NAME

chmod – change access permissions bits of a registered object

SYNOPSIS

```
#include <ShoreApp.h>
shrc Shore::chmod(const char *path, mode_t mode);
```

DESCRIPTION

Chmod changes the access permissions bits for the object named by *path.* The new mode is the low 12 bits of *mode.* Symbolic links and cross-references are followed, so there is no way to change the modes of symbolic links and cross-references. Only the owner of the object or a privileged user can change the mode of an object. The modes are have the meanings described in the Unix manual pages **chmod(1)** and **stat(2).**

If the effective user ID of the process is not privileged and the process attempts to set the set-group-ID bit on a registered object owned by a group that is not in its supplementary group IDs, the S_ISGID bit is cleared.

If the S_ISVTX bit is set on a directory, an unprivileged user may not delete or rename files of other users in that directory.

If a user other than the super-user If an unprivileged user updates a registered object, the set-user-ID and set-group-ID bits are cleared.

VERSION

This manual page applies to Version 1.1 of the Shore software.

SPONSORSHIP

The Shore project is sponsored by the Advanced Research Project Agency, ARPA order number 018 (formerly 8230), monitored by the U.S. Army Research Laboratory under contract DAAB07-91-C-Q518.

SEE ALSO

chmod(2), getcwd(oc).