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### ***Rocky Enterprise Linux 9.2 Manual Pages on command 'fstat.2'***

**\$ man fstat.2**

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

NAME

stat, fstat, lstat, fstatat - get file status

SYNOPSIS

```
#include <sys/types.h>
#include <sys/stat.h>
#include <unistd.h>

int stat(const char *pathname, struct stat *statbuf);
int fstat(int fd, struct stat *statbuf);
int lstat(const char *pathname, struct stat *statbuf);
#include <fcntl.h>       /* Definition of AT_* constants */
#include <sys/stat.h>

int fstatat(int dirfd, const char *pathname, struct stat *statbuf,
            int flags);
```

Feature Test Macro Requirements for glibc (see feature\_test\_macros(7)):

```
lstat():
/* glibc 2.19 and earlier */ _BSD_SOURCE
|| /* Since glibc 2.20 */ _DEFAULT_SOURCE
```

```
|| _XOPEN_SOURCE >= 500
```

```
|| /* Since glibc 2.10: */ _POSIX_C_SOURCE >= 200112L
```

fstatat():

Since glibc 2.10:

```
_POSIX_C_SOURCE >= 200809L
```

Before glibc 2.10:

```
_ATFILE_SOURCE
```

## DESCRIPTION

These functions return information about a file, in the buffer pointed to by `statbuf`. No permissions are required on the file itself, but in the case of `stat()`, `fstatat()`, and `lstat()` execute (search) permission is required on all of the directories in `pathname` that lead to the file.

`stat()` and `fstatat()` retrieve information about the file pointed to by `pathname`; the differences for `fstatat()` are described below.

`lstat()` is identical to `stat()`, except that if `pathname` is a symbolic link, then it returns information about the link itself, not the file that the link refers to.

`fstatat()` is identical to `statat()`, except that the file about which information is to be retrieved is specified by the file descriptor `fd`.

### The stat structure

All of these system calls return a `stat` structure, which contains the following fields:

```
struct stat {  
    dev_t    st_dev;      /* ID of device containing file */  
    ino_t    st_ino;     /* Inode number */  
    mode_t   st_mode;    /* File type and mode */  
    nlink_t  st_nlink;   /* Number of hard links */  
    uid_t    st_uid;     /* User ID of owner */  
    gid_t    st_gid;     /* Group ID of owner */  
    dev_t    st_rdev;    /* Device ID (if special file) */  
    off_t    st_size;    /* Total size, in bytes */  
    blksize_t st_blksize; /* Block size for filesystem I/O */
```

```

blkcnt_t st_blocks; /* Number of 512B blocks allocated */
/* Since Linux 2.6, the kernel supports nanosecond
precision for the following timestamp fields.
For the details before Linux 2.6, see NOTES. */
struct timespec st_atim; /* Time of last access */
struct timespec st_mtim; /* Time of last modification */
struct timespec st_ctim; /* Time of last status change */
#define st_atime st_atim.tv_sec /* Backward compatibility */
#define st_mtime st_mtim.tv_sec
#define st_ctime st_ctim.tv_sec
};

```

Note: the order of fields in the stat structure varies somewhat across architectures. In addition, the definition above does not show the padding bytes that may be present between some fields on various architectures. Consult the glibc and kernel source code if you need to know the details.

Note: for performance and simplicity reasons, different fields in the stat structure may contain state information from different moments during the execution of the system call. For example, if st\_mode or st\_uid is changed by another process by calling chmod(2) or chown(2), stat() might return the old st\_mode together with the new st\_uid, or the old st\_uid together with the new st\_mode.

The fields in the stat structure are as follows:

st\_dev This field describes the device on which this file resides.

(The major(3) and minor(3) macros may be useful to decompose the device ID in this field.)

st\_ino This field contains the file's inode number.

st\_mode

This field contains the file type and mode. See inode(7) for further information.

st\_nlink

This field contains the number of hard links to the file.

st\_uid This field contains the user ID of the owner of the file.

`st_gid` This field contains the ID of the group owner of the file.

`st_rdev`

This field describes the device that this file (inode) represents.

`st_size`

This field gives the size of the file (if it is a regular file or a symbolic link) in bytes. The size of a symbolic link is the length of the pathname it contains, without a terminating null byte.

`st_blksize`

This field gives the "preferred" block size for efficient filesystem I/O.

`st_blocks`

This field indicates the number of blocks allocated to the file, in 512-byte units. (This may be smaller than `st_size/512` when the file has holes.)

`st_atime`

This is the time of the last access of file data.

`st_mtime`

This is the time of last modification of file data.

`st_ctime`

This is the file's last status change timestamp (time of last change to the inode).

For further information on the above fields, see `inode(7)`.

`fstatat()`

The `fstatat()` system call is a more general interface for accessing file information which can still provide exactly the behavior of each of `stat()`, `lstat()`, and `fstat()`.

If the pathname given in `pathname` is relative, then it is interpreted relative to the directory referred to by the file descriptor `dirfd` (rather than relative to the current working directory of the calling process, as is done by `stat()` and `lstat()` for a relative pathname).

If `pathname` is relative and `dirfd` is the special value `AT_FDCWD`, then

pathname is interpreted relative to the current working directory of the calling process (like `stat()` and `lstat()`).

If pathname is absolute, then `dirfd` is ignored.

flags can either be 0, or include one or more of the following flags

ORed:

`AT_EMPTY_PATH` (since Linux 2.6.39)

If pathname is an empty string, operate on the file referred to by `dirfd` (which may have been obtained using the `open(2)` `O_PATH` flag). In this case, `dirfd` can refer to any type of file, not just a directory, and the behavior of `fstatat()` is similar to that of `fstat()`. If `dirfd` is `AT_FDCWD`, the call operates on the current working directory. This flag is Linux-specific; define `_GNU_SOURCE` to obtain its definition.

`AT_NO_AUTOMOUNT` (since Linux 2.6.38)

Don't automount the terminal ("basename") component of `pathname` if it is a directory that is an automount point. This allows the caller to gather attributes of an automount point (rather than the location it would mount). Since Linux 4.14, also don't instantiate a nonexistent name in an on-demand directory such as used for automounter indirect maps. This flag has no effect if the mount point has already been mounted over.

Both `stat()` and `lstat()` act as though `AT_NO_AUTOMOUNT` was set.

The `AT_NO_AUTOMOUNT` can be used in tools that scan directories to prevent mass-automounting of a directory of automount points.

This flag is Linux-specific; define `_GNU_SOURCE` to obtain its definition.

`AT_SYMLINK_NOFOLLOW`

If `pathname` is a symbolic link, do not dereference it: instead return information about the link itself, like `lstat()`. (By default, `fstatat()` dereferences symbolic links, like `stat()`.)

See `openat(2)` for an explanation of the need for `fstatat()`.

RETURN VALUE

On success, zero is returned. On error, -1 is returned, and `errno` is

set appropriately.

## ERRORS

**EACCES** Search permission is denied for one of the directories in the path prefix of pathname. (See also `path_resolution(7)`.)

**EBADF** fd is not a valid open file descriptor.

**EFAULT** Bad address.

**ELOOP** Too many symbolic links encountered while traversing the path.

**ENAMETOOLONG**

pathname is too long.

**ENOENT** A component of pathname does not exist or is a dangling symbolic link.

**ENOENT** pathname is an empty string and `AT_EMPTY_PATH` was not specified in flags.

**ENOMEM** Out of memory (i.e., kernel memory).

**ENOTDIR**

A component of the path prefix of pathname is not a directory.

**EOVERFLOW**

pathname or fd refers to a file whose size, inode number, or number of blocks cannot be represented in, respectively, the types `off_t`, `ino_t`, or `blkcnt_t`. This error can occur when, for example, an application compiled on a 32-bit platform without `-D_FILE_OFFSET_BITS=64` calls `stat()` on a file whose size exceeds  $(1 \ll 31) - 1$  bytes.

The following additional errors can occur for `fstatat()`:

**EBADF** dirfd is not a valid file descriptor.

**EINVAL** Invalid flag specified in flags.

**ENOTDIR**

pathname is relative and dirfd is a file descriptor referring to a file other than a directory.

## VERSIONS

`fstatat()` was added to Linux in kernel 2.6.16; library support was added to glibc in version 2.4.

## CONFORMING TO

stat(), fstat(), lstat(): SVr4, 4.3BSD, POSIX.1-2001, POSIX.1.2008.

fstatat(): POSIX.1-2008.

According to POSIX.1-2001, lstat() on a symbolic link need return valid information only in the st\_size field and the file type of the st\_mode field of the stat structure. POSIX.1-2008 tightens the specification, requiring lstat() to return valid information in all fields except the mode bits in st\_mode.

Use of the st\_blocks and st\_blksize fields may be less portable. (They were introduced in BSD. The interpretation differs between systems, and possibly on a single system when NFS mounts are involved.)

## NOTES

### Timestamp fields

Older kernels and older standards did not support nanosecond timestamp fields. Instead, there were three timestamp fields: st\_atime, st\_mtime, and st\_ctime, typed as time\_t that recorded timestamps with one-second precision.

Since kernel 2.5.48, the stat structure supports nanosecond resolution for the three file timestamp fields. The nanosecond components of each timestamp are available via names of the form st\_atim.tv\_nsec, if suitable feature test macros are defined. Nanosecond timestamps were standardized in POSIX.1-2008, and, starting with version 2.12, glibc exposes the nanosecond component names if \_POSIX\_C\_SOURCE is defined with the value 200809L or greater, or \_XOPEN\_SOURCE is defined with the value 700 or greater. Up to and including glibc 2.19, the definitions of the nanoseconds components are also defined if \_BSD\_SOURCE or \_SVID\_SOURCE is defined. If none of the aforementioned macros are defined, then the nanosecond values are exposed with names of the form st\_atimensec.

### C library/kernel differences

Over time, increases in the size of the stat structure have led to three successive versions of stat(): sys\_stat() (slot \_\_NR\_oldstat), sys\_newstat() (slot \_\_NR\_stat), and sys\_stat64() (slot \_\_NR\_stat64) on 32-bit platforms such as i386. The first two versions were already

present in Linux 1.0 (albeit with different names); the last was added in Linux 2.4. Similar remarks apply for `fstat()` and `lstat()`.

The kernel-internal versions of the `stat` structure dealt with by the different versions are, respectively:

`__old_kernel_stat`

The original structure, with rather narrow fields, and no padding.

`stat` Larger `st_ino` field and padding added to various parts of the structure to allow for future expansion.

`stat64` Even larger `st_ino` field, larger `st_uid` and `st_gid` fields to accommodate the Linux-2.4 expansion of UIDs and GIDs to 32 bits, and various other enlarged fields and further padding in the structure. (Various padding bytes were eventually consumed in Linux 2.6, with the advent of 32-bit device IDs and nanosecond components for the timestamp fields.)

The glibc `stat()` wrapper function hides these details from applications, invoking the most recent version of the system call provided by the kernel, and repacking the returned information if required for old binaries.

On modern 64-bit systems, life is simpler: there is a single `stat()` system call and the kernel deals with a `stat` structure that contains fields of a sufficient size.

The underlying system call employed by the glibc `fstatat()` wrapper function is actually called `fstatat64()` or, on some architectures, `newfstatat()`.

## EXAMPLES

The following program calls `lstat()` and displays selected fields in the returned `stat` structure.

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

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

```
#include <stdint.h>
```

```
#include <time.h>
```

```
#include <stdio.h>
```



```

#include <stdlib.h>

#include <sys/sysmacros.h>

int

main(int argc, char *argv[])

{
    struct stat sb;

    if (argc != 2) {
        fprintf(stderr, "Usage: %s <pathname>\n", argv[0]);
        exit(EXIT_FAILURE);
    }

    if (lstat(argv[1], &sb) == -1) {
        perror("lstat");
        exit(EXIT_FAILURE);
    }

    printf("ID of containing device: [%jx,%jx]\n",
        (uintmax_t) major(sb.st_dev),
        (uintmax_t) minor(sb.st_dev));

    printf("File type:          ");
    switch (sb.st_mode & S_IFMT) {
    case S_IFBLK: printf("block device\n");      break;
    case S_IFCHR: printf("character device\n");  break;
    case S_IFDIR: printf("directory\n");        break;
    case S_IFIFO: printf("FIFO/pipe\n");        break;
    case S_IFLNK: printf("symlink\n");          break;
    case S_IFREG: printf("regular file\n");      break;
    case S_IFSOCK: printf("socket\n");          break;
    default:      printf("unknown?\n");         break;
    }

    printf("l-node number:      %ju\n", (uintmax_t) sb.st_ino);
    printf("Mode:              %jo (octal)\n",
        (uintmax_t) sb.st_mode);
    printf("Link count:         %ju\n", (uintmax_t) sb.st_nlink);
    printf("Ownership:         UID=%ju  GID=%ju\n",

```

```
(uintmax_t) sb.st_uid, (uintmax_t) sb.st_gid);
printf("Preferred I/O block size: %jd bytes\n",
      (intmax_t) sb.st_blksize);
printf("File size:          %jd bytes\n",
      (intmax_t) sb.st_size);
printf("Blocks allocated:   %jd\n",
      (intmax_t) sb.st_blocks);
printf("Last status change:  %s", ctime(&sb.st_ctime));
printf("Last file access:   %s", ctime(&sb.st_atime));
printf("Last file modification: %s", ctime(&sb.st_mtime));
exit(EXIT_SUCCESS);
}
```

#### SEE ALSO

ls(1), stat(1), access(2), chmod(2), chown(2), readlink(2), statx(2),  
utime(2), capabilities(7), inode(7), symlink(7)

#### COLOPHON

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