

**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 NOTE

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

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**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**

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