

**NAME**

libssh2\_sftp\_statvfs, libssh2\_sftp\_fstatvfs - get file system statistics

**SYNOPSIS**

```
#include <libssh2.h>
```

```
#include <libssh2_sftp.h>
```

int

```
libssh2_sftp_statvfs(LIBSSH2_SFTP *sftp, const char *path,  
                    size_t path_len, LIBSSH2_SFTP_STATVFS *st);
```

int

```
libssh2_sftp_fstatvfs(LIBSSH2_SFTP_HANDLE *handle,  
                     LIBSSH2_SFTP_STATVFS *st)
```

**DESCRIPTION**

These functions provide statvfs(2)-like operations and require statvfs@openssh.com and fstatvfs@openssh.com extension support on the server.

*sftp* - SFTP instance as returned by **libssh2\_sftp\_init(3)**

*handle* - SFTP File Handle as returned by **libssh2\_sftp\_open\_ex(3)**

*path* - full path of any file within the mounted file system.

*path\_len* - length of the full path.

*st* - Pointer to a LIBSSH2\_SFTP\_STATVFS structure to place file system statistics into.

**DATA TYPES**

LIBSSH2\_SFTP\_STATVFS is a typedefed struct that is defined as below

```
struct _LIBSSH2_SFTP_STATVFS {  
    libssh2_uint64_t f_bsize; /* file system block size */  
    libssh2_uint64_t f_fsize; /* fragment size */  
    libssh2_uint64_t f_blocks; /* size of fs in f_fsize units */  
    libssh2_uint64_t f_bfree; /* # free blocks */  
    libssh2_uint64_t f_bavail; /* # free blocks for non-root */  
    libssh2_uint64_t f_files; /* # inodes */  
    libssh2_uint64_t f_ffree; /* # free inodes */
```

```

libssh2_uint64_t f_favail; /* # free inodes for non-root */
libssh2_uint64_t f_fsid; /* file system ID */
libssh2_uint64_t f_flag; /* mount flags */
libssh2_uint64_t f_namemax; /* maximum filename length */
};

```

It is unspecified whether all members of the returned struct have meaningful values on all file systems.

The field *f\_flag* is a bit mask. Bits are defined as follows:

**LIBSSH2\_SFTP\_ST\_RDONLY**

Read-only file system.

**LIBSSH2\_SFTP\_ST\_NOSUID**

Set-user-ID/set-group-ID bits are ignored by **exec(3)**.

## RETURN VALUE

Returns 0 on success or negative on failure. If used in non-blocking mode, it returns **LIBSSH2\_ERROR\_EAGAIN** when it would otherwise block. While **LIBSSH2\_ERROR\_EAGAIN** is a negative number, it is not really a failure per se.

## ERRORS

*LIBSSH2\_ERROR\_ALLOC* - An internal memory allocation call failed.

*LIBSSH2\_ERROR\_SOCKET\_SEND* - Unable to send data on socket.

*LIBSSH2\_ERROR\_SOCKET\_TIMEOUT* -

*LIBSSH2\_ERROR\_SFTP\_PROTOCOL* - An invalid SFTP protocol response was received on the socket, or an SFTP operation caused an errorcode to be returned by the server.

## AVAILABILITY

Added in libssh2 1.2.6

## SEE ALSO

**libssh2\_sftp\_open\_ex(3)**