

NAME

vfs_getnewfsid - allocate a new file system identifier

SYNOPSIS

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

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

```
void
```

```
vfs_getnewfsid(struct mount *mp);
```

DESCRIPTION

The **vfs_getnewfsid()** function allocates a new file system identifier for the mount point given. File systems typically call **vfs_getnewfsid()** in their mount routine in order to acquire a unique ID within the system which can later be used to uniquely identify the file system via calls such as **vfs_getvfs(9)**.

The actual *fsid* is made up of two 32 bit integers, that are stored in the *stats* structure of *mp*. The first integer is unique in the set of mounted file systems, while the second holds the file system type.

```
typedef struct fsid {  
    int32_t val[2];  
} fsid_t;
```

PSEUDOCODE

```
xxx_mount(struct mount *mp, char *path, caddr_t data,  
          struct nameidata *ndp, struct thread *td)  
{  
    ...  
    vfs_getnewfsid(mp);  
    ...  
}
```

SEE ALSO

vfs_getvfs(9)

AUTHORS

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