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explain_ftruncate(3)
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### **NAME**

explain\_ftruncate - explain ftruncate(2) errors

### **SYNOPSIS**

```
#include libexplain/ftruncate.h>
```

const char \*explain\_ftruncate(int fildes, long long length);

const char \*explain\_errno\_ftruncate(int errnum, int fildes, long long length);

void explain\_message\_ftruncate(char \*message, int message\_size, int fildes, long long length);

void explain\_message\_errno\_ftruncate(char \*message, int message\_size, int errnum, int fildes, long long length);

## **DESCRIPTION**

These functions may be used to obtain explanations for errors returned by the *ftruncate*(2) system call.

### explain ftruncate

const char \*explain\_ftruncate(int fildes, long long length);

The **explain\_ftruncate** function is used to obtain an explanation of an error returned by the *ftruncate*(2) system call. The least the message will contain is the value of strerror(errno), but usually it will do much better, and indicate the underlying cause in more detail.

The errno global variable will be used to obtain the error value to be decoded.

This function is intended to be used in a fashion similar to the following example:

```
if (ftruncate(fildes, length) < 0)
{
    fprintf(stderr, "%s\n", explain_ftruncate(fildes, length));
    exit(EXIT_FAILURE);
}</pre>
```

fildes The original fildes, exactly as passed to the ftruncate(2) system call.

length The original length, exactly as passed to the ftruncate(2) system call.

Returns: The message explaining the error. This message buffer is shared by all libexplain functions which do not supply a buffer in their argument list. This will be overwritten by the next call to any libexplain function which shares this buffer, including other threads.

**Note:** This function is **not** thread safe, because it shares a return buffer across all threads, and many other functions in this library.

# explain\_errno\_ftruncate

const char \*explain\_errno\_ftruncate(int errnum, int fildes, long long length);

The **explain\_errno\_ftruncate** function is used to obtain an explanation of an error returned by the *ftruncate*(2) system call. The least the message will contain is the value of strerror(errnum), but usually it will do much better, and indicate the underlying cause in more detail.

This function is intended to be used in a fashion similar to the following example:

```
if (ftruncate(fildes, length) < 0)
{
   int err = errno;
   fprintf(stderr, "%s\n", explain_errno_ftruncate(err, fildes, length));
   exit(EXIT_FAILURE);
}</pre>
```

errnum The error value to be decoded, usually obtained from the errno global variable just before this function is called. This is necessary if you need to call **any** code between the system call to be explained and this function, because many libc functions will alter the value of errno.

fildes The original fildes, exactly as passed to the ftruncate(2) system call.

*length* The original length, exactly as passed to the *ftruncate*(2) system call.

Returns: The message explaining the error. This message buffer is shared by all libexplain functions which do not supply a buffer in their argument list. This will be overwritten by the next call to any libexplain function which shares this buffer, including other threads.

Note: This function is not thread safe, because it shares a return buffer across all threads, and many



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other functions in this library.

## explain\_message\_ftruncate

void explain\_message\_ftruncate(char \*message, int message\_size, int fildes, long long length);

The **explain\_message\_ftruncate** function may be used to obtain an explanation of an error returned by the *ftruncate*(2) system call. The least the message will contain is the value of strerror(errno), but usually it will do much better, and indicate the underlying cause in more detail.

The *errno* global variable will be used to obtain the error value to be decoded.

This function is intended to be used in a fashion similar to the following example:

```
if (ftruncate(fildes, length) < 0)
{
    char message[3000];
    explain_message_ftruncate(message, sizeof(message), fildes, length);
    fprintf(stderr, "%s\n", message);
    exit(EXIT_FAILURE);
}</pre>
```

*message* The location in which to store the returned message. If a suitable message return buffer is supplied, this function is thread safe.

message\_size

The size in bytes of the location in which to store the returned message.

fildes The original fildes, exactly as passed to the ftruncate(2) system call.

length The original length, exactly as passed to the ftruncate(2) system call.

# explain message errno ftruncate

void explain\_message\_errno\_ftruncate(char \*message, int message\_size, int errnum, int fildes, long long length);

The **explain\_message\_errno\_ftruncate** function may be used to obtain an explanation of an error returned by the *ftruncate*(2) system call. The least the message will contain is the value of strerror(errnum), but usually it will do much better, and indicate the underlying cause in more detail.

This function is intended to be used in a fashion similar to the following example:

```
if (ftruncate(fildes, length) < 0)
{
   int err = errno;
   char message[3000];
   explain_message_errno_ftruncate(message, sizeof(message), err,
        fildes, length);
   fprintf(stderr, "%s\n", message);
   exit(EXIT_FAILURE);
}</pre>
```

*message* The location in which to store the returned message. If a suitable message return buffer is supplied, this function is thread safe.

message\_size

The size in bytes of the location in which to store the returned message.

errnum The error value to be decoded, usually obtained from the error global variable just before this function is called. This is necessary if you need to call **any** code between the system call to be explained and this function, because many libc functions will alter the value of error.

fildes The original fildes, exactly as passed to the ftruncate(2) system call.

length The original length, exactly as passed to the ftruncate(2) system call.

## **SEE ALSO**

ftruncate(2)

truncate a file to a specified length



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