

**NAME**

**vflush** - flush vnodes for a mount point

**SYNOPSIS**

```
#include <sys/param.h>
```

```
#include <sys/vnode.h>
```

*int*

```
vflush(struct mount *mp, int rootrefs, int flags, struct thread *td);
```

**DESCRIPTION**

The **vflush**() function removes any vnodes in the vnode table that belong to the given *mount* structure.

Its arguments are:

*mp*        The mount point whose vnodes should be removed.

*rootrefs* The number of references expected on the root vnode. *vrele*(9) will be invoked on the root vnode *rootrefs* times.

*flags*     The flags indicating how vnodes should be handled.

**FORCECLOSE**

If set, busy vnodes will be forcibly closed.

**SKIPSYSTEM** If set, vnodes with the **VV\_SYSTEM** flag set will be skipped.

**WRITECLOSE** If set, only regular files currently opened for writing will be removed.

*td*        The calling thread.

**RETURN VALUES**

A value of 0 is returned if the flush is successful; otherwise, **EBUSY** will be returned.

**SEE ALSO**

*vgone*(9), *vrele*(9)

**AUTHORS**

This manual page was written by Chad David <davidc@acns.ab.ca>.