NAME

realpath - returns the canonicalized absolute pathname

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

#include <stdlib.h>

*char ***
realpath(*const char * restrict pathname*, *char * restrict resolved_path*);

DESCRIPTION

The **realpath**() function resolves all symbolic links, extra "/" characters and references to *./* and *../* in *pathname*, and copies the resulting absolute pathname into the memory pointed to by *resolved_path*. The *resolved_path* argument *must* point to a buffer capable of storing at least PATH_MAX characters, or be NULL.

The **realpath**() function will resolve both absolute and relative paths and return the absolute pathname corresponding to *pathname*. All components of *pathname* must exist when **realpath**() is called, and all but the last component must name either directories or symlinks pointing to the directories.

RETURN VALUES

The **realpath**() function returns *resolved_path* on success. If the function was supplied NULL as *resolved_path*, and operation did not cause errors, the returned value is a null-terminated string in a buffer allocated by a call to **malloc**(*3*). If an error occurs, **realpath**() returns NULL, and if *resolved_path* is not NULL, the array that it points to contains the pathname which caused the problem.

ERRORS

The function **realpath**() may fail and set the external variable *errno* for any of the errors specified for the library functions lstat(2), readlink(2) and getcwd(3).

SEE ALSO

getcwd(3)

HISTORY

The **realpath**() function first appeared in 4.4BSD.

CAVEATS

This implementation of **realpath**() differs slightly from the Solaris implementation. The 4.4BSD version

always returns absolute pathnames, whereas the Solaris implementation will, under certain circumstances, return a relative *resolved_path* when given a relative *pathname*.