

**NAME**

**perror**, **strerror**, **strerror\_l**, **strerror\_r**, **sys\_errlist**, **sys\_nerr** - system error messages

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

```
#include <stdio.h>
```

*void*

```
perror(const char *string);
```

```
extern const char * const sys_errlist[];
```

```
extern const int sys_nerr;
```

```
#include <string.h>
```

*char \**

```
strerror(int errnum);
```

*char \**

```
strerror_l(int errnum, locale_t);
```

*int*

```
strerror_r(int errnum, char *strerrbuf, size_t buflen);
```

**DESCRIPTION**

The **strerror()**, **strerror\_l()**, **strerror\_r()**, and **perror()** functions look up the error message string corresponding to an error number.

The **strerror()** function accepts an error number argument *errnum* and returns a pointer to the corresponding message string in the current locale. **strerror()** is not thread-safe. It returns a pointer to an internal static buffer that could be overwritten by a **strerror()** call from another thread.

The **strerror\_l()** function accepts *errnum* error number and *locale* locale handle arguments and returns a pointer to a string corresponding to the specified error in the given locale. **strerror\_l()** is thread-safe, its result can be only overwritten by another call to **strerror\_l()** from the current thread.

The **strerror\_r()** function renders the same result into *strerrbuf* for a maximum of *buflen* characters and returns 0 upon success.

The **perror()** function finds the error message corresponding to the current value of the global variable *errno* (intro(2)) and writes it, followed by a newline, to the standard error file descriptor. If the argument *string* is non-NULL and does not point to the null character, this string is prepended to the message string and separated from it by a colon and space (": "); otherwise, only the error message string is printed.

If the error number is not recognized, these functions return an error message string containing "Unknown error: " followed by the error number in decimal. The **strerror()** and **strerror\_r()** functions return EINVAL as a warning. Error numbers recognized by this implementation fall in the range  $0 < errnum < sys_nerr$ . The number 0 is also recognized, although applications that take advantage of this are likely to use unspecified values of *errno*.

If insufficient storage is provided in *strerrbuf* (as specified in *buflen*) to contain the error string, **strerror\_r()** returns ERANGE and *strerrbuf* will contain an error message that has been truncated and NUL terminated to fit the length specified by *buflen*.

The message strings can be accessed directly using the external array *sys\_errlist*. The external value *sys\_nerr* contains a count of the messages in *sys\_errlist*. The use of these variables is deprecated; **strerror()**, **strerror\_l()**, or **strerror\_r()** should be used instead.

## EXAMPLES

The following example shows how to use **perror()** to report an error.

```
#include <fcntl.h>
#include <stdio.h>
#include <stdlib.h>

int
main(void)
{
    int fd;

    if ((fd = open("/nonexistent", O_RDONLY)) == -1) {
        perror("open()");
        exit(1);
    }
    printf("File descriptor: %d\n", fd);
    return (0);
}
```

When executed, the program will print an error message along the lines of ‘open(): No such file or directory’.

**SEE ALSO**

intro(2), err(3), psignal(3)

**STANDARDS**

The **perror()** and **strerror()** functions conform to ISO/IEC 9899:1999 ("ISO C99"). The **strerror\_r()** function conforms to IEEE Std 1003.1-2001 ("POSIX.1"). The **strerror\_l()** function conforms to IEEE Std 1003.1-2008 ("POSIX.1").

**HISTORY**

The **strerror()** and **perror()** functions first appeared in 4.4BSD. The **strerror\_r()** function was implemented in FreeBSD 4.4 by Wes Peters <wes@FreeBSD.org>. The **strerror\_l()** function was added in FreeBSD 13.0.

**BUGS**

The **strerror()** function returns its result in a static buffer which will be overwritten by subsequent calls.

Programs that use the deprecated *sys\_errlist* variable often fail to compile because they declare it inconsistently. Size of the *sys\_errlist* object might increase during FreeBSD lifetime, breaking some ABI stability guarantees.