

# Network.GetConnections

<b>Method</b>	<b>GetConnections</b>
<b>Module</b>	Network
<b>Library</b>	Core
<b>Action</b>	Get current established TCP connections, for IPv4 and also IPv6 if available.
<b>Parameters</b>	(None)
<b>Return values</b>	<p>For each connection:</p> <ul style="list-style-type: none"><li>• <b>Class</b> (string): "IPv4" or "IPv6".</li><li>• <b>LatencyMs</b> (int): The smoothed round trip time in milliseconds from sending a packet to getting a response for this connection (introduced in v5.2 for Windows, null for other versions and platforms).</li><li>• <b>LocalAddress</b> (string): The IP address on this host.</li><li>• <b>LocalPort</b> (int): The port on this host.</li><li>• <b>PacketLossPercent</b> (int): The amount of packets lost or discarded vs the number of packets sent and received successfully as a percentage (introduced in v5.2 for Windows, null for other versions and platforms).</li><li>• <b>ProcessId</b> (int): The PID of the process associated with the connection.</li><li>• <b>ProcessName</b> (string): The name of the process associated with the connection.</li><li>• <b>RemoteAddress</b> (string): The IP address on the remote host for an active outgoing connection; null if only listening.</li><li>• <b>RemotePort</b> (int): The port on the remote host for an active outgoing connection; null if only listening.</li></ul>
<b>Example</b>	<pre>Network.GetConnections();</pre>
<b>Platforms</b>	<ul style="list-style-type: none"><li>• Windows</li><li>• Linux</li><li>• MacOS</li></ul>
<b>Notes</b>	<p>Use <a href="#">Network.GetListeningEndpoints</a> for the ports which are listening for incoming connections.</p> <p><b>LatencyMs</b> and <b>PacketLossPercent</b> are new from v5.2 and are null on every platform but Windows. Even on Windows <b>PacketLossPercent</b> is always null as this information is never non-zero, even in Windows' own Network Resource Monitor. (The performance counter information is not gathered, presumably for performance reasons.)</p>