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)