NAME

abspath(), absnpath(), absfpath() - Expands a relative pathname to a full (absolute) pathname

SYNOPSIS

#include <schily/schily.h>

```
char *
abspath(relp, absp, asize)
        const   char    *relp;
                char    *absp;
                size_t  asize;

char *
absnpath(relp, absp, asize)
        const   char    *relp;
                char    *absp;
                size_t  asize;

char *
absfpath(relp, absp, asize, flags)
        const   char    *relp;
                char    *absp;
                size_t  asize;
                int     flags;
```

DESCRIPTION

abspath() takes a relative path name and converts it into an absolute path name. *relp* is relative path name that is used as the input. *absp* is the buffer used for the result of the conversion. *asize* is the size of the result buffer.

absnpath() behaves like **abspath**() exept that the file does not need to exist.

absfpath() takes an additional *flags* parameter from the set of flags from **resolvefpath**() to control the behavior.

RETURN VALUE

On successful completion, **abspath(), absnpath()** and **absfpath()** return a pointer to the resolved name **absp**. Otherwise, a null pointer is returned and errno is set to indicate the error, and the contents of the buffer pointed to by **absp** is left in an indeterminate state.

ERRORS

ERANGE The path does not fit into the suplied buffer.

EFAULT A null pointer was suplied as pathname.

EINVAL An empty relative path was supplied.

SEE ALSO

resolvepath(3), **resolvenpath**(3), **resolvefpath**(3)