

## :c:type: `uv\_fs\_event\_t` --- FS Event handle

**System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\node-master\deps\uv\docs\src\ (node-master) (deps) (uv) (docs) (src) fs\_event.rst, line 4); [backlink](#)**

Unknown interpreted text role "c:type".

FS Event handles allow the user to monitor a given path for changes, for example, if the file was renamed or there was a generic change in it. This handle uses the best backend for the job on each platform.

### Note

For AIX, the non default IBM bos.ahafs package has to be installed. The AIX Event Infrastructure file system (ahafs) has some limitations:

- ahafs tracks monitoring per process and is not thread safe. A separate process must be spawned for each monitor for the same event.
- Events for file modification (writing to a file) are not received if only the containing folder is watched.

See [documentation](#) for more details.

The z/OS file system events monitoring infrastructure does not notify of file creation/deletion within a directory that is being monitored. See the [IBM Knowledge centre](#) for more details.

## Data types

**System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\node-master\deps\uv\docs\src\ (node-master) (deps) (uv) (docs) (src) fs\_event.rst, line 35)**

Unknown directive type "c:type".

```
.. c:type:: uv_fs_event_t
```

FS Event handle type.

**System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\node-master\deps\uv\docs\src\ (node-master) (deps) (uv) (docs) (src) fs\_event.rst, line 39)**

Unknown directive type "c:type".

```
.. c:type:: void (*uv_fs_event_cb)(uv_fs_event_t* handle, const char* filename, int events, int status)
```

Callback passed to :c:func:`uv\_fs\_event\_start` which will be called repeatedly after the handle is started. If the handle was started with a directory the `filename` parameter will be a relative path to a file contained in the directory. The `events` parameter is an ORed mask of :c:type:`uv\_fs\_event` elements.

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Unknown directive type "c:type".

```
.. c:type:: uv_fs_event
```

Event types that :c:type:`uv\_fs\_event\_t` handles monitor.

```
::
```

```
enum uv_fs_event {
    UV_RENAME = 1,
    UV_CHANGE = 2
};
```

**System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\node-master\deps\uv\docs\src\ (node-master) (deps) (uv) (docs) (src) fs\_event.rst, line 57)**

Unknown directive type "c:type".

```
.. c:type:: uv_fs_event_flags
```

Flags that can be passed to :c:func:`uv\_fs\_event\_start` to control its behavior.

```
::
```

```
enum uv_fs_event_flags {
    /*
     * By default, if the fs event watcher is given a directory name, we will
     * watch for all events in that directory. This flags overrides this behavior
     * and makes fs_event report only changes to the directory entry itself. This
```

```

* flag does not affect individual files watched.
* This flag is currently not implemented yet on any backend.
*/
UV_FS_EVENT_WATCH_ENTRY = 1,
/*
* By default uv_fs_event will try to use a kernel interface such as inotify
* or kqueue to detect events. This may not work on remote file systems such
* as NFS mounts. This flag makes fs_event fall back to calling stat() on a
* regular interval.
* This flag is currently not implemented yet on any backend.
*/
UV_FS_EVENT_STAT = 2,
/*
* By default, event watcher, when watching directory, is not registering
* (is ignoring) changes in its subdirectories.
* This flag will override this behaviour on platforms that support it.
*/
UV_FS_EVENT_RECURSIVE = 4
};

```

## Public members

N/A

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Unknown directive type "seealso".

```
.. seealso:: The :c:type:`uv_handle_t` members also apply.
```

## API

**System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\node-master\deps\uv\docs\src\ (node-master) (deps) (uv) (docs) (src) fs\_event.rst, line 101)**

Unknown directive type "c:function".

```
.. c:function:: int uv_fs_event_init(uv_loop_t* loop, uv_fs_event_t* handle)

Initialize the handle.
```

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Unknown directive type "c:function".

```
.. c:function:: int uv_fs_event_start(uv_fs_event_t* handle, uv_fs_event_cb cb, const char* path, unsigned

Start the handle with the given callback, which will watch the specified
`path` for changes. `flags` can be an ORed mask of :c:type:`uv_fs_event_flags`.

.. note:: Currently the only supported flag is ``UV_FS_EVENT_RECURSIVE`` and
only on OSX and Windows.
```

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```
.. c:function:: int uv_fs_event_stop(uv_fs_event_t* handle)

Stop the handle, the callback will no longer be called.
```

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Unknown directive type "c:function".

```
.. c:function:: int uv_fs_event_getpath(uv_fs_event_t* handle, char* buffer, size_t* size)

Get the path being monitored by the handle. The buffer must be preallocated
by the user. Returns 0 on success or an error code < 0 in case of failure.
On success, `buffer` will contain the path and `size` its length. If the buffer
is not big enough `UV_ENOBUFS` will be returned and `size` will be set to
the required size, including the null terminator.

.. versionchanged:: 1.3.0 the returned length no longer includes the terminating null byte,
and the buffer is not null terminated.

.. versionchanged:: 1.9.0 the returned length includes the terminating null
byte on `UV_ENOBUFS`, and the buffer is null terminated
on success.
```

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Unknown directive type "seealso".

.. seealso:: The :c:type:`uv\_handle\_t` API functions also apply.