

NAME

archive_entry_hardlink, **archive_entry_hardlink_w**, **archive_entry_set_hardlink**,
archive_entry_copy_hardlink, **archive_entry_copy_hardlink_w**, **archive_entry_update_hardlink_utf8**,
archive_entry_set_link, **archive_entry_copy_link**, **archive_entry_copy_link_w**,
archive_entry_update_link_utf8, **archive_entry_pathname**, **archive_entry_pathname_w**,
archive_entry_set_pathname, **archive_entry_copy_pathname**, **archive_entry_copy_pathname_w**,
archive_entry_update_pathname_utf8, **archive_entry_sourcepath**, **archive_entry_copy_sourcepath**,
archive_entry_symlink, **archive_entry_symlink_w**, **archive_entry_set_symlink**,
archive_entry_copy_symlink, **archive_entry_copy_symlink_w**, **archive_entry_update_symlink_utf8** -
 functions for manipulating path names in archive entry descriptions

LIBRARY

Streaming Archive Library (libarchive, -larchive)

SYNOPSIS

```
#include <archive_entry.h>
```

*const char **

```
archive_entry_hardlink(struct archive_entry *a);
```

*const wchar_t **

```
archive_entry_hardlink_w(struct archive_entry *a);
```

void

```
archive_entry_set_hardlink(struct archive_entry *a, const char *path);
```

void

```
archive_entry_copy_hardlink(struct archive_entry *a, const char *path);
```

void

```
archive_entry_copy_hardlink_w(struct archive_entry *a, const wchar_t *path);
```

int

```
archive_entry_update_hardlink_utf8(struct archive_entry *a, const char *path);
```

void

```
archive_entry_set_link(struct archive_entry *a, const char *path);
```

void

```
archive_entry_copy_link(struct archive_entry *a, const char *path);
```

void

archive_entry_copy_link_w(*struct archive_entry *a, const wchar_t *path*);

int

archive_entry_update_link_utf8(*struct archive_entry *a, const char *path*);

*const char **

archive_entry_pathname(*struct archive_entry *a*);

*const wchar_t **

archive_entry_pathname_w(*struct archive_entry *a*);

void

archive_entry_set_pathname(*struct archive_entry *a, const char *path*);

void

archive_entry_copy_pathname(*struct archive_entry *a, const char *path*);

void

archive_entry_copy_pathname_w(*struct archive_entry *a, const wchar_t *path*);

int

archive_entry_update_pathname_utf8(*struct archive_entry *a, const char *path*);

*const char **

archive_entry_sourcepath(*struct archive_entry *a*);

void

archive_entry_copy_sourcepath(*struct archive_entry *a, const char *path*);

*const char **

archive_entry_symlink(*struct archive_entry *a*);

*const wchar_t **

archive_entry_symlink_w(*struct archive_entry *a*);

void

archive_entry_set_symlink(*struct archive_entry *a, const char *path*);

void

```
archive_entry_copy_symlink(struct archive_entry *a, const char *path);
```

void

```
archive_entry_copy_symlink_w(struct archive_entry *a, const wchar_t *path);
```

int

```
archive_entry_update_symlink_utf8(struct archive_entry *a, const char *path);
```

DESCRIPTION

Path names supported by `archive_entry(3)`:

`hardlink` Destination of the hardlink.

`link` Update only. For a symlink, update the destination. Otherwise, make the entry a hardlink and alter the destination for that.

`pathname` Path in the archive

`sourcepath` Path on the disk for use by `archive_read_disk(3)`.

`symlink` Destination of the symbolic link.

Path names can be provided in one of three different ways:

`char *` Multibyte strings in the current locale.

`wchar_t *` Wide character strings in the current locale. The accessor functions are named **XXX_w()**.

UTF-8 Unicode strings encoded as UTF-8. These are convenience functions to update both the multibyte and wide character strings at the same time.

The `sourcepath` is a pure filesystem concept and never stored in an archive directly.

For that reason, it is only available as multibyte string. The `link path` is a convenience function for conditionally setting hardlink or symlink destination. It doesn't have a corresponding get accessor function.

archive_entry_set_XXX() is an alias for **archive_entry_copy_XXX()**.

SEE ALSO

`archive_entry(3)`, `libarchive(3)`