NAME

realpath − return the canonicalized absolute pathname

SYNOPSIS

#include <limits.h>
#include <stdlib.h>

char *realpath(const char * *path***, char *** *resolved_path***);**

Feature Test Macro Requirements for glibc (see **feature_test_macros**(7)):

realpath():
_BSD_SOURCE || _XOPEN_SOURCE >= 500 ||
_XOPEN_SOURCE && _XOPEN_SOURCE_EXTENDED

DESCRIPTION

realpath() expands all symbolic links and resolves references to */./*, */../* and extra '/' characters in the null-terminated string named by *path* to produce a canonicalized absolute pathname. The resulting pathname is stored as a null-terminated string, up to a maximum of **PATH_MAX** bytes, in the buffer pointed to by *resolved_path*. The resulting path will have no symbolic link, */./* or */../* components.

If *resolved_path* is specified as NULL, then **realpath**() uses **malloc**(3) to allocate a buffer of up to **PATH_MAX** bytes to hold the resolved pathname, and returns a pointer to this buffer. The caller should deallocate this buffer using **free**(3).

RETURN VALUE

If there is no error, **realpath**() returns a pointer to the *resolved_path*.

Otherwise, it returns NULL, the contents of the array *resolved_path* are undefined, and *errno* is set to indicate the error.

ERRORS

EACCES
Read or search permission was denied for a component of the path prefix.

EINVAL
path is NULL. (In glibc versions before 2.3, this error is also returned if *resolved_path* is NULL.)

EIO An I/O error occurred while reading from the filesystem.

ELOOP
Too many symbolic links were encountered in translating the pathname.

ENAMETOOLONG
A component of a pathname exceeded **NAME_MAX** characters, or an entire pathname exceeded **PATH_MAX** characters.

ENOENT
The named file does not exist.

ENOTDIR
A component of the path prefix is not a directory.

CONFORMING TO

4.4BSD, POSIX.1-2001.

POSIX.1-2001 says that the behavior if *resolved_path* is NULL is implementation-defined. POSIX.1-2008 specifies the behavior described in this page.

NOTES

In 4.4BSD and Solaris, the limit on the pathname length is **MAXPATHLEN** (found in <*sys/param.h*>). SUSv2 prescribes **PATH_MAX** and **NAME_MAX**, as found in <*limits.h*> or provided by the **pathconf**(3)

function. A typical source fragment would be

```
#ifdef PATH_MAX
  path_max = PATH_MAX;
#else
  path_max = pathconf(path, _PC_PATH_MAX);
  if (path_max <= 0)
    path_max = 4096;
#endif
```

(But see the BUGS section.)

GNU extensions

If the call fails with either **EACCES** or **ENOENT** and *resolved_path* is not NULL, then the prefix of *path* that is not readable or does not exist is returned in *resolved_path*.

BUGS

The POSIX.1-2001 standard version of this function is broken by design, since it is impossible to determine a suitable size for the output buffer, *resolved_path*. According to POSIX.1-2001 a buffer of size **PATH_MAX** suffices, but **PATH_MAX** need not be a defined constant, and may have to be obtained using **pathconf**(3). And asking **pathconf**(3) does not really help, since, on the one hand POSIX warns that the result of **pathconf**(3) may be huge and unsuitable for mallocing memory, and on the other hand **pathconf**(3) may return −1 to signify that **PATH_MAX** is not bounded. The *resolved_path == NULL* feature, not standardized in POSIX.1-2001, but standardized in POSIX.1-2008, allows this design problem to be avoided.

SEE ALSO

realpath(1), **readlink**(2), **canonicalize_file_name**(3), **getcwd**(3), **pathconf**(3), **sysconf**(3)

COLOPHON

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