NAME

fflush - flush a stream

SYNOPSIS

#include <stdio.h>

int fflush(FILE *_stream_);

DESCRIPTION

For output streams, **fflush**() forces a write of all user-space buffered data for the given output or update *stream* via the stream's underlying write function. For input streams, **fflush**() discards any buffered data that has been fetched from the underlying file, but has not been consumed by the application. The open status of the stream is unaffected.

If the *stream* argument is NULL, **fflush**() flushes *all* open output streams.

For a nonlocking counterpart, see unlocked_stdio(3).

RETURN VALUE

Upon successful completion 0 is returned. Otherwise, **EOF** is returned and *errno* is set to indicate the error.

ERRORS

EBADF

Stream is not an open stream, or is not open for writing.

The function **fflush**() may also fail and set *errno* for any of the errors specified for write(2).

ATTRIBUTES

Multithreading (see pthreads(7))

The **fflush**() function is thread-safe.

CONFORMING TO

C89, C99, POSIX.1-2001, POSIX.1-2008.

The standards do not specify the behavior for input streams. Most other implementations behave the same as Linux.

NOTES

Note that **fflush**() only flushes the user-space buffers provided by the C library. To ensure that the data is physically stored on disk the kernel buffers must be flushed too, for example, with sync(2) or fsync(2).

SEE ALSO

fsync(2), sync(2), write(2), fclose(3), fopen(3), setbuf(3), unlocked_stdio(3)

COLOPHON

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