NAME

explain_setresuid − explain *setresuid*(2) errors

SYNOPSIS

#include <libexplain/setresuid.h>

const char *explain_setresuid(uid_t ruid, uid_t euid, uid_t suid);
const char *explain_errno_setresuid(int errnum, uid_t ruid, uid_t euid, uid_t suid);
void explain_message_setresuid(char *message, int message_size, uid_t ruid, uid_t euid, uid_t suid);
void explain_message_errno_setresuid(char *message, int message_size, int errnum, uid_t ruid, uid_t euid, uid_t suid);

DESCRIPTION

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

explain_setresuid

const char *explain_setresuid(uid_t ruid, uid_t euid, uid_t suid);

The **explain_setresuid** function is used to obtain an explanation of an error returned by the *setresuid*(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.

ruid The original ruid, exactly as passed to the *setresuid*(2) system call.

euid The original euid, exactly as passed to the *setresuid*(2) system call.

suid The original suid, exactly as passed to the *setresuid*(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.

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

```
if (setresuid(ruid, euid, suid) < 0)
{
    fprintf(stderr, "%s\n", explain_setresuid(ruid, euid,
    suid));
     exit(EXIT_FAILURE);
}
```

The above code example is available pre−packaged as the *explain_setresuid_or_die*(3) function.

explain_errno_setresuid

const char *explain_errno_setresuid(int errnum, uid_t ruid, uid_t euid, uid_t suid);

The **explain_errno_setresuid** function is used to obtain an explanation of an error returned by the *setresuid*(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.

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*.

ruid The original ruid, exactly as passed to the *setresuid*(2) system call.

euid The original euid, exactly as passed to the *setresuid*(2) system call.

suid The original suid, exactly as passed to the *setresuid*(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.

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

```
if (setresuid(ruid, euid, suid) < 0)
{
    int err = errno;
   fprintf(stderr, "%s\n", explain_errno_setresuid(err, ruid,
   euid, suid));
    exit(EXIT_FAILURE);
}
```

The above code example is available pre−packaged as the *explain_setresuid_or_die*(3) function.

explain_message_setresuid

void explain_message_setresuid(char *message, int message_size, uid_t ruid, uid_t euid, uid_t suid);

The **explain_message_setresuid** function is used to obtain an explanation of an error returned by the *setresuid*(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.

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.

ruid The original ruid, exactly as passed to the *setresuid*(2) system call.

euid The original euid, exactly as passed to the *setresuid*(2) system call.

suid The original suid, exactly as passed to the *setresuid*(2) system call.

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

```
if (setresuid(ruid, euid, suid) < 0)
{
    char message[3000];
   explain_message_setresuid(message, sizeof(message), ruid,
   euid, suid);
    fprintf(stderr, "%s\n", message);
    exit(EXIT_FAILURE);
}
```

The above code example is available pre−packaged as the *explain_setresuid_or_die*(3) function.

explain_message_errno_setresuid

void explain_message_errno_setresuid(char *message, int message_size, int errnum, uid_t ruid, uid_t euid, uid_t suid);

The **explain_message_errno_setresuid** function is used to obtain an explanation of an error returned by the *setresuid*(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.

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 *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*.

ruid The original ruid, exactly as passed to the *setresuid*(2) system call.

euid The original euid, exactly as passed to the *setresuid*(2) system call.

suid The original suid, exactly as passed to the *setresuid*(2) system call.

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

```
if (setresuid(ruid, euid, suid) < 0)
{
    int err = errno;
```

```
    char message[3000];
    explain_message_errno_setresuid(message, sizeof(message),
    err, ruid, euid, suid);
    fprintf(stderr, "%s\n", message);
    exit(EXIT_FAILURE);
}
```

The above code example is available pre−packaged as the *explain_setresuid_or_die*(3) function.

SEE ALSO

setresuid(2)
set real, effective and saved user ID

explain_setresuid_or_die(3)
set real, effective and saved user ID and report errors

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