

ftok()

convert a path name and a project identifier to system v ipc

```
#include <sys/types.h>
```

```
#inlucde <sys/ipc.h>
```

```
key_t ftok(const char *pathname, int proj_id);
```

use "pathname" for identity of the file name.

least significant 8 bits of proj\_id (which must be nonzero) to generate a key\_t type System V IPC key.

If same proj\_id, resulting value is all the same.

return the generated key\_t value. On fail -1

msgget

NAME

msgget - get a System V message queue identifier

SYNOPSIS

```
#include <sys/types.h>
```

```
#include <sys/ipc.h>
```

```
#include <sys/msg.h>
```

```
int msgget(key_t key, int msgflg);
```

return queue identifier. -1 if fail

If a new message queue is created, then its associated data structure

msgqid\_ds (see msgctl(2)) is initialized as follows:

msg\_perm.cuid and msg\_perm.uid are set to the effective user ID  
of the calling process

msg\_perm.cgid and msg\_perm.gid are set to the effective group ID  
of the calling process.

The least significant 9 bits of msg\_perm.mode are set to the  
least significant 9 bits of msgflg.

msg\_qnum, msg\_lspid, msg\_lrpid, msg\_stime, and msg\_rtime are set  
to 0.

msg\_ctime is set to the current time.

msg\_qbytes is set to the system limit MSGMNB.

msgrcv, msgsnd

## NAME

msgrcv, msgsnd - System V message queue operations

## SYNOPSIS

```
#include <sys/types.h>
```

```
#include <sys/ipc.h>
```

```
#include <sys/msg.h>
```

```
int msgsnd(int msqid, const void *msgp, size_t msgsz, int msgflg);
```

```
ssize_t msgrcv(int msqid, void *msgp, size_t msgsz, long msgtyp,  
                int msgflg);
```

On failure both functions return -1 with `errno` indicating the error, otherwise `msgsnd()` returns 0 and `msgrcv()` returns the number of bytes

Flags:

### IPC\_NOWAIT

Return immediately if no message of the requested type is in the queue.

### MSG\_COPY

Nondestructively fetch a copy of the message at the ordinal position in the queue specified by `msgtyp`

### MSG\_EXCEPT

Used with `msgtyp` greater than 0 to read the first message in the queue with message type that differs from `msgtyp`.

### MSG\_NOERROR

To truncate the message text if longer than `msgsz` bytes.

msgctl

NAME

msgctl - System V message control operations

SYNOPSIS

```
#include <sys/types.h>
```

```
#include <sys/ipc.h>
```

```
#include <sys/msg.h>
```

```
int msgctl(int msqid, int cmd, struct msqid_ds *buf);
```

cmd valid values

IPC\_STAT

Copy information from the kernel data structure associated with

msqid into the msqid\_ds structure pointed to by buf

IPC\_SET

Write the values of some members of the msqid\_ds structure

pointed to by buf to the kernel data structure associated with

this message queue, updating also its msg\_ctime member.

IPC\_RMID

Immediately remove the message queue, awakening all waiting

reader and writer processes

IPC\_INFO

Return information about system-wide message queue limits and

parameters in the structure pointed to by buf.

MSG\_INFO

Return a msginfo structure containing the same information as for

IPC\_INFO, except that the following fields are returned with

information about system resources consumed by message queues

MSG\_STAT

Return a msqid\_ds structure as for IPC\_STAT.

## Shmget

### NAME

shmget - allocates a System V shared memory segment

### SYNOPSIS

```
#include <sys/ipc.h>
```

```
#include <sys/shm.h>
```

```
int shmget(key_t key, size_t size, int shmflg);
```

value of shmflg:

#### IPC\_CREAT

Create a new segment.

#### IPC\_EXCL

This flag is used with IPC\_CREAT to ensure that this call creates the segment. If the segment already exists, the call fails.

#### SHM\_HUGETLB

#### SHM\_HUGE\_2MB

Used in conjunction with SHM\_HUGETLB to select alternative

hugetlb page sizes (respectively, 2 MB and 1 GB) on systems

that support multiple hugetlb page sizes.

#### SHM\_NORESERVE

This flag serves the same purpose as the mmap(2) MAP\_NORE-

SERVE flag.

Shmat, shmdt

## NAME

shmat, shmdt - System V shared memory operations

## SYNOPSIS

```
#include <sys/types.h>
```

```
#include <sys/shm.h>
```

```
void *shmat(int shmid, const void *shmaddr, int shmflg);
```

```
int shmdt(const void *shmaddr);
```

shm-flg bit-mask argument:

SHM\_EXEC (Linux-specific; since Linux 2.6.9)

Allow the contents of the segment to be executed. The caller must have execute permission on the segment.

SHM\_RDONLY

Attach the segment for read-only access. The process must have read permission for the segment.

SHM\_REMAP (Linux-specific)

This flag specifies that the mapping of the segment should replace any existing mapping in the range starting at shmaddr and continuing for the size of the segment.

shmctl

NAME

shmctl - System V shared memory control

SYNOPSIS

```
#include <sys/ipc.h>
```

```
#include <sys/shm.h>
```

```
int shmctl(int shmid, int cmd, struct shm_id *buf);
```

Valid values for cmd are:

IPC\_STAT

Copy information from the kernel data structure associated with  
shmid into the shm\_id structure pointed to by buf

IPC\_SET

Write the values of some members of the shm\_id structure  
pointed to by buf to the kernel data structure associated with  
this shared memory segment, updating also its shm\_atime mem-  
ber.

IPC\_RMID

Mark the segment to be destroyed.

IPC\_INFO

Return information about system-wide shared memory limits and  
parameters in the structure pointed to by buf.

SHM\_INFO

Return a shm\_info structure whose fields contain information  
about system resources consumed by shared memory.



SHM\_STAT

Return a `shmids` structure as for `IPC_STAT`.