#### **NAME**

getentropy - fill a buffer with random bytes

## **SYNOPSIS**

## #include <unistd.h>

int getentropy(void \*buffer, size\_t length);

Feature Test Macro Requirements for glibc (see **feature test macros**(7)):

### getentropy():

\_DEFAULT\_SOURCE

## **DESCRIPTION**

The **getentropy**() function writes *length* bytes of high-quality random data to the buffer starting at the location pointed to by *buffer*. The maximum permitted value for the *length* argument is 256.

A successful call to **getentropy**() always provides the requested number of bytes of entropy.

## **RETURN VALUE**

On success, this function returns zero. On error, -1 is returned, and errno is set appropriately.

## **ERRORS**

#### **EFAULT**

Part or all of the buffer specified by buffer and length is not in valid addressable memory.

**EIO** *length* is greater than 256.

**EIO** An unspecified error occurred while trying to overwrite *buffer* with random data.

#### **ENOSYS**

This kernel version does not implement the **getrandom**(2) system call required to implement this function.

## **VERSIONS**

The **getentropy**() function first appeared in glibc 2.25.

#### **CONFORMING TO**

This function is nonstandard. It is also present on OpenBSD.

#### **NOTES**

The **getentropy**() function is implemented using **getrandom**(2).

Whereas the glibc wrapper makes **getrandom**(2) a cancellation point, **getentropy**() is not a cancellation point.

**getentropy**() is also declared in **<sys/random.h>**. (No feature test macro need be defined to obtain the declaration from that header file.)

A call to **getentropy**() may block if the system has just booted and the kernel has not yet collected enough randomness to initialize the entropy pool. In this case, **getentropy**() will keep blocking even if a signal is handled, and will return only once the entropy pool has been initialized.

## **SEE ALSO**

getrandom(2), urandom(4), random(7)

# **COLOPHON**

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