

NAME

inode — format of an inode

SYNOPSIS

#include <sys/ino.h>

DESCRIPTION

An i-node for a plain file or directory in a file system has the following structure defined by <sys/ino.h>.

```

/*          @(#)ino.h          3.2          */

/*
 * The inode layout as it appears on the disk.
 * This header file is not used by the system, but by programs like
 * ncheck.
 */
struct      inode
{
    int      i_mode;
    char     i_nlink;      /* directory entries */
    char     i_uid;        /* owner */
    char     i_gid;        /* group of owner */
    char     i_size0;      /* most significant of size */
    char     *i_size1;     /* least sig */
    int      i_addr[8];    /* device addresses constituting file */
    int      i_atime[2];   /* last access time */
    int      i_mtime[2];  /* last modification time */
};

/* modes */
#define IALLOC      0100000      /* file is used */
#define IFMT        060000      /* type of file */
#define IFDIR       040000      /* directory */
#define IFCHR       020000      /* character special */
#define IFBLK       060000      /* block special, 0 is regular */
#define ILARG       010000      /* large addressing algorithm */
#define ISUID       04000      /* set user id on execution */
#define ISGID       02000      /* set group id on execution */
#define ISVTX       01000      /* save text, event when not current */
#define IREAD       0400      /* read, write, execute permissions */
#define IWRITE      0200
#define IEXEC       0100

```

FILES

/usr/include/sys/ino.h

SEE ALSO

stat(2), fs(5).