

**NAME**

readlink – read value of a symbolic link

**SYNOPSIS**

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

```
ssize_t readlink(const char *path, char *buf, size_t bufsiz);
```

Feature Test Macro Requirements for glibc (see **feature\_test\_macros(7)**):

**readlink()**:

```
_BSD_SOURCE || _XOPEN_SOURCE >= 500 ||
```

```
_XOPEN_SOURCE && _XOPEN_SOURCE_EXTENDED || _POSIX_C_SOURCE >= 200112L
```

**DESCRIPTION**

**readlink()** places the contents of the symbolic link *path* in the buffer *buf*, which has size *bufsiz*. **readlink()** does not append a null byte to *buf*. It will truncate the contents (to a length of *bufsiz* characters), in case the buffer is too small to hold all of the contents.

**RETURN VALUE**

On success, **readlink()** returns the number of bytes placed in *buf*. On error,  $-1$  is returned and *errno* is set to indicate the error.

**ERRORS****EACCES**

Search permission is denied for a component of the path prefix. (See also **path\_resolution(7)**.)

**EFAULT**

*buf* extends outside the process's allocated address space.

**EINVAL**

*bufsiz* is not positive.

**EINVAL**

The named file is not a symbolic link.

**EIO**

An I/O error occurred while reading from the file system.

**ELOOP**

Too many symbolic links were encountered in translating the pathname.

**ENAMETOOLONG**

A pathname, or a component of a pathname, was too long.

**ENOENT**

The named file does not exist.

**ENOMEM**

Insufficient kernel memory was available.

**ENOTDIR**

A component of the path prefix is not a directory.

**CONFORMING TO**

4.4BSD (**readlink()** first appeared in 4.2BSD), POSIX.1-2001.

**NOTES**

In versions of glibc up to and including glibc 2.4, the return type of **readlink()** was declared as *int*. Nowadays, the return type is declared as *ssize\_t*, as (newly) required in POSIX.1-2001.

Using a statically sized buffer might not provide enough room for the symbolic link contents. The required size for the buffer can be obtained from the *stat.st\_size* value returned by a call to **lstat(2)** on the link. However, the number of bytes written by **readlink()** should be checked to make sure that the size of the

symbolic link did not increase between the calls. Dynamically allocating the buffer for **readlink()** also addresses a common portability problem when using *PATH\_MAX* for the buffer size, as this constant is not guaranteed to be defined per POSIX if the system does not have such limit.

### EXAMPLE

The following program allocates the buffer needed by **readlink()** dynamically from the information provided by **lstat()**, making sure there's no race condition between the calls.

```
#include <sys/types.h>
#include <sys/stat.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>

int
main(int argc, char *argv[])
{
    struct stat sb;
    char *linkname;
    ssize_t r;

    if (argc != 2) {
        fprintf(stderr, "Usage: %s <pathname>\n", argv[0]);
        exit(EXIT_FAILURE);
    }

    if (lstat(argv[1], &sb) == -1) {
        perror("lstat");
        exit(EXIT_FAILURE);
    }

    linkname = malloc(sb.st_size + 1);
    if (linkname == NULL) {
        fprintf(stderr, "insufficient memory\n");
        exit(EXIT_FAILURE);
    }

    r = readlink(argv[1], linkname, sb.st_size + 1);

    if (r == -1) {
        perror("lstat");
        exit(EXIT_FAILURE);
    }

    if (r > sb.st_size) {
        fprintf(stderr, "symlink increased in size "
            "between lstat() and readlink()\n");
        exit(EXIT_FAILURE);
    }

    linkname[r] = '\0';

    printf("%s' points to '%s'\n", argv[1], linkname);

    exit(EXIT_SUCCESS);
}
```

```
}
```

**SEE ALSO**

**readlink(1), lstat(2), readlinkat(2), stat(2), symlink(2), path\_resolution(7), symlink(7)**

**COLOPHON**

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