



## **Program Listing for File network\_utils.hpp**

[Return to documentation for file](#) ( `include/holoscan/core/system/network_utils.hpp` )

```
/* * SPDX-FileCopyrightText: Copyright (c) 2023 NVIDIA CORPORATION & AFFILIATES.
All rights reserved. * SPDX-License-Identifier: Apache-2.0 * * Licensed under the
Apache License, Version 2.0 (the "License"); * you may not use this file except in
compliance with the License. * You may obtain a copy of the License at * *
http://www.apache.org/licenses/LICENSE-2.0 * * Unless required by applicable law
or agreed to in writing, software * distributed under the License is distributed on an
"AS IS" BASIS, * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either
express or implied. * See the License for the specific language governing
permissions and * limitations under the License. */ #ifndef
HOLOSCAN_CORE_SYSTEM_NETWORK_UTILS_HPP #define
HOLOSCAN_CORE_SYSTEM_NETWORK_UTILS_HPP #include <stdint> #include
<string> #include <vector> namespace holoscan { std::vector<int>
get_unused_network_ports(uint32_t num_ports = 1, uint32_t min_port = 10000,
uint32_t max_port = 32767, const std::vector<int>& used_ports = {}, const
std::vector<int>& prefer_ports = {}); std::vector<int>
get_preferred_network_ports(const char* env_var_name); std::string
get_associated_local_ip(const std::string& remote_ip); } // namespace holoscan
#endif/* HOLOSCAN_CORE_SYSTEM_NETWORK_UTILS_HPP */
```

© Copyright 2022-2024, NVIDIA.. PDF Generated on 06/06/2024