

NAME

cp - copy files and directories

SYNOPSIS

```
cp [OPTION]... [-T] SOURCE DEST
cp [OPTION]... SOURCE... DIRECTORY
cp [OPTION]... -t DIRECTORY SOURCE...
```

DESCRIPTION

Copy SOURCE to DEST, or multiple SOURCE(s) to DIRECTORY.

Mandatory arguments to long options are mandatory for short options too.

-a, --archive

same as **-dR --preserve=all**

--attributes-only

don't copy the file data, just the attributes

--backup[=CONTROL]

make a backup of each existing destination file

-b like **--backup** but does not accept an argument**--copy-contents**

copy contents of special files when recursive

-d same as **--no-dereference --preserve=links****-f, --force**

if an existing destination file cannot be opened, remove it and try again (this option is ignored when the **-n** option is also used)

-i, --interactive

prompt before overwrite (overrides a previous **-n** option)

-H follow command-line symbolic links in SOURCE**-l, --link**

hard link files instead of copying

-L, --dereference

always follow symbolic links in SOURCE

-n, --no-clobber

do not overwrite an existing file (overrides a previous **-i** option)

-P, --no-dereference

never follow symbolic links in SOURCE

-p same as **--preserve=mode,ownership,timestamps****--preserve[=ATTR_LIST]**

preserve the specified attributes (default: mode,ownership,timestamps), if possible additional attributes: context, links, xattr, all

--no-preserve=ATTR_LIST

don't preserve the specified attributes

--parents

use full source file name under DIRECTORY

-R, -r, --recursive

copy directories recursively

--reflink[=WHEN]

control clone/CoW copies. See below

- remove-destination**
remove each existing destination file before attempting to open it (contrast with **--force**)
- sparse=WHEN**
control creation of sparse files. See below
- strip-trailing-slashes**
remove any trailing slashes from each SOURCE argument
- s, --symbolic-link**
make symbolic links instead of copying
- S, --suffix=SUFFIX**
override the usual backup suffix
- t, --target-directory=DIRECTORY**
copy all SOURCE arguments into DIRECTORY
- T, --no-target-directory**
treat DEST as a normal file
- u, --update**
copy only when the SOURCE file is newer than the destination file or when the destination file is missing
- v, --verbose**
explain what is being done
- x, --one-file-system**
stay on this file system
- Z** set SELinux security context of destination file to default type
- context[=CTX]**
like **-Z**, or if CTX is specified then set the SELinux or SMACK security context to CTX
- help** display this help and exit
- version**
output version information and exit

By default, sparse SOURCE files are detected by a crude heuristic and the corresponding DEST file is made sparse as well. That is the behavior selected by **--sparse=auto**. Specify **--sparse=always** to create a sparse DEST file whenever the SOURCE file contains a long enough sequence of zero bytes. Use **--sparse=never** to inhibit creation of sparse files.

When **--reflink[=always]** is specified, perform a lightweight copy, where the data blocks are copied only when modified. If this is not possible the copy fails, or if **--reflink=auto** is specified, fall back to a standard copy.

The backup suffix is `'~'`, unless set with **--suffix** or `SIMPLE_BACKUP_SUFFIX`. The version control method may be selected via the **--backup** option or through the `VERSION_CONTROL` environment variable. Here are the values:

- none, off
never make backups (even if **--backup** is given)
- numbered, t
make numbered backups
- existing, nil
numbered if numbered backups exist, simple otherwise
- simple, never
always make simple backups

As a special case, `cp` makes a backup of SOURCE when the force and backup options are given

and SOURCE and DEST are the same name for an existing, regular file.

AUTHOR

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REPORTING BUGS

GNU coreutils online help: <<http://www.gnu.org/software/coreutils/>>

Report cp translation bugs to <<http://translationproject.org/team/>>

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SEE ALSO

Full documentation at: <<http://www.gnu.org/software/coreutils/cp>>
or available locally via: info (coreutils) cp invocation