LIRC write()

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.. c:namespace:: RC
```

Name

lirc-write - Write to a LIRC device

Synopsis

```
#include <unistd.h>
```

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master\Documentation\userspace-api\media\rc\(linux-master\) (Documentation) (userspace-
api) (media) (rc) lirc-write.rst, line 22)

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.. c:function:: ssize_t write( int fd, void *buf, size_t count )
```

Arguments

```
fd
File descriptor returned by open().

buf
Buffer with data to be written

count
Number of bytes at the buffer
```

Description

:c:func: write() writes up to count bytes to the device referenced by the file descriptor fd from the buffer starting at buf.

```
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The exact format of the data depends on what mode a driver is in, use ref.'lirc_get_features' to get the supported modes and use ref.'lirc_get_features' to get the supported modes and use ref.'lirc_get_features' to get the supported modes and use ref.'lirc_get_features' to get the supported modes and use ref.'lirc_get_features' to get the supported modes and use ref.'lirc_get_features' to get the supported modes and use ref.'lirc_get_features' to get the supported modes and use ref.'lirc_get_features' to get the supported modes and use ref.'lirc_get_features' to get the supported modes and use ref.'lirc_get_features' to get the supported modes and use ref.'lirc_get_features' to get the supported modes and use ref.'lirc_get_features' to get the supported mode.

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When in ref. LIRC_MODE_PULSE lirc-mode-PULSE mode, the data written to the chardev is a pulse/space sequence of integer values. Pulses and spaces are only marked implicitly by their position. The data must start and end with a pulse, therefore, the

data must always include an uneven number of samples. The write function blocks until the data has been transmitted by the hardware. If more data is provided than the hardware can send, the driver returns EINVAL.

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When in white to the chardev at a time, else EINVAL is returned. Set the desired scancode in the scancode member, and the ref": IR protocol Remote_controllers_Protocols in the ic:type: re_proto: member. All other members must be set to 0, else EINVAL is returned. If there is no protocol encoder for the protocol or the scancode is not valid for the specified protocol, EINVAL is returned. The write function blocks until the scancode is transmitted by the hardware.

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Return Value

On success, the number of bytes written is returned. It is not an error if this number is smaller than the number of bytes requested, or the amount of data required for one frame. On error, -1 is returned, and the error variable is set appropriately. The generic error codes are described at the ref. Generic Error Codes <gen-errors> chapter.

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