### **NAME**

euidaccess, eaccess - check effective user's permissions for a file

#### **LIBRARY**

Standard C library (libc, -lc)

### **SYNOPSIS**

int euidaccess(const char \*pathname, int mode);
int eaccess(const char \*pathname, int mode);

# **DESCRIPTION**

Like **access**(2), **euidaccess**() checks permissions and existence of the file identified by its argument *path-name*. However, whereas **access**(2) performs checks using the real user and group identifiers of the process, **euidaccess**() uses the effective identifiers.

*mode* is a mask consisting of one or more of **R\_OK**, **W\_OK**, **X\_OK**, and **F\_OK**, with the same meanings as for **access**(2).

eaccess() is a synonym for euidaccess(), provided for compatibility with some other systems.

#### **RETURN VALUE**

On success (all requested permissions granted), zero is returned. On error (at least one bit in mode asked for a permission that is denied, or some other error occurred), -1 is returned, and errno is set to indicate the error.

#### **ERRORS**

As for access(2).

## **VERSIONS**

The eaccess() function was added in glibc 2.4.

## **ATTRIBUTES**

For an explanation of the terms used in this section, see **attributes**(7).

Interface	Attribute	Value
euidaccess(), eaccess()	Thread safety	MT-Safe

## **STANDARDS**

These functions are nonstandard. Some other systems have an eaccess() function.

# **NOTES**

*Warning*: Using this function to check a process's permissions on a file before performing some operation based on that information leads to race conditions: the file permissions may change between the two steps. Generally, it is safer just to attempt the desired operation and handle any permission error that occurs.

This function always dereferences symbolic links. If you need to check the permissions on a symbolic link, use **faccessat**(2) with the flags **AT\_EACCESS** and **AT\_SYMLINK\_NOFOLLOW**.

## **SEE ALSO**

access(2), chmod(2), chown(2), faccessat(2), open(2), setgid(2), setuid(2), stat(2), credentials(7),  $path_resolution(7)$