

**NAME**

getresuid, getresgid – get real, effective and saved user/group IDs

**SYNOPSIS**

```
#define _GNU_SOURCE      /* See feature_test_macros(7) */
#include <unistd.h>

int getresuid(uid_t *ruid, uid_t *euid, uid_t *suid);
int getresgid(gid_t *rgid, gid_t *egid, gid_t *sgid);
```

**DESCRIPTION**

**getresuid()** returns the real UID, the effective UID, and the saved set-user-ID of the calling process, in the arguments *ruid*, *euid*, and *suid*, respectively. **getresgid()** performs the analogous task for the process's group IDs.

**RETURN VALUE**

On success, zero is returned. On error, `-1` is returned, and *errno* is set appropriately.

**ERRORS****EFAULT**

One of the arguments specified an address outside the calling program's address space.

**VERSIONS**

These system calls appeared on Linux starting with kernel 2.1.44.

The prototypes are given by glibc since version 2.3.2, provided `_GNU_SOURCE` is defined.

**CONFORMING TO**

These calls are nonstandard; they also appear on HP-UX and some of the BSDs.

**NOTES**

The original Linux **getresuid()** and **getresgid()** system calls supported only 16-bit user and group IDs. Subsequently, Linux 2.4 added **getresuid32()** and **getresgid32()**, supporting 32-bit IDs. The glibc **getresuid()** and **getresgid()** wrapper functions transparently deal with the variations across kernel versions.

**SEE ALSO**

**getuid(2)**, **setresuid(2)**, **setreuid(2)**, **setuid(2)**, **credentials(7)**

**COLOPHON**

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