## NAME

libssh2\_sftp\_rename\_ex - rename an SFTP file

## SYNOPSIS

#include <libssh2.h>
#include <libssh2\_sftp.h>

int

int

# 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)