

Help porting UNIX Socket Based App

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2005-02/2095.html>

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What is your suggested changes in order to port the following code segment to the Windows platform? AF_UNIX? I don't understand these definitions.

```
int
gaim_remote_session_connect(int session)
{
    gint fd;
    uid_t stored_uid, euid;
    struct sockaddr_un saddr;

    if ((fd = socket(AF_UNIX, SOCK_STREAM, 0)) != -1)
    {
        saddr.sun_family = AF_UNIX;
        stored_uid = getuid();
        euid = geteuid();
        setuid(euid);
        sprintf(saddr.sun_path, "%s/gaim_%s.%d",
            g_get_tmp_dir(), g_get_user_name(), session);
        setreuid(stored_uid, euid);

        if (connect(fd, (struct sockaddr *) &saddr, sizeof (saddr)) != -1)
            return fd;
    }

    close(fd);

    return -1;
}
```