

**NAME**

**vn\_deallocate** - zero and/or deallocate storage from a file

**SYNOPSIS**

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

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

*int*

```
vn_deallocate(struct vnode *vp, off_t *offset, off_t *length, int flags, int ioflag,  
struct ucred *active_cred, struct ucred *file_cred);
```

**DESCRIPTION**

The **vn\_deallocate**() function zeros and/or deallocates backing storage space from a file. This function only works on vnodes with VREG type.

The arguments are:

*vp*           The vnode of the file.

*offset*       The starting offset of the operation range.

*length*       The length of the operation range. This must be greater than 0.

*flags*        The control flags of the operation. This should be set to 0 for now.

*ioflag*       Directives and hints to be given to the file system.

*active\_cred* The user credentials of the calling thread.

*file\_cred*    The credentials installed on the file description pointing to the vnode or NOCRED.

The **ioflag**() argument gives directives and hints to the file system. It may include one or more of the following flags:

**IO\_NODELOCKED** The vnode was locked before the call.

**IO\_RANGELOCKED** Rangelock was owned around the call.

**IO\_NOMACCHECK** Skip MAC checking in the call.

IO\_SYNC            Do I/O synchronously.

IO\_DIRECT          Attempt to bypass buffer cache.

*\*offset* and *\*length* are updated to reflect the unprocessed operation range of the call. For a successful completion, *\*length* is updated to be the value 0, and *\*offset* is incremented by the number of bytes zeroed before the end-of-file.

## RETURN VALUES

Upon successful completion, the value 0 is returned; otherwise the appropriate error is returned.

## SEE ALSO

vnode(9), VOP\_DEALLOCATE(9)

## AUTHORS

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