

**NAME**

**vinvalbuf** - flushes and invalidates all buffers associated with a vnode

**SYNOPSIS**

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

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

*int*

```
vinvalbuf(struct vnode *vp, int flags, struct ucred *cred, int slpflag, int slptimeo);
```

**DESCRIPTION**

The **vinvalbuf()** function invalidates all of the buffers associated with the given vnode. This includes buffers on the clean list and the dirty list. If the **V\_SAVE** flag is specified then the buffers on the dirty list are synced prior to being released. If there is a VM Object associated with the vnode, it is removed.

Its arguments are:

*vp*        A pointer to the vnode whose buffers will be invalidated.

*flags*     The only supported flag is **V\_SAVE** and it indicates that dirty buffers should be synced with the disk.

*cred*      The user credentials that are used to **VOP\_FSYNC(9)** buffers if **V\_SAVE** is set.

*slpflag*   The slp flag that will be used in the priority of any sleeps in the function.

*slptimeo* The timeout for any sleeps in the function.

**LOCKS**

The vnode is assumed to be locked prior to the call and remains locked upon return.

*Giant* must be held by prior to the call and remains locked upon return.

**RETURN VALUES**

A 0 value is returned on success.

**PSEUDOCODE**

```
vn_lock(devvp, LK_EXCLUSIVE | LK_RETRY);
error = vinvalbuf(devvp, V_SAVE, cred, 0, 0);
VOP_UNLOCK(devvp, 0);
```

```
    if (error)
        return (error);
```

**ERRORS**

- [ENOSPC]           The file system is full. (With V\_SAVE)
- [EDQUOT]           Disc quota exceeded. (With V\_SAVE)
- [EWOULDBLOCK]    Sleep operation timed out. (See *slptimeo*)
- [ERESTART]        A signal needs to be delivered and the system call should be restarted. (With PCATCH set in *slpflag*)
- [EINTR]           The system has been interrupted by a signal. (With PCATCH set in *slpflag*)

**SEE ALSO**

tsleep(9), VOP\_FSYNC(9)

**AUTHORS**

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