



Red Hat Enterprise Linux Release 9.2 Manual Pages on 'ioctl.2' command

\$ man ioctl.2

IOCTL(2) Linux Programmer's Manual IOCTL(2)

NAME

ioctl - control device

SYNOPSIS

```
#include <sys/ioctl.h>
```

```
int ioctl(int fd, unsigned long request, ...);
```

DESCRIPTION

The `ioctl()` system call manipulates the underlying device parameters of special files. In particular, many operating characteristics of character special files (e.g., terminals) may be controlled with `ioctl()` requests. The argument `fd` must be an open file descriptor.

The second argument is a device-dependent request code. The third argument is an untyped pointer to memory. It's traditionally `char *argp` (from the days before `void *` was valid C), and will be so named for this discussion.

An `ioctl()` request has encoded in it whether the argument is an input parameter or output parameter, and the size of the argument `argp` in bytes. Macros and defines used in specifying an `ioctl()` request are located in the file `<sys/ioctl.h>`. See NOTES.

RETURN VALUE

Usually, on success zero is returned. A few `ioctl()` requests use the return value as an output parameter and return a nonnegative value on success. On error, -1 is returned, and `errno` is set appropriately.

ERRORS

EBADF `fd` is not a valid file descriptor.

EFAULT `argp` references an inaccessible memory area.

EINVAL request or `argp` is not valid.

ENOTTY `fd` is not associated with a character special device.

ENOTTY The specified request does not apply to the kind of object that the file descriptor `fd` references.

CONFORMING TO

No single standard. Arguments, returns, and semantics of `ioctl()` vary according to the device driver in question (the call is used as a catch-all for operations that don't cleanly fit the UNIX stream I/O model).

The `ioctl()` system call appeared in Version 7 AT&T UNIX.

NOTES

In order to use this call, one needs an open file descriptor. Often the `open(2)` call has unwanted side effects, that can be avoided under Linux by giving it the `O_NONBLOCK` flag.

`ioctl` structure

`ioctl` command values are 32-bit constants. In principle these constants are completely arbitrary, but people have tried to build some structure into them.

The old Linux situation was that of mostly 16-bit constants, where the last byte is a serial number, and the preceding byte(s) give a type indicating the driver. Sometimes the major number was used: `0x03` for the `HDIO_*` `ioctl`s, `0x06` for the `LP*` `ioctl`s. And sometimes one or more ASCII letters were used. For example, `TCGETS` has value `0x00005401`, with `0x54 = 'T'` indicating the terminal driver, and `CYGETTIMEOUT` has value `0x00435906`, with `0x43 0x59 = 'C' 'Y'` indicating the cyclades driver.

Later (0.98p5) some more information was built into the number. One has 2 direction bits (00: none, 01: write, 10: read, 11: read/write) followed by 14 size bits (giving the size of the argument), followed by an 8-bit type (collecting the `ioctl`s in groups for a common purpose or

a common driver), and an 8-bit serial number.

The macros describing this structure live in `<asm/ioctl.h>` and are `_IO(type,nr)` and `{_IOR,_IOW,_IOWR}(type,nr,size)`. They use `sizeof(size)` so that size is a misnomer here: this third argument is a data type.

Note that the size bits are very unreliable: in lots of cases they are wrong, either because of buggy macros using `sizeof(sizeof(struct))`, or because of legacy values.

Thus, it seems that the new structure only gave disadvantages: it does not help in checking, but it causes varying values for the various architectures.

SEE ALSO

`execve(2)`, `fcntl(2)`, `ioctl_console(2)`, `ioctl_fat(2)`, `ioctl_ficlone?`
`erange(2)`, `ioctl_fideduperange(2)`, `ioctl_fslabel(2)`, `ioctl_getfsmap(2)`,
`ioctl_iflags(2)`, `ioctl_ns(2)`, `ioctl_tty(2)`, `ioctl_userfaultfd(2)`,
`open(2)`, `sd(4)`, `tty(4)`

COLOPHON

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