NAME
getnewvnode - get a new vnode

SYNOPSIS
#include <sys/param.h>
#include <sys/vnode.h>
#include <sys/mount.h>

int
getnewvnode(*const char *tag*, *struct mount *mp*, *vop_t **vops*, *struct vnode **vpp*);

DESCRIPTION
The **getnewvnode**() function initializes a new vnode, assigning it the vnode operations passed in *vops*. The vnode is either freshly allocated, or taken from the head of the free list depending on the number of vnodes already in the system.

The arguments to **getnewvnode**() are:

tag   The file system type string. This field should only be referenced for debugging or for userland utilities.

mp   The mount point to add the new vnode to.

vops The vnode operations to assign to the new vnode.

vpp   Points to the new vnode upon successful completion.

RETURN VALUES
getnewvnode() returns 0 on success. There are currently no failure conditions - that do not result in a panic.

AUTHORS
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