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 ARCHIVE_ENTRY (3) BSD Library Functions Manual ARCHIVE_ENTRY (3)
 archive_entry_clear, archive_entry_clone, archive_entry_free,
archive_entry_new — functions for managing archive entry descriptions
 LIBRARY
 Streaming Archive Library (libarchive, -larchive)
 SYNOPSIS
 #include <archive_entry.h>
struct archive_entry +
archive_entry_clear(struct archive_entry +);
 struct archive_entry * archive_entry_clone(struct archive_entry_*);
 volu
archive_entry_free(struct archive_entry *);
struct archive_entry *
archive_entry_new(void);
 DESCRIPTION
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These functions create and manipulate data objects that represent entries within an archive. You can think of a struct archive_entry as a heavy-duty version of struct stat: it includes everything from struct stat plus associated pathname, textual group and user names, etc. These objects are used by libarchive(3) to represent the metadata associated with a particular entry in an archive.
```

Create and Destroy
There are functions to allocate, destroy, clear, and copy archive_entry objects:
archive_entry_clear()
Erases the object, resetting all internal fields to the same state as a newly-created object. This is

provided to allow you to quickly recycle objects without thrashing the heap.

provided to allow you to quickly recycle objects withou archive_entry_clone()
A deep copy operation; all text fields are duplicated. archive_entry_free()
Releases the struct archive_entry object. archive_entry_new()
Allocate and return a blank struct archive_entry object.

Function groups
Due to high number of functions, the accessor functions can be found in man pages grouped by the purpose.

archive_entry_acl(3) Access Control List manipulation