

## Op:glob.h

glob.h - pathname pattern-matching types

```
#include <glob.h>
```

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### DESCRIPTION

The `<glob.h>` header shall define the structures and symbolic constants used by the `glob()` function.

The structure type `glob_t` shall contain at least the following members:

```
size_t    gl_pathc  Count of paths matched by pattern.
char      **gl_pathv Pointer to a list of matched pathnames.
size_t    gl_offs   Slots to reserve at the beginning of gl_pathv.
```

The following constants shall be provided as values for the `flags` argument:

GLOB\_APPEND

Append generated pathnames to those previously obtained.

GLOB\_DOOFFS

Specify how many null pointers to add to the beginning of `gl_pathv`.

GLOB\_ERR

Cause `glob()` to return on error.

GLOB\_MARK

Each pathname that is a directory that matches `pattern` has a slash appended.

GLOB\_NOCHECK

If *pattern* does not match any pathname, then return a list consisting of only *pattern*.

GLOB\_NOESCAPE

Disable backslash escaping.

GLOB\_NOSORT

Do not sort the pathnames returned.

The following constants shall be defined as error return values:

GLOB\_ABORTED

The scan was stopped because GLOB\_ERR was set or (*\*errfunc*()) returned non-zero.

GLOB\_NOMATCH

The pattern does not match any existing pathname, and GLOB\_NOCHECK was not set in *flags*.

GLOB\_NOSPACE

An attempt to allocate memory failed.

GLOB\_NOSYS

Reserved.

The following shall be declared as functions and may also be defined as macros. Function prototypes shall be provided.

```
int glob(const char *restrict, int, int (*)(const char *, int),
        glob_t *restrict);
void globfree (glob_t *);
```

The implementation may define additional macros or constants using names beginning with GLOB\_.

*The following sections are informative.*

#### **APPLICATION USAGE**

None.

#### **RATIONALE**

None.

#### **FUTURE DIRECTIONS**

None.

#### **RELATED**

The System Interfaces volume of IEEE Std 1003.1-2001, *glob()*, the Shell and Utilities volume of IEEE Std 1003.1-2001

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