

**NAME**

**elf\_aux\_info** - extract data from the elf auxiliary vector of the current process

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

**#include** <sys/auxv.h>

*int*

**elf\_aux\_info**(*int aux*, *void \*buf*, *int buflen*);

**DESCRIPTION**

The **elf\_aux\_info**() function retrieves the auxiliary info vector requested in *aux*. The information is stored into the provided buffer if it will fit. The following values, defined in <sys/elf\_common.h> can be requested (corresponding buffer sizes are specified in parenthesis):

**AT\_CANARY**      The canary value for SSP (arbitrary sized buffer, as many bytes are returned as it fits into it, rest is zeroed).

**AT\_EXECPATH**    The path of executed program (MAXPATHLEN). This may not be present if the process was initialized by `fexecve(2)` and the namecache no longer contains the file's name.

**AT\_HWCAP**        CPU / hardware feature flags (sizeof(u\_long)).

**AT\_HWCAP2**      CPU / hardware feature flags (sizeof(u\_long)).

**AT\_NCPUS**        Number of CPUs (sizeof(int)).

**AT\_OSRELDATE**   The OSRELDATE of the kernel or jail the program is running on (sizeof(int)).

**AT\_PAGESIZES**   Vector of page sizes (arbitrary sized buffer, as many elements of the pagesizes array are returned as it fits).

**AT\_PAGESZ**       Page size in bytes (sizeof(int)).

**AT\_TIMEKEEP**    Pointer to VDSO timehands (for library internal use, sizeof(void \*)).

**AT\_USRSTACKBASE**

Top of the user stack for main thread.

AT\_USRSTACKLIM

Limit for grow of the user stack for main thread.

## RETURN VALUES

Returns zero on success, or an error number on failure.

## ERRORS

[EINVAL] An unknown item was requested.

[EINVAL] The provided buffer was not the right size for the requested item.

[ENOENT] The requested item is not available.

## HISTORY

The `elf_aux_info()` function appeared in FreeBSD 12.0.

## BUGS

Only a small subset of available auxiliary info vector items are accessible with this function. Some items require a "right-sized" buffer while others just require a "big enough" buffer.