

# util-vserver (libvserver) Reference Manual

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## 1 util-vserver (libvserver) Module Index

### 1.1 util-vserver (libvserver) Modules

Here is a list of all modules:

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## 2 util-vserver (libvserver) Data Structure Index

### 2.1 util-vserver (libvserver) Data Structures

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### 3 util-vserver (libvserver) File Index

#### 3.1 util-vserver (libvserver) File List

Here is a list of all documented files with brief descriptions:

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### 4 util-vserver (libvserver) Module Documentation

#### 4.1 Syscall wrappers

##### Functions

- [int vc\\_syscall](#) (uint32\_t cmd, [xid\\_t](#) xid, void \*data)  
*The generic vserver syscall.*
- [int vc\\_get\\_version](#) ()  
*Returns the version of the current kernel API.*
- [int vc\\_get\\_vci](#) ()  
*Returns the kernel configuration bits.*
- [xid\\_t vc\\_new\\_s\\_context](#) ([xid\\_t](#) ctx, unsigned int remove\_cap, unsigned int flags)  
*Moves current process into a context.*
- [int vc\\_set\\_ipv4root](#) (uint32\_t bcast, size\_t nb, struct [vc\\_ip\\_mask\\_pair](#) const \*ips)  
*Sets the ipv4root information.*
- [xid\\_t vc\\_ctx\\_create](#) ([xid\\_t](#) xid)

*Creates a context without starting it.*

- `int vc_ctx_migrate (xid_t xid, uint_least64_t flags)`  
*Moves the current process into the specified context.*
- `int vc_ctx_stat (xid_t xid, struct vc_ctx_stat *stat)`  
*Get some statistics about a context.*
- `int vc_virt_stat (xid_t xid, struct vc_virt_stat *stat)`  
*Get more statistics about a context.*
- `int vc_ctx_kill (xid_t ctx, pid_t pid, int sig)`  
*Sends a signal to a context/pid.*
- `xid_t vc_get_task_xid (pid_t pid)`  
*Returns the context of the given process.*
- `int vc_wait_exit (xid_t xid)`  
*Waits for the end of a context.*
- `int vc_get_rlimit (xid_t xid, int resource, struct vc_rlimit *lim)`  
*Returns the limits of resource.*
- `int vc_set_rlimit (xid_t xid, int resource, struct vc_rlimit const *lim)`  
*Sets the limits of resource.*
- `int vc_rlimit_stat (xid_t xid, int resource, struct vc_rlimit_stat *stat)`  
*Returns the current stats of resource.*
- `int vc_reset_minmax (xid_t xid)`  
*Resets the minimum and maximum observed values of all resources.*
- `int vc_get_iattr (char const *filename, xid_t *xid, uint_least32_t *flags, uint_least32_t *mask)`  
*Returns information about attributes and assigned context of a file.*
- `xid_t vc_getfilecontext (char const *filename)`  
*Returns the context of filename.*

### 4.1.1 Detailed Description

Functions which are calling the vserver syscall directly.

### 4.1.2 Function Documentation

#### 4.1.2.1 `xid_t vc_ctx_create (xid_t xid)`

Creates a context without starting it.

This functions initializes a new context. When already in a freshly created context, this old context will be discarded.

**Parameters:**

*xid* The new context; special values are:

- VC\_DYNAMIC\_XID which means to create a dynamic context

**Returns:**

the xid of the created context, or VC\_NOCTX on errors. `errno` will be set appropriately.

**4.1.2.2 int vc\_ctx\_kill (xid\_t ctx, pid\_t pid, int sig)**

Sends a signal to a context/pid.

Special values for *pid* are:

- -1 which means every process in ctx except the init-process
- 0 which means every process in ctx inclusive the init-process

**4.1.2.3 int vc\_ctx\_migrate (xid\_t xid, uint\_least64\_t flags)**

Moves the current process into the specified context.

**Parameters:**

*xid* The new context

*flags* The flags, see VC\_VXM\_\*

**Returns:**

0 on success, -1 on errors

**4.1.2.4 int vc\_ctx\_stat (xid\_t xid, struct vc\_ctx\_stat \* stat)**

Get some statistics about a context.

**Parameters:**

*xid* The context to get stats about

*stat* Where to store the result

**Returns:**

0 on success, -1 on errors.

**4.1.2.5 int vc\_get\_iattr (char const \* filename, xid\_t \* xid, uint\_least32\_t \* flags, uint\_least32\_t \* mask)**

Returns information about attributes and assigned context of a file.

This function returns the VC\_IATTR\_XXX flags and about the assigned context of a file. To request an information, the appropriate bit in `mask` must be set and the corresponding parameter (*xid* or *flags*) must not be NULL.

E.g. to receive the assigned context, the VC\_IATTR\_XID bit must be set in *mask*, and *xid* must point to valid memory.

Possible flags are VC\_IATTR\_ADMIN, VC\_IATTR\_WATCH , VC\_IATTR\_HIDE, VC\_IATTR\_BARRIER, VC\_IATTR\_IUNLINK and VC\_IATTR\_IMMUTABLE.

**Parameters:**

*filename* The name of the file whose attributes shall be determined.

*xid* When non-zero and the VC\_IATTR\_XID bit is set in *mask*, the assigned context of *filename* will be stored there.

*flags* When non-zero, a bitmask of current attributes will be stored there. These attributes must be requested explicitly by setting the appropriate bit in *mask*

*mask* Points to a bitmask which tells which attributes shall be determined. On return, it will masquerade the attributes which were determined.

**Precondition:**

```
mask!=0 && !((*mask&VC_IATTR_XID) && xid==0) && !((*mask&~VC_IATTR_XID) && flags==0)
```

#### 4.1.2.6 int vc\_get\_rlimit (xid\_t xid, int resource, struct vc\_rlimit \* lim)

Returns the limits of *resource*.

**Parameters:**

*xid* The id of the context

*resource* The resource which will be queried

*lim* The result which will be filled with the limits

**Returns:**

0 on success, and -1 on errors.

#### 4.1.2.7 xid\_t vc\_get\_task\_xid (pid\_t pid)

Returns the context of the given process.

**Parameters:**

*pid* the process-id whose xid shall be determined; pid==0 means the current process.

**Returns:**

the xid of process *pid* or -1 on errors

#### 4.1.2.8 int vc\_get\_vci ()

Returns the kernel configuration bits.

**Returns:**

The kernel configuration bits

#### 4.1.2.9 int vc\_get\_version ()

Returns the version of the current kernel API.

**Returns:**

The versionnumber of the kernel API

#### 4.1.2.10 xid\_t vc\_getfilecontext (char const \*filename)

Returns the context of filename.

This function calls `vc_get_iattr()` with appropriate arguments to determine the context of filename. In error-case or when no context is assigned, VC\_NOCTX will be returned. To differ between both cases, `errno` must be examined.

**WARNING:** this function can modify `errno` although no error happened.

**Parameters:**

*filename* The file to check

**Returns:**

The assigned context, or VC\_NOCTX when an error occurred or no such assignment exists. `errno` will be 0 in the latter case

#### 4.1.2.11 xid\_t vc\_new\_s\_context (xid\_t ctx, unsigned int remove\_cap, unsigned int flags)

Moves current process into a context.

Puts current process into context *ctx*, removes the capabilities given in *remove\_cap* and sets *flags*.

**Parameters:**

*ctx* The new context; special values for are

- VC\_SAMECTX which means the current context (just for changing caps and flags)
- VC\_DYNAMIC\_XID which means the next free context; this value can be used by ordinary users also

*remove\_cap* The linux capabilities which will be **removed**.

*flags* Special flags which will be set.

**Returns:**

The new context-id, or VC\_NOCTX on errors; `errno` will be set appropriately

See <http://vserver.13thfloor.at/Stuff/Logic.txt> for details

#### 4.1.2.12 int vc\_reset\_minmax (xid\_t xid)

Resets the minimum and maximum observed values of all resources.

**Parameters:**

*xid* The id of the context

**Returns:**

0 on success, and -1 on errors.

**4.1.2.13** `int vc_rlimit_stat (xid_t xid, int resource, struct vc_rlimit_stat * stat)`

Returns the current stats of *resource*.

**Parameters:**

*xid* The id of the context  
*resource* The resource which will be queried  
*stat* The result which will be filled with the stats

**Returns:**

0 on success, and -1 on errors.

**4.1.2.14** `int vc_set_ipv4root (uint32_t bcast, size_t nb, struct vc_ip_mask_pair const * ips)`

Sets the ipv4root information.

**Precondition:**

$nb < \text{NB\_IPV4ROOT}$  &&  $ips \neq 0$

**4.1.2.15** `int vc_set_rlimit (xid_t xid, int resource, struct vc_rlimit const * lim)`

Sets the limits of *resource*.

**Parameters:**

*xid* The id of the context  
*resource* The resource which will be queried  
*lim* The new limits

**Returns:**

0 on success, and -1 on errors.

**4.1.2.16** `int vc_syscall (uint32_t cmd, xid_t xid, void * data)`

The generic vserver syscall.

This function executes the generic vserver syscall. It uses the correct syscallnumber (which may differ between the different architectures).

**Parameters:**

*cmd* the command to be executed  
*xid* the xid on which the cmd shall be applied  
*data* additional arguments; depends on *cmd*

**Returns:**

depends on *cmd*; usually, -1 stands for an error



**4.1.2.17 int vc\_virt\_stat (xid\_t xid, struct vc\_virt\_stat \* stat)**

Get more statistics about a context.

**Parameters:**

- xid* The context to get stats about
- stat* Where to store the result

**Returns:**

0 on success, -1 on errors.

**4.2 Helper functions****Data Structures**

- struct [vc\\_err\\_listparser](#)  
*Information about parsing errors.*

**Functions**

- size\_t [vc\\_get\\_nb\\_ipv4root](#) () VC\_ATTR\_CONST  
*Returns the value of NB\_IPV4ROOT.*
- bool [vc\\_parseLimit](#) (char const \*str, [vc\\_limit\\_t](#) \*res)  
*Parses a string describing a limit.*
- uint\_least64\_t [vc\\_text2bcap](#) (char const \*str, size\_t len)  
*Converts a single string into bcapability.*
- char const \* [vc\\_lobcap2text](#) (uint\_least64\_t \*val)  
*Converts the lowest bit of a bcapability or the entire value (when possible) to a textual representation.*
- int [vc\\_list2bcap](#) (char const \*str, size\_t len, struct [vc\\_err\\_listparser](#) \*err, struct [vc\\_ctx\\_caps](#) \*cap)  
*Converts a string into a bcapability-bitmask.*

**4.2.1 Detailed Description**

Functions which are doing general helper tasks like parameter parsing.

**4.2.2 Function Documentation****4.2.2.1 size\_t vc\_get\_nb\_ipv4root ()**

Returns the value of NB\_IPV4ROOT.

This function returns the value of NB\_IPV4ROOT which was used when the library was built, but **not** the value which is used by the currently running kernel.

#### 4.2.2.2 int vc\_list2bcap (char const \* *str*, size\_t *len*, struct vc\_err\_listparser \* *err*, struct vc\_ctx\_caps \* *cap*)

Converts a string into a bcapability-bitmask.

Syntax of *str*:

```
LIST    <- ELEM | ELEM ' , ' LIST
ELEM    <- '~' ELEM | MASK | NAME
MASK    <- NUMBER | '^' NUMBER
NUMBER  <- 0[0-7]* | [1-9][0-9]* | 0x[0-9,a-f]+
NAME    <- <literal name> | "all" | "any" | "none"
```

When the '~' prefix is used, the bits will be unset and a '~' after another '~' will cancel both ones. The '^' prefix specifies a bitnumber instead of a bitmask.

"literal name" is everything which will be accepted by the [vc\\_text2bcap\(\)](#) function. The special values for NAME will be recognized case insensitively

##### Parameters:

*str* The string to be parsed

*len* The length of the string, or 0 for automatic detection

*err* Pointer to a structure for error-information, or NULL.

*cap* Pointer to a [vc\\_ctx\\_caps](#) structure holding the results; only the *bcaps* and *bmask* fields will be changed and already set values will not be honored. When an error occurred, *cap* will have the value of all processed valid BCAP parts.

##### Returns:

0 on success, -1 on error. In error case, *err* will hold position and length of the first not understood BCAP part

##### Precondition:

*str* != 0 && *cap* != 0; *cap*->*bcaps* and *cap*->*bmask* must be initialized

#### 4.2.2.3 char const\* vc\_lobcap2text (uint\_least64\_t \* *val*)

Converts the lowest bit of a bcapability or the entire value (when possible) to a textual representation.

##### Parameters:

*val* The string to be converted; on success, the detected bit(s) will be unset, in errorcase only the lowest set bit

##### Returns:

A textual representation of *val* resp. of its lowest set bit; or NULL in errorcase.

##### Precondition:

*val* != 0

##### Postcondition:

```
*valold != 0 <-> *valold > *valnew
*valold == 0 --> result == 0
```

#### 4.2.2.4 bool vc\_parseLimit (char const \* *str*, vc\_limit\_t \* *res*)

Parses a string describing a limit.

This function parses *str* and interprets special words like "inf" or suffixes. Valid suffixes are

- k ... 1000
- m ... 1000000
- K ... 1024
- M ... 1048576

##### Parameters:

*str* The string which shall be parsed

*res* Will be filled with the interpreted value; in errorcase, this value is undefined.

##### Returns:

*true*, iff the string *str* could be parsed. *res* will be filled with the interpreted value in this case.

##### Precondition:

*str*!=0 && *res*!=0

#### 4.2.2.5 uint\_least64\_t vc\_text2bcap (char const \* *str*, size\_t *len*)

Converts a single string into bcapability.

##### Parameters:

*str* The string to be parsed; both "CAP\_XXX" and "XXX" will be accepted

*len* The length of the string, or 0 for automatic detection

##### Returns:

0 on error; a bitmask on success

##### Precondition:

*str* != 0

## 5 util-vserver (libvserver) Data Structure Documentation

### 5.1 Mapping\_uint32 Struct Reference

#### Data Fields

- char const \*const *id*
- size\_t *len*
- uint\_least32\_t *val*

### 5.1.1 Detailed Description

Definition at line 62 of file internal.h.

The documentation for this struct was generated from the following file:

- [internal.h](#)

## 5.2 Mapping\_uint64 Struct Reference

### Data Fields

- char const \*const [id](#)
- size\_t [len](#)
- uint\_least64\_t [val](#)

### 5.2.1 Detailed Description

Definition at line 68 of file internal.h.

The documentation for this struct was generated from the following file:

- [internal.h](#)

## 5.3 vc\_ctx\_caps Struct Reference

Capabilities of process-contexts.

```
#include <vserver.h>
```

### Data Fields

- uint\_least64\_t [bcaps](#)  
*Mask of set common system capabilities.*
- uint\_least64\_t [bmask](#)  
*Mask of set and unset common system capabilities when used by set operations, or the modifiable capabilities when used by get operations.*
- uint\_least64\_t [ccaps](#)  
*Mask of set process context capabilities.*
- uint\_least64\_t [cmask](#)  
*Mask of set and unset process context capabilities when used by set operations, or the modifiable capabilities when used by get operations.*

### 5.3.1 Detailed Description

Capabilities of process-contexts.

Definition at line 454 of file `vserver.h`.

The documentation for this struct was generated from the following file:

- [vserver.h](#)

## 5.4 `vc_ctx_dlimit` Struct Reference

### Data Fields

- `uint_least32_t` [space\\_used](#)
- `uint_least32_t` [space\\_total](#)
- `uint_least32_t` [inodes\\_used](#)
- `uint_least32_t` [inodes\\_total](#)
- `uint_least32_t` [reserved](#)

### 5.4.1 Detailed Description

Definition at line 707 of file `vserver.h`.

The documentation for this struct was generated from the following file:

- [vserver.h](#)

## 5.5 `vc_ctx_flags` Struct Reference

Flags of process-contexts.

```
#include <vserver.h>
```

### Data Fields

- `uint_least64_t` [flagword](#)  
*Mask of set context flags.*
- `uint_least64_t` [mask](#)  
*Mask of set and unset context flags when used by set operations, or modifiable flags when used by get operations.*

### 5.5.1 Detailed Description

Flags of process-contexts.

Definition at line 376 of file `vserver.h`.

The documentation for this struct was generated from the following file:

- [vserver.h](#)

## 5.6 vc\_ctx\_stat Struct Reference

Statistics about a context.

```
#include <vserver.h>
```

### Data Fields

- `uint_least32_t usecnt`  
*number of uses*
- `uint_least32_t tasks`  
*number of tasks*

#### 5.6.1 Detailed Description

Statistics about a context.

Definition at line 407 of file `vserver.h`.

The documentation for this struct was generated from the following file:

- [vserver.h](#)

## 5.7 vc\_err\_listparser Struct Reference

Information about parsing errors.

```
#include <vserver.h>
```

### Data Fields

- `char const * ptr`  
*Pointer to the first character of an erroneous string.*
- `size_t len`  
*Length of the erroneous string.*

#### 5.7.1 Detailed Description

Information about parsing errors.

Definition at line 768 of file `vserver.h`.

The documentation for this struct was generated from the following file:

- [vserver.h](#)

## 5.8 `vc_ip_mask_pair` Struct Reference

### Data Fields

- `uint32_t ip`
- `uint32_t mask`

### 5.8.1 Detailed Description

Definition at line 354 of file `vserver.h`.

The documentation for this struct was generated from the following file:

- [vserver.h](#)

## 5.9 `vc_net_caps` Struct Reference

### Data Fields

- `uint_least64_t ncaps`
- `uint_least64_t cmask`

### 5.9.1 Detailed Description

Definition at line 629 of file `vserver.h`.

The documentation for this struct was generated from the following file:

- [vserver.h](#)

## 5.10 `vc_net_flags` Struct Reference

### Data Fields

- `uint_least64_t flagword`
- `uint_least64_t mask`

### 5.10.1 Detailed Description

Definition at line 615 of file `vserver.h`.

The documentation for this struct was generated from the following file:

- [vserver.h](#)

## 5.11 `vc_net_nx` Struct Reference

### Data Fields

- `vc_net_nx_type type`

- [size\\_t count](#)
- [uint32\\_t ip](#) [4]
- [uint32\\_t mask](#) [4]

### 5.11.1 Detailed Description

Definition at line 608 of file `vserver.h`.

The documentation for this struct was generated from the following file:

- [vserver.h](#)

## 5.12 `vc_nx_info` Struct Reference

### Data Fields

- [nid\\_t nid](#)

### 5.12.1 Detailed Description

Definition at line 597 of file `vserver.h`.

The documentation for this struct was generated from the following file:

- [vserver.h](#)

## 5.13 `vc_rlimit` Struct Reference

The limits of a resources.

```
#include <vserver.h>
```

### Data Fields

- [vc\\_limit\\_t min](#)  
*the guaranted minimum of a resources*
- [vc\\_limit\\_t soft](#)  
*the softlimit of a resource*
- [vc\\_limit\\_t hard](#)  
*the absolute hardlimit of a resource*

### 5.13.1 Detailed Description

The limits of a resources.

This is a triple consisting of a minimum, soft and hardlimit.

Definition at line 520 of file `vserver.h`.

The documentation for this struct was generated from the following file:



- [vserver.h](#)

## 5.14 `vc_rlimit_mask` Struct Reference

Masks describing the supported limits.

```
#include <vserver.h>
```

### Data Fields

- `uint_least32_t min`  
*masks the resources supporting a minimum limit*
- `uint_least32_t soft`  
*masks the resources supporting a soft limit*
- `uint_least32_t hard`  
*masks the resources supporting a hard limit*

### 5.14.1 Detailed Description

Masks describing the supported limits.

Definition at line 507 of file `vserver.h`.

The documentation for this struct was generated from the following file:

- [vserver.h](#)

## 5.15 `vc_rlimit_stat` Struct Reference

Statistics for a resource limit.

```
#include <vserver.h>
```

### Data Fields

- `uint_least32_t hits`  
*number of hits on the limit*
- `vc_limit_t value`  
*current value*
- `vc_limit_t minimum`  
*minimum value observed*
- `vc_limit_t maximum`  
*maximum value observed*

### 5.15.1 Detailed Description

Statistics for a resource limit.

Definition at line 548 of file vserver.h.

The documentation for this struct was generated from the following file:

- [vserver.h](#)

## 5.16 vc\_sched\_info Struct Reference

### Data Fields

- int\_least32\_t [cpu\\_id](#)
- int\_least32\_t [bucket\\_id](#)
- uint\_least64\_t [user\\_msec](#)
- uint\_least64\_t [sys\\_msec](#)
- uint\_least64\_t [hold\\_msec](#)
- uint\_least32\_t [token\\_usec](#)
- int\_least32\_t [vavavoom](#)

### 5.16.1 Detailed Description

Definition at line 749 of file vserver.h.

The documentation for this struct was generated from the following file:

- [vserver.h](#)

## 5.17 vc\_set\_sched Struct Reference

### Data Fields

- uint\_least32\_t [set\\_mask](#)
- int\_least32\_t [fill\\_rate](#)
- int\_least32\_t [interval](#)
- int\_least32\_t [fill\\_rate2](#)
- int\_least32\_t [interval2](#)
- int\_least32\_t [tokens](#)
- int\_least32\_t [tokens\\_min](#)
- int\_least32\_t [tokens\\_max](#)
- int\_least32\_t [priority\\_bias](#)
- int\_least32\_t [cpu\\_id](#)
- int\_least32\_t [bucket\\_id](#)

### 5.17.1 Detailed Description

Definition at line 733 of file vserver.h.

The documentation for this struct was generated from the following file:

- [vserver.h](#)

## 5.18 vc\_virt\_stat Struct Reference

Contains further statistics about a context.

```
#include <vserver.h>
```

### Data Fields

- [uint\\_least64\\_t offset](#)
- [uint\\_least64\\_t uptime](#)
- [uint\\_least32\\_t nr\\_threads](#)
- [uint\\_least32\\_t nr\\_running](#)
- [uint\\_least32\\_t nr\\_uninterruptible](#)
- [uint\\_least32\\_t nr\\_onhold](#)
- [uint\\_least32\\_t nr\\_forks](#)
- [uint\\_least32\\_t load](#) [3]

### 5.18.1 Detailed Description

Contains further statistics about a context.

Definition at line 422 of file [vserver.h](#).

The documentation for this struct was generated from the following file:

- [vserver.h](#)

## 5.19 vc\_vx\_info Struct Reference

### Data Fields

- [xid\\_t xid](#)
- [pid\\_t initpid](#)

### 5.19.1 Detailed Description

Definition at line 472 of file [vserver.h](#).

The documentation for this struct was generated from the following file:

- [vserver.h](#)

## 6 util-vserver (libvserver) File Documentation

### 6.1 internal.h File Reference

Declarations which are used by util-vserver internally.

```
#include "fmt.h"
```

```
#include "vserver.h"
```

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

```
#include <stdbool.h>
```

Include dependency graph for internal.h:

### Data Structures

- struct [Mapping\\_uint32](#)
- struct [Mapping\\_uint64](#)

### Functions

- char \* [vc\\_getVserverByCtx\\_Internal](#) (xid\_t ctx, [vcCfgStyle](#) \*style, char const \*revdir, bool validate\_result)
- int [utilvserver\\_checkCompatVersion](#) ()
- uint\_least32\_t [utilvserver\\_checkCompatConfig](#) ()
- bool [utilvserver\\_isDirectory](#) (char const \*path, bool follow\_link)
- bool [utilvserver\\_isFile](#) (char const \*path, bool follow\_link)
- bool [utilvserver\\_isLink](#) (char const \*path)
- int [utilvserver\\_listparser\\_uint32](#) (char const \*str, size\_t len, char const \*\*err\_ptr, size\_t \*err\_len, uint\_least32\_t \*flag, uint\_least32\_t \*mask, uint\_least32\_t(\*func)(char const \*, size\_t, bool \*)) NONNULL((1))
- int [utilvserver\\_listparser\\_uint64](#) (char const \*str, size\_t len, char const \*\*err\_ptr, size\_t \*err\_len, uint\_least64\_t \*flag, uint\_least64\_t \*mask, uint\_least64\_t(\*func)(char const \*, size\_t, bool \*)) NONNULL((1))
- ssize\_t [utilvserver\\_value2text\\_uint32](#) (char const \*str, size\_t len, struct [Mapping\\_uint32](#) const \*map, size\_t map\_len) NONNULL((1))
- ssize\_t [utilvserver\\_value2text\\_uint64](#) (char const \*str, size\_t len, struct [Mapping\\_uint64](#) const \*map, size\_t map\_len) NONNULL((1))
- ssize\_t [utilvserver\\_text2value\\_uint32](#) (uint\_least32\_t \*val, struct [Mapping\\_uint32](#) const \*map, size\_t map\_len) NONNULL((1))
- ssize\_t [utilvserver\\_text2value\\_uint64](#) (uint\_least64\_t \*val, struct [Mapping\\_uint64](#) const \*map, size\_t map\_len) NONNULL((1))

#### 6.1.1 Detailed Description

Declarations which are used by util-vserver internally.

Definition in file [internal.h](#).

## 6.2 vserver.h File Reference

The public interface of the the libvserver library.

```
#include <stdint.h>
```

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

```
#include <stdbool.h>
```

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

```
#include <sched.h>
```

Include dependency graph for vserver.h:

This graph shows which files directly or indirectly include this file:

## Data Structures

- struct [vc\\_ip\\_mask\\_pair](#)
- struct [vc\\_ctx\\_flags](#)  
*Flags of process-contexts.*
- struct [vc\\_ctx\\_stat](#)  
*Statistics about a context.*
- struct [vc\\_virt\\_stat](#)  
*Contains further statistics about a context.*
- struct [vc\\_ctx\\_caps](#)  
*Capabilities of process-contexts.*
- struct [vc\\_vx\\_info](#)
- struct [vc\\_rlimit\\_mask](#)  
*Masks describing the supported limits.*
- struct [vc\\_rlimit](#)  
*The limits of a resources.*
- struct [vc\\_rlimit\\_stat](#)  
*Statistics for a resource limit.*
- struct [vc\\_nx\\_info](#)
- struct [vc\\_net\\_nx](#)
- struct [vc\\_net\\_flags](#)
- struct [vc\\_net\\_caps](#)
- struct [vc\\_ctx\\_dlimit](#)
- struct [vc\\_set\\_sched](#)
- struct [vc\\_sched\\_info](#)
- struct [vc\\_err\\_listparser](#)  
*Information about parsing errors.*

## Defines

- #define [VC\\_NOCTX](#) ((xid\_t)(-1))
- #define [VC\\_NOXID](#) ((xid\_t)(-1))
- #define [VC\\_DYNAMIC\\_XID](#) ((xid\_t)(-1))
- #define [VC\\_SAMECTX](#) ((xid\_t)(-2))
- #define [VC\\_NONID](#) ((nid\_t)(-1))
- #define [VC\\_DYNAMIC\\_NID](#) ((nid\_t)(-1))
- #define [VC\\_LIM\\_INFINITY](#) (~0ULL)
- #define [VC\\_LIM\\_KEEP](#) (~1ULL)

- `#define VC_CDLIM_UNSET (0U)`
- `#define VC_CDLIM_INFINITY (~0U)`
- `#define VC_CDLIM_KEEP (~1U)`
- `#define S_CTX_INFO_LOCK 1`
- `#define S_CTX_INFO_SCHED 2`
- `#define S_CTX_INFO_NPROC 4`
- `#define S_CTX_INFO_PRIVATE 8`
- `#define S_CTX_INFO_INIT 16`
- `#define S_CTX_INFO_HIDEINFO 32`
- `#define S_CTX_INFO_ULIMIT 64`
- `#define S_CTX_INFO_NAMESPACE 128`
- `#define VC_CAP_CHOWN 0`
- `#define VC_CAP_DAC_OVERRIDE 1`
- `#define VC_CAP_DAC_READ_SEARCH 2`
- `#define VC_CAP_FOWNER 3`
- `#define VC_CAP_FSETID 4`
- `#define VC_CAP_KILL 5`
- `#define VC_CAP_SETGID 6`
- `#define VC_CAP_SETUID 7`
- `#define VC_CAP_SETPCAP 8`
- `#define VC_CAP_LINUX_IMMUTABLE 9`
- `#define VC_CAP_NET_BIND_SERVICE 10`
- `#define VC_CAP_NET_BROADCAST 11`
- `#define VC_CAP_NET_ADMIN 12`
- `#define VC_CAP_NET_RAW 13`
- `#define VC_CAP_IPC_LOCK 14`
- `#define VC_CAP_IPC_OWNER 15`
- `#define VC_CAP_SYS_MODULE 16`
- `#define VC_CAP_SYS_RAWIO 17`
- `#define VC_CAP_SYS_CHROOT 18`
- `#define VC_CAP_SYS_PTRACE 19`
- `#define VC_CAP_SYS_PACCT 20`
- `#define VC_CAP_SYS_ADMIN 21`
- `#define VC_CAP_SYS_BOOT 22`
- `#define VC_CAP_SYS_NICE 23`
- `#define VC_CAP_SYS_RESOURCE 24`
- `#define VC_CAP_SYS_TIME 25`
- `#define VC_CAP_SYS_TTY_CONFIG 26`
- `#define VC_CAP_MKNOD 27`
- `#define VC_CAP_LEASE 28`
- `#define VC_CAP_AUDIT_WRITE 29`
- `#define VC_CAP_AUDIT_CONTROL 30`
- `#define VC_IMMUTABLE_FILE_FL 0x0000010lu`
- `#define VC_IMMUTABLE_LINK_FL 0x0008000lu`
- `#define VC_IMMUTABLE_ALL (VC_IMMUTABLE_LINK_FL|VC_IMMUTABLE_FILE_FL)`
- `#define VC_IATTR_XID 0x01000000u`
- `#define VC_IATTR_ADMIN 0x00000001u`
- `#define VC_IATTR_WATCH 0x00000002u`
- `#define VC_IATTR_HIDE 0x00000004u`
- `#define VC_IATTR_FLAGS 0x00000007u`

- #define VC\_IATTR\_BARRIER 0x00010000u
- #define VC\_IATTR\_IUNLINK 0x00020000u
- #define VC\_IATTR\_IMMUTABLE 0x00040000u
- #define VC\_VXF\_INFO\_LOCK 0x00000001ull
- #define VC\_VXF\_INFO\_NPROC 0x00000004ull
- #define VC\_VXF\_INFO\_PRIVATE 0x00000008ull
- #define VC\_VXF\_INFO\_INIT 0x00000010ull
- #define VC\_VXF\_INFO\_HIDEINFO 0x00000020ull
- #define VC\_VXF\_INFO\_ULIMIT 0x00000040ull
- #define VC\_VXF\_INFO\_NAMESPACE 0x00000080ull
- #define VC\_VXF\_SCHED\_HARD 0x00000100ull
- #define VC\_VXF\_SCHED\_PRIO 0x00000200ull
- #define VC\_VXF\_SCHED\_PAUSE 0x00000400ull
- #define VC\_VXF\_VIRT\_MEM 0x00010000ull
- #define VC\_VXF\_VIRT\_UPTIME 0x00020000ull
- #define VC\_VXF\_VIRT\_CPU 0x00040000ull
- #define VC\_VXF\_VIRT\_LOAD 0x00080000ull
- #define VC\_VXF\_VIRT\_TIME 0x00100000ull
- #define VC\_VXF\_HIDE\_MOUNT 0x01000000ull
- #define VC\_VXF\_HIDE\_NETIF 0x02000000ull
- #define VC\_VXF\_HIDE\_VINFO 0x04000000ull
- #define VC\_VXF\_STATE\_SETUP (1ULL<<32)
- #define VC\_VXF\_STATE\_INIT (1ULL<<33)
- #define VC\_VXF\_STATE\_ADMIN (1ULL<<34)
- #define VC\_VXF\_SC\_HELPER (1ULL<<36)
- #define VC\_VXF\_REBOOT\_KILL (1ULL<<37)
- #define VC\_VXF\_PERSISTENT (1ULL<<38)
- #define VC\_VXF\_FORK\_RSS (1ULL<<48)
- #define VC\_VXF\_PROLIFIC (1ULL<<49)
- #define VC\_VXF\_IGNEG\_NICE (1ULL<<52)
- #define VC\_VXC\_SET\_UTSNAME 0x00000001ull
- #define VC\_VXC\_SET\_RLIMIT 0x00000002ull
- #define VC\_VXC\_RAW\_ICMP 0x00000100ull
- #define VC\_VXC\_SYSLOG 0x00001000ull
- #define VC\_VXC\_SECURE\_MOUNT 0x00010000ull
- #define VC\_VXC\_SECURE\_REMOUNT 0x00020000ull
- #define VC\_VXC\_BINARY\_MOUNT 0x00040000ull
- #define VC\_VXC\_QUOTA\_CTL 0x00100000ull
- #define VC\_VXC\_ADMIN\_MAPPER 0x00200000ull
- #define VC\_VXC\_ADMIN\_CLOOP 0x00400000ull
- #define VC\_VXSM\_FILL\_RATE 0x0001
- #define VC\_VXSM\_INTERVAL 0x0002
- #define VC\_VXSM\_FILL\_RATE2 0x0004
- #define VC\_VXSM\_INTERVAL2 0x0008
- #define VC\_VXSM\_TOKENS 0x0010
- #define VC\_VXSM\_TOKENS\_MIN 0x0020
- #define VC\_VXSM\_TOKENS\_MAX 0x0040
- #define VC\_VXSM\_PRIO\_BIAS 0x0100
- #define VC\_VXSM\_CPU\_ID 0x1000
- #define VC\_VXSM\_BUCKET\_ID 0x2000

- #define [VC\\_VXSM\\_IDLE\\_TIME](#) 0x0200
- #define [VC\\_VXSM\\_FORCE](#) 0x0400
- #define [VC\\_VXSM\\_MSEC](#) 0x4000
- #define [VC\\_VXSM\\_V3\\_MASK](#) 0x0173
- #define [VC\\_NXF\\_INFO\\_LOCK](#) 0x00000001ull
- #define [VC\\_NXF\\_INFO\\_PRIVATE](#) 0x00000008ull
- #define [VC\\_NXF\\_SINGLE\\_IP](#) 0x00000100ull
- #define [VC\\_NXF\\_HIDE\\_NETIF](#) 0x02000000ull
- #define [VC\\_NXF\\_STATE\\_SETUP](#) (1ULL<<32)
- #define [VC\\_NXF\\_STATE\\_ADMIN](#) (1ULL<<34)
- #define [VC\\_NXF\\_SC\\_HELPER](#) (1ULL<<36)
- #define [VC\\_NXF\\_PERSISTENT](#) (1ULL<<38)
- #define [VC\\_VLIMIT\\_NSOCK](#) 16
- #define [VC\\_VLIMIT\\_OPENFD](#) 17
- #define [VC\\_VLIMIT\\_ANON](#) 18
- #define [VC\\_VLIMIT\\_SHMEM](#) 19
- #define [VC\\_VLIMIT\\_SEMARY](#) 20
- #define [VC\\_VLIMIT\\_NSEMS](#) 21
- #define [VC\\_VLIMIT\\_DENTRY](#) 22
- #define [VC\\_VLIMIT\\_MAPPED](#) 23
- #define [VC\\_VCI\\_NO\\_DYNAMIC](#) (1 << 0)
- #define [VC\\_VCI\\_SPACES](#) (1 << 10)
- #define [VC\\_DATTR\\_CREATE](#) 0x00000001
- #define [VC\\_DATTR\\_OPEN](#) 0x00000002
- #define [VC\\_DATTR\\_REMAP](#) 0x00000010
- #define [VC\\_VXM\\_SET\\_INIT](#) 0x00000001
- #define [VC\\_VXM\\_SET\\_REAPER](#) 0x00000002
- #define [CLONE\\_NEWNS](#) 0x00020000
- #define [CLONE\\_NEWUTS](#) 0x04000000
- #define [CLONE\\_NEWIPC](#) 0x08000000
- #define [VC\\_BAD\\_PERSONALITY](#) ((uint\_least32\_t)(-1))
- #define [VC\\_LIMIT\\_VSERVER\\_NAME\\_LEN](#) 1024
- #define [vcSKEL\\_INTERFACES](#) 1u
- #define [vcSKEL\\_PKGMGMT](#) 2u
- #define [vcSKEL\\_FILESYSTEM](#) 4u

## Typedefs

- typedef an\_unsigned\_integer\_type [xid\\_t](#)
- typedef an\_unsigned\_integer\_type [nid\\_t](#)
- typedef uint\_least64\_t [vc\\_limit\\_t](#)

*The type which is used for a single limit value.*



## Enumerations

- enum `vc_net_nx_type` {  
`vcNET_IPV4` = 1, `vcNET_IPV6` = 2, `vcNET_IPV4B` = 0x101, `vcNET_IPV6B` = 0x102,  
`vcNET_ANY` = ~0 }
- enum `vc_uts_type` {  
`vcVHI_CONTEXT`, `vcVHI_SYSNAME`, `vcVHI_NODENAME`, `vcVHI_RELEASE`,  
`vcVHI_VERSION`, `vcVHI_MACHINE`, `vcVHI_DOMAINNAME` }
- enum `vcFeatureSet` {  
`vcFEATURE_VKILL`, `vcFEATURE_IATTR`, `vcFEATURE_RLIMIT`, `vcFEATURE_COMPAT`,  
`vcFEATURE_MIGRATE`, `vcFEATURE_NAMESPACE`, `vcFEATURE_SCHED`, `vcFEATURE_VINFO`,  
`vcFEATURE_VHI`, `vcFEATURE_VSHELPER0`, `vcFEATURE_VSHELPER`, `vcFEATURE_VWAIT`,  
`vcFEATURE_VNET`, `vcFEATURE_VSTAT` }
- enum `vcXidType` {  
`vcTYPE_INVALID`, `vcTYPE_MAIN`, `vcTYPE_WATCH`, `vcTYPE_STATIC`,  
`vcTYPE_DYNAMIC` }
- enum `vcCfgStyle` {  
`vcCFG_NONE`, `vcCFG_AUTO`, `vcCFG_LEGACY`, `vcCFG_RECENT_SHORT`,  
`vcCFG_RECENT_FULL` }

## Functions

- int `vc_syscall` (uint32\_t cmd, xid\_t xid, void \*data)  
*The generic vserver syscall.*
- int `vc_get_version` ()  
*Returns the version of the current kernel API.*
- int `vc_get_vci` ()  
*Returns the kernel configuration bits.*
- xid\_t `vc_new_s_context` (xid\_t ctx, unsigned int remove\_cap, unsigned int flags)  
*Moves current process into a context.*
- int `vc_set_ipv4root` (uint32\_t bcast, size\_t nb, struct `vc_ip_mask_pair` const \*ips)  
*Sets the ipv4root information.*
- size\_t `vc_get_nb_ipv4root` () VC\_ATTR\_CONST  
*Returns the value of NB\_IPV4ROOT.*
- xid\_t `vc_ctx_create` (xid\_t xid)  
*Creates a context without starting it.*
- int `vc_ctx_migrate` (xid\_t xid, uint\_least64\_t flags)  
*Moves the current process into the specified context.*

- `int vc_ctx_stat (xid_t xid, struct vc_ctx_stat *stat)`  
*Get some statistics about a context.*
- `int vc_virt_stat (xid_t xid, struct vc_virt_stat *stat)`  
*Get more statistics about a context.*
- `int vc_ctx_kill (xid_t ctx, pid_t pid, int sig)`  
*Sends a signal to a context/pid.*
- `int vc_get_cflags (xid_t xid, struct vc_ctx_flags *)`
- `int vc_set_cflags (xid_t xid, struct vc_ctx_flags const *)`
- `int vc_get_ccaps (xid_t xid, struct vc_ctx_caps *)`
- `int vc_set_ccaps (xid_t xid, struct vc_ctx_caps const *)`
- `int vc_get_vx_info (xid_t xid, struct vc_vx_info *info)`
- `xid_t vc_get_task_xid (pid_t pid)`  
*Returns the context of the given process.*
- `int vc_wait_exit (xid_t xid)`  
*Waits for the end of a context.*
- `int vc_get_rlimit_mask (xid_t xid, struct vc_rlimit_mask *lim)`  
*Returns the limits supported by the kernel.*
- `int vc_get_rlimit (xid_t xid, int resource, struct vc_rlimit *lim)`  
*Returns the limits of resource.*
- `int vc_set_rlimit (xid_t xid, int resource, struct vc_rlimit const *lim)`  
*Sets the limits of resource.*
- `int vc_rlimit_stat (xid_t xid, int resource, struct vc_rlimit_stat *stat)`  
*Returns the current stats of resource.*
- `int vc_reset_minmax (xid_t xid)`  
*Resets the minimum and maximum observed values of all resources.*
- `bool vc_parseLimit (char const *str, vc_limit_t *res)`  
*Parses a string describing a limit.*
- `nid_t vc_get_task_nid (pid_t pid)`
- `int vc_get_nx_info (nid_t nid, struct vc_nx_info *)`
- `nid_t vc_net_create (nid_t nid)`
- `int vc_net_migrate (nid_t nid)`
- `int vc_net_add (nid_t nid, struct vc_net_nx const *info)`
- `int vc_net_remove (nid_t nid, struct vc_net_nx const *info)`
- `int vc_get_nflags (nid_t, struct vc_net_flags *)`
- `int vc_set_nflags (nid_t, struct vc_net_flags const *)`
- `int vc_get_ncaps (nid_t, struct vc_net_caps *)`
- `int vc_set_ncaps (nid_t, struct vc_net_caps const *)`
- `int vc_set_iattr (char const *filename, xid_t xid, uint_least32_t flags, uint_least32_t mask)`

- `int vc_get_iattr (char const *filename, xid\_t *xid, uint_least32_t *flags, uint_least32_t *mask)`  
*Returns information about attributes and assigned context of a file.*
- `xid\_t vc_getfilecontext (char const *filename)`  
*Returns the context of filename.*
- `int vc_set_vhi_name (xid\_t xid, vc\_uts\_type type, char const *val, size_t len)`
- `int vc_get_vhi_name (xid\_t xid, vc\_uts\_type type, char *val, size_t len)`
- `int vc_enter_namespace (xid\_t xid, uint_least64_t mask)`
- `int vc_set_namespace (xid\_t xid, uint_least64_t mask)`
- `int vc_cleanup_namespace ()`
- `uint_least64_t vc_get_space_mask ()`
- `int vc_add_dlimit (char const *filename, xid\_t xid, uint_least32_t flags)`
- `int vc_rem_dlimit (char const *filename, xid\_t xid, uint_least32_t flags)`
- `int vc_set_dlimit (char const *filename, xid\_t xid, uint_least32_t flags, struct vc\_ctx\_dlimit const *limits)`
- `int vc_get_dlimit (char const *filename, xid\_t xid, uint_least32_t flags, struct vc\_ctx\_dlimit *limits)`
- `int vc_set_sched (xid\_t xid, struct vc\_set\_sched const *)`
- `int vc_sched_info (xid\_t xid, struct vc\_sched\_info *info)`
- `int vc_set_mapping (xid\_t xid, const char *device, const char *target, uint32_t flags)`
- `uint_least64_t vc\_text2bcap (char const *str, size_t len)`  
*Converts a single string into bcapability.*
- `char const * vc\_lobcap2text (uint_least64_t *val)`  
*Converts the lowest bit of a bcapability or the entire value (when possible) to a textual representation.*
- `int vc\_list2bcap (char const *str, size_t len, struct vc\_err\_listparser *err, struct vc\_ctx\_caps *cap)`  
*Converts a string into a bcapability-bitmask.*
- `uint_least64_t vc\_text2ccap (char const *, size_t len)`
- `char const * vc\_loccap2text (uint_least64_t *)`
- `int vc\_list2ccap (char const *, size_t len, struct vc\_err\_listparser *err, struct vc\_ctx\_caps *)`
- `int vc\_list2cflag (char const *, size_t len, struct vc\_err\_listparser *err, struct vc\_ctx\_flags *flags)`
- `uint_least64_t vc\_text2cflag (char const *, size_t len)`
- `char const * vc\_locflag2text (uint_least64_t *)`
- `uint_least32_t vc\_list2cflag\_compat (char const *, size_t len, struct vc\_err\_listparser *err)`
- `uint_least32_t vc\_text2cflag\_compat (char const *, size_t len)`
- `char const * vc\_hicflag2text\_compat (uint_least32_t)`
- `int vc\_text2cap (char const *)`
- `char const * vc\_cap2text (unsigned int)`
- `int vc\_list2nflag (char const *, size_t len, struct vc\_err\_listparser *err, struct vc\_net\_flags *flags)`
- `uint_least64_t vc\_text2nflag (char const *, size_t len)`
- `char const * vc\_lonflag2text (uint_least64_t *)`
- `uint_least64_t vc\_text2ncap (char const *, size_t len)`
- `char const * vc\_loncap2text (uint_least64_t *)`
- `int vc\_list2ncap (char const *, size_t len, struct vc\_err\_listparser *err, struct vc\_net\_caps *)`
- `uint_least64_t vc\_get\_insecurebcaps ()` VC\_ATTR\_CONST
- `uint_least32_t vc\_text2personalityflag (char const *str, size_t len)`
- `char const * vc\_lopersonality2text (uint_least32_t *)`

- int **vc\_list2personalityflag** (char const \*, size\_t len, uint\_least32\_t \*personality, struct [vc\\_err\\_parser](#) \*err)
- uint\_least32\_t **vc\_str2personalitytype** (char const \*, size\_t len)
- bool **vc\_isSupported** ([vcFeatureSet](#)) VC\_ATTR\_CONST
- bool **vc\_isSupportedString** (char const \*)
- [vcXidType](#) **vc\_getXIDType** ([xid\\_t](#) xid) VC\_ATTR\_CONST
- bool **vc\_is\_dynamic\_xid** ([xid\\_t](#) xid)
- [xid\\_t](#) **vc\_xidopt2xid** (char const \*, bool honor\_static, char const \*\*err\_info)
- [nid\\_t](#) **vc\_nidopt2nid** (char const \*, bool honor\_static, char const \*\*err\_info)
- [vcCfgStyle](#) **vc\_getVserverCfgStyle** (char const \*id)
- char \* **vc\_getVserverName** (char const \*id, [vcCfgStyle](#) style)
- char \* **vc\_getVserverCfgDir** (char const \*id, [vcCfgStyle](#) style)
- char \* **vc\_getVserverAppDir** (char const \*id, [vcCfgStyle](#) style, char const \*app)
- char \* **vc\_getVserverVdir** (char const \*id, [vcCfgStyle](#) style, bool physical)
- [xid\\_t](#) **vc\_getVserverCtx** (char const \*id, [vcCfgStyle](#) style, bool honor\_static, bool \*is\_running)
- char \* **vc\_getVserverByCtx** ([xid\\_t](#) ctx, [vcCfgStyle](#) \*style, char const \*revdir)
- int **vc\_compareVserverById** (char const \*lhs, [vcCfgStyle](#) lhs\_style, char const \*rhs, [vcCfgStyle](#) rhs\_style)
- int **vc\_createSkeleton** (char const \*id, [vcCfgStyle](#) style, int flags)

### 6.2.1 Detailed Description

The public interface of the the libvserver library.

Definition in file [vserver.h](#).

### 6.2.2 Define Documentation

#### 6.2.2.1 #define VC\_DYNAMIC\_XID ((xid\_t)(-1))

the value which means a random (the next free) ctx

Definition at line 66 of file [vserver.h](#).

#### 6.2.2.2 #define VC\_NOCTX ((xid\_t)(-1))

the value which is returned in error-case (no ctx found)

Definition at line 63 of file [vserver.h](#).

#### 6.2.2.3 #define VC\_SAMECTX ((xid\_t)(-2))

the value which means the current ctx

Definition at line 68 of file [vserver.h](#).

### 6.2.3 Typedef Documentation

#### 6.2.3.1 typedef uint\_least64\_t vc\_limit\_t

The type which is used for a single limit value.

Special values are

- VC\_LIM\_INFINITY ... which is the infinite value
- VC\_LIM\_KEEP ... which is used to mark values which shall not be modified by the [vc\\_set\\_rlimit\(\)](#) operation.

Else, the interpretation of the value depends on the corresponding resource; it might be bytes, pages, seconds or litres of beer.

Definition at line 504 of file vserver.h.

### 6.2.3.2 an\_unsigned\_integer\_type xid\_t

The identifier of a context.

Definition at line 301 of file vserver.h.

## 6.2.4 Enumeration Type Documentation

### 6.2.4.1 enum vc\_net\_nx\_type

Enumerator:

*vcNET\_IPV4*  
*vcNET\_IPV6*  
*vcNET\_IPV4B*  
*vcNET\_IPV6B*  
*vcNET\_ANY*

Definition at line 604 of file vserver.h.

### 6.2.4.2 enum vc\_uts\_type

Enumerator:

*vcVHI\_CONTEXT*  
*vcVHI\_SYSNAME*  
*vcVHI\_NODENAME*  
*vcVHI\_RELEASE*  
*vcVHI\_VERSION*  
*vcVHI\_MACHINE*  
*vcVHI\_DOMAINNAME*

Definition at line 690 of file vserver.h.

### 6.2.4.3 enum vcCfgStyle

Enumerator:

*vcCFG\_NONE*  
*vcCFG\_AUTO*

*vcCFG\_LEGACY*  
*vcCFG\_RECENT\_SHORT*  
*vcCFG\_RECENT\_FULL*

Definition at line 914 of file vserver.h.

#### 6.2.4.4 enum vcFeatureSet

Enumerator:

*vcFEATURE\_VKILL*  
*vcFEATURE\_IATTR*  
*vcFEATURE\_RLIMIT*  
*vcFEATURE\_COMPAT*  
*vcFEATURE\_MIGRATE*  
*vcFEATURE\_NAMESPACE*  
*vcFEATURE\_SCHED*  
*vcFEATURE\_VINFO*  
*vcFEATURE\_VHI*  
*vcFEATURE\_VSHELPER0*  
*vcFEATURE\_VSHELPER*  
*vcFEATURE\_VWAIT*  
*vcFEATURE\_VNET*  
*vcFEATURE\_VSTAT*

Definition at line 889 of file vserver.h.

#### 6.2.4.5 enum vcXidType

Enumerator:

*vcTYPE\_INVALID*  
*vcTYPE\_MAIN*  
*vcTYPE\_WATCH*  
*vcTYPE\_STATIC*  
*vcTYPE\_DYNAMIC*

Definition at line 900 of file vserver.h.

### 6.2.5 Function Documentation

#### 6.2.5.1 int vc\_add\_dlimit (char const \**filename*, xid\_t *xid*, uint\_least32\_t *flags*)

Add a disk limit to a file system.

**6.2.5.2 int vc\_createSkeleton (char const \* *id*, vcCfgStyle *style*, int *flags*)**

Create a basic configuration skeleton for a vserver plus toplevel directories for pkgmanagment and filesystem (when requested).

**6.2.5.3 int vc\_get\_dlimit (char const \* *filename*, xid\_t *xid*, uint\_least32\_t *flags*, struct vc\_ctx\_dlimit \* *limits*)**

Get a disk limit.

**6.2.5.4 char\* vc\_getVserverAppDir (char const \* *id*, vcCfgStyle *style*, char const \* *app*)**

Returns the path of the configuration directory for the given application. The result will be allocated and must be freed by the caller.

**6.2.5.5 char\* vc\_getVserverByCtx (xid\_t *ctx*, vcCfgStyle \* *style*, char const \* *revdir*)**

Resolves the cfg-path of the vserver owning the given ctx. 'revdir' will be used as the directory holding the mapping-links; when NULL, the default value will be assumed. The result will be allocated and must be freed by the caller.

**6.2.5.6 char\* vc\_getVserverCfgDir (char const \* *id*, vcCfgStyle *style*)**

Returns the path of the vserver configuration directory. When the given vserver does not exist, or when it does not have such a directory, NULL will be returned. Else, the result will be allocated and must be freed by the caller.

**6.2.5.7 xid\_t vc\_getVserverCtx (char const \* *id*, vcCfgStyle *style*, bool *honor\_static*, bool \* *is\_running*)**

Returns the ctx of the given vserver. When vserver is not running and 'honor\_static' is false, VC\_NOCTX will be returned. Else, when 'honor\_static' is true and a static assignment exists, those value will be returned. Else, the result will be VC\_NOCTX.

When 'is\_running' is not null, the status of the vserver will be assigned to this variable.

**6.2.5.8 char\* vc\_getVserverName (char const \* *id*, vcCfgStyle *style*)**

Resolves the name of the vserver. The result will be allocated and must be freed by the caller.

**6.2.5.9 char\* vc\_getVserverVdir (char const \* *id*, vcCfgStyle *style*, bool *physical*)**

Returns the path to the vserver root-directory. The result will be allocated and must be freed by the caller.

**6.2.5.10 bool vc\_is\_dynamic\_xid (xid\_t *xid*)**

Returns true iff *xid* is a dynamic xid

**6.2.5.11 nid\_t vc\_nidopt2nid (char const \*, bool *honor\_static*, char const \*\* *err\_info*)**

Maps a nid given at '-nid' options to a nid\_t

**6.2.5.12** `int vc_rem_dlimit (char const *filename, xid_t xid, uint_least32_t flags)`

Remove a disk limit from a file system.

**6.2.5.13** `int vc_set_dlimit (char const *filename, xid_t xid, uint_least32_t flags, struct vc_ctx_dlimit const * limits)`

Set a disk limit.

**6.2.5.14** `xid_t vc_xidopt2xid (char const *, bool honor_static, char const ** err_info)`

Maps an xid given at '-xid' options to an xid\_t



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