note:

Not all options are valid, nor possible to set, on all platforms. That is, even if "we" support an option; it does not mean that the underlying OS does.

```
setopt(Socket, Level, Opt, Value) -> ok | {error, Reason}
```

Types:

```
Socket = socket()
Value = term()
Reason = inet:posix() | invalid() | closed
```

Backwards compatibility function.

The same as `setopt(Socket, {Level, Opt}, Value)`

```
setopt_native(Socket :: socket(),
              SocketOption ::
                  socket_option() |
                  {Level :: level() | (NativeLevel :: integer()),
                   NativeOpt :: integer()},
              Value :: native_value()) ->
                 ok | {error, posix() | invalid() | closed}
```

Sets a socket option that may be unknown to our implementation, or that has a type not compatible with our implementation, that is; in "native mode".

If `Value` is an `integer()` it will be used as a `C` type `(int)`, if it is a `boolean()` it will be used as a `C` type `(int)` with the `C` implementations values for `false` or `true`, and if it is a `binary()` its content and size will be used as the option value.

The socket option may be specified with an ordinary `socket_option()` tuple, with a known `Level = level()` and an integer `NativeOpt`, or with both an integer `NativeLevel` and `NativeOpt`.

What options are valid depends on what kind of socket it is (`domain()`, `type()` and `protocol()`).

The integer values for `NativeLevel` and `NativeOpt` as well as the encoding of `Value` has to be deduced from the header files for the running system.

```
shutdown(Socket, How) -> ok | {error, Reason}
```

Types:

```
   Socket = socket()
   How = read | write | read_write
   Reason = posix() | closed
```

Shut down all or part of a full-duplex connection.

```
sockname(Socket) -> {ok, SockAddr} | {error, Reason}
```

Types:

```
   Socket = socket()
   SockAddr = sockaddr_recv()
   Reason = posix() | closed
```

Returns the current address to which the socket is bound.

```
supports() ->
            [{Key1 :: term(),
              boolean() |
              [{Key2 :: term(),
                boolean() | [{Key3 :: term(), boolean()}]}]}]
supports(Key1 :: term()) ->
            [{Key2 :: term(),
              boolean() | [{Key3 :: term(), boolean()}]}]
supports(Key1 :: term(), Key2 :: term()) ->
            [{Key3 :: term(), boolean()}]
```

These functions function retrieves information about what the platform supports, such which platform features or which socket options, are supported.

For keys other than the known the empty list is returned, Note that in a future version or on a different platform there might be more supported items.

`supports()`

Returns a list of `{Key1, supports(Key1)}` tuples for every `Key1` described in supports/1 and `{Key1, boolean()}` tuples for each of the following keys:

`sctp`
SCTP support

`ipv6`
IPv6 support

`local`
Unix Domain sockets support (`AF_UNIX | AF_LOCAL`)

`netns`
Network Namespaces support (Linux, `setns(2)`)

`sendfile`
Sendfile support (`sendfile(2)`)

`supports(msg_flags = Key1)`

Returns a list of `{Flag, boolean()}` tuples for every `Flag` in `msg_flag()` with the `boolean()` indicating if the flag is supported on this platform.

`supports(protocols = Key1)`

Returns a list of `{Name :: atom(), boolean()}` tuples for every `Name` in `protocol()` with the `boolean()` indicating if the protocol is supported on this platform.

`supports(options = Key1)`

Returns a list of `{SocketOption, boolean()}` tuples for every `SocketOption` in `socket_option()` with the `boolean()` indicating if the socket option is supported on this platform.

`supports(options = Key1, Key2)`

For a `Key2` in `level()` returns a list of `{Opt, boolean()}` tuples for all known socket options `Opt` on that `Level =:= Key2`, and the `boolean()` indicating if the socket option is supported on this platform. See setopt/3 and getopt/2.

`use_registry(D :: boolean()) -> ok`

Globally change if the socket registry is to be used or not. Note that its still possible to override this explicitly when creating an individual sockets, see `open/2` or `open/4` for more info (use the Extra argument).

`which_sockets() -> [socket()]`

`which_sockets(FilterRule) -> [socket()]`

Types:

```
FilterRule =
    inet | inet6 | local | stream | dgram | seqpacket | sctp |
    tcp | udp |
    pid() |
    fun((socket_info()) -> boolean())
```

Returns a list of all sockets, according to the filter rule.

There are several pre-made filter rule(s) and one general:

`inet | inet6`

Selection based on the domain of the socket.
Only a subset is valid.

`stream | dgram | seqpacket`

Selection based on the type of the socket.
Only a subset is valid.

`sctp | tcp | udp`

Selection based on the protocol of the socket.
Only a subset is valid.

`pid()`

Selection base on which sockets has this pid as Controlling Process.

`fun((socket_info()) -> boolean())`

The general filter rule.
A fun that takes the socket info and returns a `boolean()` (`true` if the socket could be included and `false` if should not).

Examples

```
client(SAddr, SPort) ->
   {ok, Sock} = socket:open(inet, stream, tcp),
   ok = socket:connect(Sock, #{family => inet,
                               addr   => SAddr,
                               port   => SPort}),
   Msg = <<"hello">>,
   ok = socket:send(Sock, Msg),
   ok = socket:shutdown(Sock, write),
   {ok, Msg} = socket:recv(Sock),
   ok = socket:close(Sock).

server(Addr, Port) ->
   {ok, LSock} = socket:open(inet, stream, tcp),
   ok = socket:bind(LSock, #{family => inet,
                             port   => Port,
                             addr   => Addr}),
   ok = socket:listen(LSock),
   {ok, Sock} = socket:accept(LSock),
   {ok, Msg} = socket:recv(Sock),
   ok = socket:send(Sock, Msg),
   ok = socket:close(Sock),
   ok = socket:close(LSock).
```

wrap_log_reader

Erlang module

This module makes it possible to read internally formatted wrap disk logs, see `disk_log(3)`. `wrap_log_reader` does not interfere with `disk_log` activities; there is however a bug in this version of the `wrap_log_reader`, see section Known Limitations.

A wrap disk log file consists of many files, called index files. A log file can be opened and closed. Also, a single index file can be opened separately. If a non-existent or non-internally formatted file is opened, an error message is returned. If the file is corrupt, no attempt is made to repair it, but an error message is returned.

If a log is configured to be distributed, it is possible that all items are not logged on all nodes. `wrap_log_reader` only reads the log on the called node; it is up to the user to be sure that all items are read.

Data Types

`continuation()`

Continuation returned by `open/1,2` or `chunk/1,2`.

Exports

```
chunk(Continuation) -> chunk_ret()
chunk(Continuation, N) -> chunk_ret()
```

Types:

```
Continuation = continuation()
N = infinity | integer() >= 1
chunk_ret() =
    {Continuation2 :: term(), Terms :: [term()]} |
    {Continuation2 :: term(),
     Terms :: [term()],
     Badbytes :: integer() >= 0} |
    {Continuation2 :: term(), eof} |
    {error, Reason :: term()}
```

Enables to efficiently read the terms that are appended to a log. Minimises disk I/O by reading 64 kilobyte chunks from the file.

The first time `chunk()` is called, an initial continuation returned from `open/1` or `open/2` must be provided.

When `chunk/3` is called, `N` controls the maximum number of terms that are read from the log in each chunk. Defaults to `infinity`, which means that all the terms contained in the 8K chunk are read. If less than `N` terms are returned, this does not necessarily mean that end of file is reached.

Returns a tuple `{Continuation2, Terms}`, where `Terms` is a list of terms found in the log. `Continuation2` is yet another continuation that must be passed on to any subsequent calls to `chunk()`. With a series of calls to `chunk()`, it is then possible to extract all terms from a log.

Returns a tuple `{Continuation2, Terms, Badbytes}` if the log is opened in read only mode and the read chunk is corrupt. `Badbytes` indicates the number of non-Erlang terms found in the chunk. Notice that the log is not repaired.

Returns `{Continuation2, eof}` when the end of the log is reached, and `{error, Reason}` if an error occurs.

The returned continuation either is or is not valid in the next call to this function. This is because the log can wrap and delete the file into which the continuation points. To ensure this does not occur, the log can be blocked during the search.

close(Continuation) -> ok | {error, Reason}

Types:

```
Continuation = continuation()
Reason = file:posix()
```

Closes a log file properly.

open(Filename) -> open_ret()

open(Filename, N) -> open_ret()

Types:

```
Filename = string() | atom()
N = integer()
open_ret() =
    {ok, Continuation :: continuation()} |
    {error, Reason :: tuple()}
```

`Filename` specifies the name of the file to be read.

`N` specifies the index of the file to be read. If `N` is omitted, the whole wrap log file is read; if it is specified, only the specified index file is read.

Returns `{ok, Continuation}` if the log/index file is opened successfully. `Continuation` is to be used when chunking or closing the file.

Returns `{error, Reason}` for all errors.

Known Limitations

This version of `wrap_log_reader` does not detect if `disk_log` wraps to a new index file between a call to `wrap_log_reader:open()` and the first call to `wrap_log_reader:chunk()`. If this occurs, the call to `chunk()` reads the last logged items in the log file, as the opened index file was truncated by `disk_log`.

See Also

`disk_log(3)`

zlib

Erlang module

This module is moved to the ERTS application.