

**NAME**

**getnewvnode** - get a new vnode

**SYNOPSIS**

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

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

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

*int*

```
getnewvnode(const char *tag, struct mount *mp, vop_t **vops, struct vnode **vpp);
```

**DESCRIPTION**

The **getnewvnode**() function initializes a new vnode, assigning it the vnode operations passed in *vops*. The vnode is either freshly allocated, or taken from the head of the free list depending on the number of vnodes already in the system.

The arguments to **getnewvnode**() are:

*tag* The file system type string. This field should only be referenced for debugging or for userland utilities.

*mp* The mount point to add the new vnode to.

*vops* The vnode operations to assign to the new vnode.

*vpp* Points to the new vnode upon successful completion.

**RETURN VALUES**

**getnewvnode**() returns 0 on success. There are currently no failure conditions - that do not result in a panic.

**AUTHORS**

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