

**NAME**

vmsplice – splice user pages into a pipe

**SYNOPSIS**

```
#define _GNU_SOURCE
#include <fcntl.h>
#include <sys/uio.h>
```

```
long vmsplice(int fd, const struct iovec *iov,
              unsigned long nr_segs, unsigned int flags);
```

**DESCRIPTION**

The **vmsplice()** system call maps *nr\_segs* ranges of user memory described by *iov* into a pipe. The file descriptor *fd* must refer to a pipe.

The pointer *iov* points to an array of *iovec* structures as defined in *<sys/uio.h>*:

```
struct iovec {
    void *iov_base;      /* Starting address */
    size_t iov_len;      /* Number of bytes */
};
```

The *flags* argument is a bit mask that is composed by ORing together zero or more of the following values:

<b>SPLICE_F_MOVE</b>	Unused for <b>vmsplice()</b> ; see <b>splice(2)</b> .
<b>SPLICE_F_NONBLOCK</b>	Do not block on I/O; see <b>splice(2)</b> for further details.
<b>SPLICE_F_MORE</b>	Currently has no effect for <b>vmsplice()</b> , but may be implemented in the future; see <b>splice(2)</b> .
<b>SPLICE_F_GIFT</b>	The user pages are a gift to the kernel. The application may not modify this memory ever, or page cache and on-disk data may differ. Gifting pages to the kernel means that a subsequent <b>splice(2)</b> <b>SPLICE_F_MOVE</b> can successfully move the pages; if this flag is not specified, then a subsequent <b>splice(2)</b> <b>SPLICE_F_MOVE</b> must copy the pages. Data must also be properly page aligned, both in memory and length.

**RETURN VALUE**

Upon successful completion, **vmsplice()** returns the number of bytes transferred to the pipe. On error, **vmsplice()** returns **-1** and *errno* is set to indicate the error.

**ERRORS**

<b>EBADF</b>	<i>fd</i> either not valid, or doesn't refer to a pipe.
<b>EINVAL</b>	<i>nr_segs</i> is 0 or greater than <b>IOV_MAX</b> ; or memory not aligned if <b>SPLICE_F_GIFT</b> set.
<b>ENOMEM</b>	Out of memory.

**VERSIONS**

The **vmsplice()** system call first appeared in Linux 2.6.17.

**CONFORMING TO**

This system call is Linux-specific.

**NOTES**

**vmsplice()** follows the other vectorized read/write type functions when it comes to limitations on number of segments being passed in. This limit is **IOV\_MAX** as defined in *<limits.h>*. At the time of this writing,

that limit is 1024.

**SEE ALSO**

**splice(2)**, **tee(2)**, **feature\_test\_macros(7)**

**COLOPHON**

This page is part of release 3.22 of the Linux *man-pages* project. A description of the project, and information about reporting bugs, can be found at <http://www.kernel.org/doc/man-pages/>.