



Linux Ubuntu 26.04 Manual Pages on command 'ftw.3'

\$ man ftw.3

ftw(3) Library Functions Manual ftw(3)

NAME

ftw, nftw - file tree walk

LIBRARY

Standard C library (libc, -lc)

SYNOPSIS

```
#include <ftw.h>
```

```
int nftw(const char *dirpath,  
         typeof(int (const char *fpath, const struct stat *sb,  
                     int typeflag, struct FTW *ftwbuf))  
         *fn,  
         int nopenfd, int flags);
```

[[deprecated]]

```
int ftw(const char *dirpath,  
        typeof(int (const char *fpath, const struct stat *sb,  
                    int typeflag))  
        *fn,  
        int nopenfd);
```

Feature Test Macro Requirements for glibc (see feature_test_macros(7)):

```
nftw():  
    _XOPEN_SOURCE >= 500
```

DESCRIPTION

nftw() walks through the directory tree that is located under the directory dirpath, and

calls `fn()` once for each entry in the tree. By default, directories are handled before the files and subdirectories they contain (preorder traversal).

To avoid using up all of the calling process's file descriptors, `nopenfd` specifies the maximum number of directories that `nftw()` will hold open simultaneously. When the search depth exceeds this, `nftw()` will become slower because directories have to be closed and reopened.

`nftw()` uses at most one file descriptor for each level in the directory tree.

For each entry found in the tree, `nftw()` calls `fn()` with four arguments: `fpath`, `sb`, `typeflag`, and `ftwbuf`. `fpath` is the pathname of the entry, and is expressed either as a pathname relative to the calling process's current working directory at the time of the call to `nftw()`, if `dirpath` was expressed as a relative pathname, or as an absolute pathname, if `dirpath` was expressed as an absolute pathname. `sb` is a pointer to the `stat` structure returned by a call to `stat(2)` for `fpath`.

The `typeflag` argument passed to `fn()` is an integer that has one of the following values:

`FTW_F` `fpath` is a regular file.

`FTW_D` `fpath` is a directory.

`FTW_DNR`

`fpath` is a directory which can't be read.

`FTW_DP` `fpath` is a directory, and `FTW_DEPTH` was specified in flags. (If `FTW_DEPTH` was not

specified in flags, then directories will always be visited with `typeflag` set to

`FTW_D`.) All of the files and subdirectories within `fpath` have been processed.

`FTW_NS` The `stat(2)` call failed on `fpath`, which is not a symbolic link. The probable cause

for this is that the caller had read permission on the parent directory, so that the

filename `fpath` could be seen, but did not have execute permission, so that the file

could not be reached for `stat(2)`. The contents of the buffer pointed to by `sb` are

undefined.

`FTW_SL` `fpath` is a symbolic link, and `FTW_PHYS` was set in flags.

`FTW_SLN`

`fpath` is a symbolic link pointing to a nonexistent file. (This occurs only if

`FTW_PHYS` is not set.) In this case the `sb` argument passed to `fn()` contains informa-

tion returned by performing `lstat(2)` on the "dangling" symbolic link. (But see

BUGS.)

The fourth argument (`ftwbuf`) that `nftw()` supplies when calling `fn()` is a pointer to a struc-

ture of type `FTW`:

```

struct FTW {
    int base;
    int level;
};

```

base is the offset of the filename (i.e., basename component) in the pathname given in fpath. level is the depth of fpath in the directory tree, relative to the root of the tree (dirpath, which has depth 0).

To stop the tree walk, fn() returns a nonzero value; this value will become the return value of nftw(). As long as fn() returns 0, nftw() will continue either until it has traversed the entire tree, in which case it will return zero, or until it encounters an error (such as a malloc(3) failure), in which case it will return -1.

Because nftw() uses dynamic data structures, the only safe way to exit out of a tree walk is to return a nonzero value from fn(). To allow a signal to terminate the walk without causing a memory leak, have the handler set a global flag that is checked by fn(). Don't use longjmp(3) unless the program is going to terminate.

The flags argument of nftw() is formed by ORing zero or more of the following flags:

FTW_ACTIONRETVAL (since glibc 2.3.3)

If this glibc-specific flag is set, then nftw() handles the return value from fn() differently. fn() should return one of the following values:

FTW_CONTINUE

Instructs nftw() to continue normally.

FTW_SKIP_SIBLINGS

If fn() returns this value, then siblings of the current entry will be skipped, and processing continues in the parent.

FTW_SKIP_SUBTREE

If fn() is called with an entry that is a directory (typeflag is FTW_D), this return value will prevent objects within that directory from being passed as arguments to fn(). nftw() continues processing with the next sibling of the directory.

FTW_STOP

Causes nftw() to return immediately with the return value FTW_STOP.

Other return values could be associated with new actions in the future; fn() should not return values other than those listed above.

The feature test macro `_GNU_SOURCE` must be defined (before including any header files) in order to obtain the definition of `FTW_ACTIONRETVAL` from `<ftw.h>`.

`FTW_CHDIR`

If set, do a `chdir(2)` to each directory before handling its contents. This is useful if the program needs to perform some action in the directory in which `fpath` resides. (Specifying this flag has no effect on the pathname that is passed in the `fpath` argument of `fn()`.)

`FTW_DEPTH`

If set, do a post-order traversal, that is, call `fn()` for the directory itself after handling the contents of the directory and its subdirectories. (By default, each directory is handled before its contents.)

`FTW_MOUNT`

If set, stay within the same filesystem (i.e., do not cross mount points).

`FTW_PHYS`

If set, do not follow symbolic links. (This is what you want.) If not set, symbolic links are followed, but no file is reported twice.

If `FTW_PHYS` is not set, but `FTW_DEPTH` is set, then the function `fn()` is never called for a directory that would be a descendant of itself.

`ftw()`

`ftw()` is an older function that offers a subset of the functionality of `nftw()`. The notable differences are as follows:

- ? `ftw()` has no `flags` argument. It behaves the same as when `nftw()` is called with `flags` specified as zero.
- ? The callback function, `fn()`, is not supplied with a fourth argument.
- ? The range of values that is passed via the `typeflag` argument supplied to `fn()` is smaller: just `FTW_F`, `FTW_D`, `FTW_DNR`, `FTW_NS`, and (possibly) `FTW_SL`.

RETURN VALUE

These functions return 0 on success, and -1 if an error occurs.

If `fn()` returns nonzero, then the tree walk is terminated and the value returned by `fn()` is returned as the result of `ftw()` or `nftw()`.

If `nftw()` is called with the `FTW_ACTIONRETVAL` flag, then the only nonzero value that should be used by `fn()` to terminate the tree walk is `FTW_STOP`, and that value is returned as the result of `nftw()`.

ATTRIBUTES

For an explanation of the terms used in this section, see `attributes(7)`.

[illegible]

?	Interface	?	Attribute	?	Value	?
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[illegible]

? nftw() ? Thread safety ? MT-Safe cwd ?

[illegible]

? ftw()	? Thread safety	? MT-Safe	?
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[illegible]

VERSIONS

In some implementations (e.g., glibc), `ftw()` will never use `FTW_SL`; on other systems `FTW_SL` occurs only for symbolic links that do not point to an existing file; and again on other systems `ftw()` will use `FTW_SL` for each symbolic link. If `fpath` is a symbolic link and `stat(2)` failed, POSIX.1-2008 states that it is undefined whether `FTW_NS` or `FTW_SL` is passed in `typeflag`. For predictable results, use `nftw()`.

STANDARDS

POSIX.1-2008.

HISTORY

ftw() POSIX.1-2001, SVr4, SUSv1. POSIX.1-2008 marks it as obsolete.

nftw() glibc 2.1. POSIX.1-2001, SUSv1.

FTW SL POSIX.1-2001, SUSv1.

NOTES

POSIX.1-2008 notes that the results are unspecified if `fn` does not preserve the current working directory.

BUGS

According to POSIX.1-2008, when the `typeflag` argument passed to `fn()` contains `FTW_SLN`, the buffer pointed to by `sb` should contain information about the dangling symbolic link (obtained by calling `lstat(2)` on the link). Early glibc versions correctly followed the POSIX specification on this point. However, as a result of a regression introduced in glibc 2.4, the contents of the buffer pointed to by `sb` were undefined when `FTW_SLN` is passed in `type` flag. (More precisely, the contents of the buffer were left unchanged in this case.) This regression was eventually fixed in glibc 2.30, so that the glibc implementation (once more) follows the POSIX specification.

EXAMPLES

The following program traverses the directory tree under the path named in its first command-line argument, or under the current directory if no argument is supplied. It displays various information about each file. The second command-line argument can be used to specify characters that control the value assigned to the flags argument when calling `nftw()`.

Program source

```
#define _XOPEN_SOURCE 500

#include <ftw.h>

#include <stdint.h>

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

static int

display_info(const char *fpath, const struct stat *sb,

             int tflag, struct FTW *ftwbuf)

{

    printf("%-3s %2d ",

           (tflag == FTW_D) ? "d" : (tflag == FTW_DNR) ? "dnr" :

           (tflag == FTW_DP) ? "dp" : (tflag == FTW_F) ? "f" :

           (tflag == FTW_NS) ? "ns" : (tflag == FTW_SL) ? "sl" :

           (tflag == FTW_SLN) ? "sln" : "???",

           ftwbuf->level);

    if (tflag == FTW_NS)

        printf("-----");

    else

        printf("%7jd", (intmax_t) sb->st_size);

    printf(" %-40s %d %s\n",

           fpath, ftwbuf->base, fpath + ftwbuf->base);

    return 0;      /* To tell nftw() to continue */

}

int

main(int argc, char *argv[])

{
```

```

int flags = 0;

if (argc > 2 && strchr(argv[2], 'd') != NULL)
    flags |= FTW_DEPTH;

if (argc > 2 && strchr(argv[2], 'p') != NULL)
    flags |= FTW_PHYS;

if (nftw((argc < 2) ? "." : argv[1], display_info, 20, flags)
    == -1)
{
    perror("nftw");
    exit(EXIT_FAILURE);
}

exit(EXIT_SUCCESS);
}

```

SEE ALSO

stat(2), fts(3), readdir(3)