

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

Here are the data structures with brief descriptions:

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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:

<a href="#">internal.h</a> (Declarations which are used by util-vserver internally )	18
<a href="#">vserver.h</a> (The public interface of the the libvserver library )	19

## 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)`  
*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_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 for all resources.*
- `int vc_ctx_kill (xid_t ctx, pid_t pid, int sig)`  
*Sends a signal to a context/pid.*
- `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_get_task_xid (pid_t pid)`  
*Returns the context of the given process.*
- `xid_t vc_getfilecontext (char const *filename)`  
*Returns the context of filename.*
- `int vc_wait_exit (xid_t xid)`  
*Waits for the end of a context.*

#### 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)**

Moves the current process into the specified context.

**Parameters:**

*xid* The new context

**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 for 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*: list2xxx.syntax

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:

*\*val<sub>old</sub>* != 0 <-> *\*val<sub>old</sub>* > *\*val<sub>new</sub>*  
*\*val<sub>old</sub>* == 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 648 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 825 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 638 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 383 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 666 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 298 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 558 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 549 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 536 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 525 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 434 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 441 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*
- `uint_least64_t` [value](#)  
*current value*
- `uint_least64_t` [minimum](#)  
*minimum value observed*
- `uint_least64_t` [maximum](#)  
*maximum value observed*

### 5.15.1 Detailed Description

Statistics for a resource limit.

Definition at line 448 of file vserver.h.

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

- [vserver.h](#)

## 5.16 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](#)

### 5.16.1 Detailed Description

Definition at line 808 of file vserver.h.

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

- [vserver.h](#)

## 5.17 vc\_virt\_stat Struct Reference

Contains further statistics about a context.

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

### Data Fields

- [uint\\_least64\\_t offset](#)
- [uint\\_least32\\_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]

### 5.17.1 Detailed Description

Contains further statistics about a context.

Definition at line 398 of file vserver.h.

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

- [vserver.h](#)

## 5.18 vc\_vx\_info Struct Reference

### Data Fields

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

### 5.18.1 Detailed Description

Definition at line 602 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.

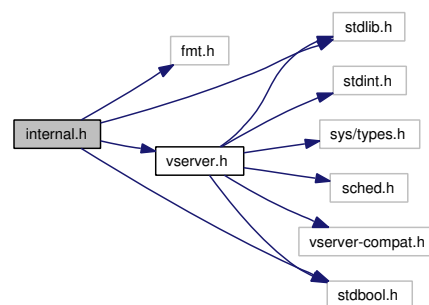
```
#include "fmt.h"
```

```
#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.

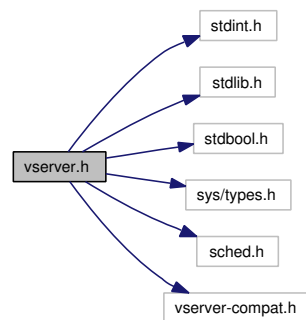
Definition in file [internal.h](#).

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

## 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\_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 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, vc-`  
`FEATURE_VINFO,`  
`vcFEATURE_VHI, vcFEATURE_VSHELPER0, vcFEATURE_VSHELPER, vcFEATURE_-`  
`VWAIT,`  
`vcFEATURE_VNET }`
- 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)

*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_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_get_rlimit_mask (xid_t xid, struct vc_rlimit_mask *lim)`
- `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 for all resources.*
- `bool vc_parseLimit (char const *str, vc_limit_t *res)`  
*Parses a string describing a limit.*
- `int vc_ctx_kill (xid_t ctx, pid_t pid, int sig)`  
*Sends a signal to a context/pid.*
- `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_get_task_xid (pid_t pid)`  
*Returns the context of the given process.*
- `int vc_get_vx_info (xid_t xid, struct vc_vx_info *info)`
- `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)`
- `bool vc_is_dynamic_xid (xid_t xid)`
- `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_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 *)`
- `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_listparser *err)`
- `uint_least32_t vc_str2personalitytype (char const *, size_t len)`
- `xid_t vc_getfilecontext (char const *filename)`  
*Returns the context of filename.*
- `int vc_set_sched (xid_t xid, struct vc_set_sched const *)`
- `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_wait_exit (xid_t xid)`  
*Waits for the end of a context.*

- `bool vc_isSupported (vcFeatureSet) VC_ATTR_CONST`
- `bool vc_isSupportedString (char const *)`
- `vcXidType vc_getXIDType (xid_t xid) VC_ATTR_CONST`
- `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 68 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 65 of file [vserver.h](#).

#### 6.2.2.3 `#define VC_SAMECTX ((xid_t)(-2))`

the value which means the current ctx

Definition at line 70 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 429 of file vserver.h.

### 6.2.3.2 an\_unsigned\_integer\_type [xid\\_t](#)

The identifier of a context.

Definition at line 290 of file vserver.h.

## 6.2.4 Function Documentation

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

Add a disk limit to a file system.

### 6.2.4.2 int [vc\\_createSkeleton](#) (char const \* *id*, [vcCfgStyle](#) *style*, int *flags*)

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

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

Get a disk limit.

### 6.2.4.4 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.

### 6.2.4.5 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.

### 6.2.4.6 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.

### 6.2.4.7 [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.

**6.2.4.8** `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.

**6.2.4.9** `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.

**6.2.4.10** `bool vc_is_dynamic_xid (xid_t xid)`

Returns true iff *xid* is a dynamic xid

**6.2.4.11** `nid_t vc_nidopt2nid (char const *, bool honor_static, char const ** err_info)`

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

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

Remove a disk limit from a file system.

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

Set a disk limit.

**6.2.4.14** `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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