

**NAME**

**cr\_cansee** - determine visibility of objects given their user credentials

**SYNOPSIS**

```
#include <sys/proc.h>
```

*int*

```
cr_cansee(struct ucred *u1, struct ucred *u2);
```

**DESCRIPTION**

This function determines if a subject with credential *u1* can see a subject or object associated to credential *u2*.

Specific types of subjects may need to submit to additional or different restrictions. As an example, for processes, see `p_cansee(9)`, which calls this function.

The implementation relies on `cr_bsd_visible(9)` and consequently the `sysctl(8)` variables referenced in its manual page influence the result.

**RETURN VALUES**

This function returns zero if the subject with credential *u1* can "see" the subject or object with credential *u2*, or `ESRCH` otherwise.

**ERRORS**

- |         |   |
|---------|---|
| [ESRCH] | The subject with credential <i>u1</i> has been jailed and the subject or object with credential <i>u2</i> does not belong to the same jail or one of its sub-jails, as determined by <code>prison_check(9)</code> . |
| [ESRCH] | The MAC subsystem denied visibility.  |
| [ESRCH] | <code>cr_bsd_visible(9)</code> denied visibility according to the BSD security policies in force.   |

**SEE ALSO**

`prison_check(9)`, `mac(9)`, `cr_bsd_visible(9)`, `p_cansee(9)`