NAME

libssh2_sftp_rename_ex - rename an SFTP file

SYNOPSIS

#include <libssh2.h>
#include <libssh2_sftp.h>

int
libssh2_sftp_rename_ex(LIBSSH2_SFTP *sftp,
                const char *source_filename,
                unsigned int source_filename_len,
                const char *dest_filename,
                unsigned int dest_filename_len,
                long flags);

int
libssh2_sftp_rename_ex(LIBSSH2_SFTP *sftp,
                const char *source_filename,
                const char *dest_filename);

DESCRIPTION

sftp - SFTP instance as returned by **libssh2_sftp_init(3)**

sourcefile - Path and name of the existing filesystem entry

sourcefile_len - Length of the path and name of the existing filesystem entry

destfile - Path and name of the target filesystem entry

destfile_len - Length of the path and name of the target filesystem entry

flags - Bitmask flags made up of LIBSSH2_SFTP_RENAME_* constants.

Rename a filesystem object on the remote filesystem. The semantics of this command typically include the ability to move a filesystem object between folders and/or filesystem mounts. If the LIBSSH2_SFTP_RENAME_OVERWRITE flag is not set and the destfile entry already exists, the operation will fail. Use of the other two flags indicate a preference (but not a requirement) for the remote end to perform an atomic rename operation and/or using native system calls when possible.

RETURN VALUE

Return 0 on success or negative on failure. 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.

SEE ALSO

libssh2_sftp_init(3)