

**NAME**

**setreuid** - set real and effective user ID's

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

```
#include <unistd.h>
```

```
int
```

```
setreuid(uid_t ruid, uid_t euid);
```

**DESCRIPTION**

The real and effective user IDs of the current process are set according to the arguments. If *ruid* or *euid* is -1, the current uid is filled in by the system. Unprivileged users may change the real user ID to the effective user ID and vice-versa; only the super-user may make other changes.

If the real user ID is changed (i.e. *ruid* is not -1) or the effective user ID is changed to something other than the real user ID, then the saved user ID will be set to the effective user ID.

The **setreuid()** system call has been used to swap the real and effective user IDs in set-user-ID programs to temporarily relinquish the set-user-ID value. This purpose is now better served by the use of the **seteuid(2)** system call.

When setting the real and effective user IDs to the same value, the standard **setuid()** system call is preferred.

**RETURN VALUES**

The **setreuid()** function returns the value 0 if successful; otherwise the value -1 is returned and the global variable *errno* is set to indicate the error.

**ERRORS**

[EPERM]	The current process is not the super-user and a change other than changing the effective user-id to the real user-id was specified.
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**SEE ALSO**

getuid(2), issetugid(2), seteuid(2), setuid(2)

**HISTORY**

The **setreuid()** system call appeared in 4.2BSD.