

explain_fseek_or_die(3)

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NAME

explain_fseek_or_die – reposition a stream and report errors

SYNOPSIS

#include <libexplain/fseek.h>

void explain_fseek_or_die(FILE *fp, long offset, int whence);

int explain_fseek_on_error(FILE *fp, long offset, int whence);

DESCRIPTION

The **explain_fseek_or_die** function is used to call the *fseek*(3) system call. On failure an explanation will be printed to *stderr*, obtained from the *explain_fseek*(3) function, and then the process terminates by calling `exit(EXIT_FAILURE)`.

The **explain_fseek_on_error** function is used to call the *fseek*(3) system call. On failure an explanation will be printed to *stderr*, obtained from the *explain_fseek*(3) function, but still returns to the caller.

fp The fp, exactly as to be passed to the *fseek*(3) system call.

offset The offset, exactly as to be passed to the *fseek*(3) system call.

whence The whence, exactly as to be passed to the *fseek*(3) system call.

RETURN VALUE

The **explain_fseek_or_die** function only returns on success, see *fseek*(3) for more information. On failure, prints an explanation and exits, it does not return.

The **explain_fseek_on_error** function always returns the value return by the wrapped *fseek*(3) system call.

EXAMPLE

The **explain_fseek_or_die** function is intended to be used in a fashion similar to the following example:

```
explain_fseek_or_die(fp, offset, whence);
```

SEE ALSO

fseek(3) reposition a stream

explain_fseek(3)

explain *fseek*(3) errors

exit(2) terminate the calling process

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