

**NAME**

`__fbufsize`, `__flbf`, `__fpending`, `__fpurge`, `__freadable`, `__freading`, `__fsetlocking`, `__fwritable`, `__fwriting`, `__flushlbf` - interfaces to stdio FILE structure

**SYNOPSIS**

```
#include <stdio.h>
#include <stdio_ext.h>

size_t __fbufsize(FILE *stream);
size_t __fpending(FILE *stream);
int __flbf(FILE *stream);
int __freadable(FILE *stream);
int __fwritable(FILE *stream);
int __freading(FILE *stream);
int __fwriting(FILE *stream);
int __fsetlocking(FILE *stream, int type);
void __flushlbf(void);
void __fpurge(FILE *stream);
```

**DESCRIPTION**

Solaris introduced routines to allow portable access to the internals of the *FILE* structure, and glibc also implemented these.

The `__fbufsize()` function returns the size of the buffer currently used by the given stream.

The `__fpending()` function returns the number of bytes in the output buffer. For wide-oriented streams the unit is wide characters. This function is undefined on buffers in reading mode, or opened read-only.

The `__flbf()` function returns a nonzero value if the stream is line-buffered, and zero otherwise.

The `__freadable()` function returns a nonzero value if the stream allows reading, and zero otherwise.

The `__fwritable()` function returns a nonzero value if the stream allows writing, and zero otherwise.

The `__freading()` function returns a nonzero value if the stream is read-only, or if the last operation on the stream was a read operation, and zero otherwise.

The `__fwriting()` function returns a nonzero value if the stream is write-only (or append-only), or if the last operation on the stream was a write operation, and zero otherwise.

The `__fsetlocking()` function can be used to select the desired type of locking on the stream. It returns the current type. The *type* argument can take the following three values:

**FSETLOCKING\_INTERNAL**

Perform implicit locking around every operation on the given stream (except for the `*_unlocked` ones). This is the default.

**FSETLOCKING\_BYCALLER**

The caller will take care of the locking (possibly using [flockfile\(3\)](#) in case there is more than one thread), and the stdio routines will not do locking until the state is reset to **FSETLOCKING\_INTERNAL**.

**FSETLOCKING\_QUERY**

Don't change the type of locking. (Only return it.)

The `__flushlbf()` function flushes all line-buffered streams. (Presumably so that output to a terminal is forced out, say before reading keyboard input.)

The `__fpurge()` function discards the contents of the stream's buffer.

**ATTRIBUTES****Multithreading (see [pthreads\(7\)](#))**

The `__fbufsize()`, `__fpending()`, `__fpurge()` and `__fsetlocking()` functions do not lock the stream, so they are not thread-safe.

The `__fbf()`, `__freadable()`, `__freading()`, `__fwritable()`, `__fwriting()` and `_flushlbf()` functions are thread-safe.

**SEE ALSO**

[flockfile\(3\)](#), [fpurge\(3\)](#)

**COLOPHON**

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