

NAME

`abspath()`, `absnpath()`, `absfpath()` - Expands a relative pathname to a full (absolute) pathname

SYNOPSIS

```
#include <schily/schily.h>
```

char *

abspath(*relp*, *absp*, *asize*)

const char **relp*;

char **absp*;

size_t *asize*;

char *

absnpath(*relp*, *absp*, *asize*)

const char **relp*;

char **absp*;

size_t *asize*;

char *

absfpath(*relp*, *absp*, *asize*, *flags*)

const char **relp*;

char **absp*;

size_t *asize*;

int *flags*;

DESCRIPTION

abspath() takes a relative path name and converts it into an absolute path name. *relp* is relative path name that is used as the input. *absp* is the buffer used for the result of the conversion. *asize* is the size of the result buffer.

absnpath() behaves like **abspath()** except that the file does not need to exist.

absfpath() takes an additional *flags* parameter from the set of flags from **resolvefpath()** to control the behavior.

RETURN VALUE

On successful completion, **abspath()**, **absnpath()** and **absfpath()** return a pointer to the resolved name **absp**. Otherwise, a null pointer is returned and `errno` is set to indicate the error, and the contents of the buffer pointed to by **absp** is left in an indeterminate state.

ERRORS

ERANGE The path does not fit into the supplied buffer.

EFAULT A null pointer was supplied as pathname.

EINVAL An empty relative path was supplied.

SEE ALSO

resolvepath(3), resolvablepath(3), resolvepath(3)