NAME

IO::Socket::UNIX - Object interface for AF_UNIX domain sockets

SYNOPSIS

```
use IO::Socket::UNIX;
```

DESCRIPTION

IO::Socket::UNIX provides an object interface to creating and using sockets in the AF_UNIX domain. It is built upon the *IO::Socket* interface and inherits all the methods defined by *IO::Socket*.

CONSTRUCTOR

new ([ARGS])

Creates an IO::Socket::UNIX object, which is a reference to a newly created symbol (see the Symbol package). new optionally takes arguments, these arguments are in key-value pairs.

In addition to the key-value pairs accepted by *IO::Socket*, IO::Socket::UNIX provides.

```
Type      Type of socket (eg SOCK_STREAM or SOCK_DGRAM)
Local     Path to local fifo
Peer      Path to peer fifo
Listen    Create a listen socket
```

If the constructor is only passed a single argument, it is assumed to be a Peer specification.

```
NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE
```

As of VERSION 1.18 all IO::Socket objects have autoflush turned on by default. This was not the case with earlier releases.

```
NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE NOTE
```

METHODS

hostpath()

Returns the pathname to the fifo at the local end

peerpath()

Returns the pathanme to the fifo at the peer end

SEE ALSO

Socket, *IO::Socket*

AUTHOR

Graham Barr. Currently maintained by the Perl Porters. Please report all bugs to <perl5-porters@perl.org>.

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