

NAME

bdflush – start, flush, or tune buffer-dirty-flush daemon

SYNOPSIS

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

```
[[deprecated]] int bdflush(int func, long *address);
```

```
[[deprecated]] int bdflush(int func, long data);
```

DESCRIPTION

Note: Since Linux 2.6, this system call is deprecated and does nothing. It is likely to disappear altogether in a future kernel release. Nowadays, the task performed by **bdflush()** is handled by the kernel *pdflush* thread.

bdflush() starts, flushes, or tunes the buffer-dirty-flush daemon. Only a privileged process (one with the **CAP_SYS_ADMIN** capability) may call **bdflush()**.

If *func* is negative or 0, and no daemon has been started, then **bdflush()** enters the daemon code and never returns.

If *func* is 1, some dirty buffers are written to disk.

If *func* is 2 or more and is even (low bit is 0), then *address* is the address of a long word, and the tuning parameter numbered $(func-2)/2$ is returned to the caller in that address.

If *func* is 3 or more and is odd (low bit is 1), then *data* is a long word, and the kernel sets tuning parameter numbered $(func-3)/2$ to that value.

The set of parameters, their values, and their valid ranges are defined in the Linux kernel source file *fs/buffer.c*.

RETURN VALUE

If *func* is negative or 0 and the daemon successfully starts, **bdflush()** never returns. Otherwise, the return value is 0 on success and -1 on failure, with *errno* set to indicate the error.

ERRORS

EBUSY

An attempt was made to enter the daemon code after another process has already entered.

EFAULT

address points outside your accessible address space.

EINVAL

An attempt was made to read or write an invalid parameter number, or to write an invalid value to a parameter.

EPERM

Caller does not have the **CAP_SYS_ADMIN** capability.

VERSIONS

Since glibc 2.23, glibc no longer supports this obsolete system call.

STANDARDS

bdflush() is Linux-specific and should not be used in programs intended to be portable.

SEE ALSO

sync(1), **fsync(2)**, **sync(2)**