

NAME

<code>archive_entry_hardlink,</code>	<code>archive_entry_hardlink_w,</code>
<code>archive_entry_set_hardlink,</code>	<code>archive_entry_copy_hardlink,</code>
<code>archive_entry_copy_hardlink_w,</code>	<code>archive_entry_update_hardlink_utf8,</code>
<code>archive_entry_set_link,</code>	<code>archive_entry_copy_link,</code>
<code>archive_entry_copy_link,</code>	<code>archive_entry_copy_link_w,</code>
<code>archive_entry_update_link_utf8,</code>	<code>archive_entry_pathname,</code>
<code>archive_entry_pathname_w,</code>	<code>archive_entry_set_pathname,</code>
<code>archive_entry_copy_pathname,</code>	<code>archive_entry_copy_pathname_w,</code>
<code>archive_entry_update_pathname_utf8,</code>	<code>archive_entry_sourcepath,</code>
<code>archive_entry_copy_sourcepath,</code>	<code>archive_entry_symlink,</code>
<code>archive_entry_symlink_w,</code>	<code>archive_entry_set_symlink,</code>
<code>archive_entry_copy_symlink,</code>	<code>archive_entry_copy_symlink_w,</code>
<code>archive_entry_update_symlink_utf8</code>	

— functions for manipulating path names in archive entry descriptions

LIBRARY

Streaming Archive Library (libarchive, -larchive)

SYNOPSIS

```
#include <archive_entry.h>

const char *
archive_entry_hardlink(struct archive_entry *a);

const wchar_t *
archive_entry_hardlink_w(struct archive_entry *a);

void
archive_entry_set_hardlink(struct archive_entry *a, const char *path);

void
archive_entry_copy_hardlink(struct archive_entry *a, const char *path);

void
archive_entry_copy_hardlink_w(struct archive_entry *a, const wchar_t *,
    *path);

int
archive_entry_update_hardlink_utf8(struct archive_entry *a,
    const char *path);

void
archive_entry_set_link(struct archive_entry *a, const char *path);

void
archive_entry_copy_link(struct archive_entry *a, const char *path);

void
archive_entry_copy_link_w(struct archive_entry *a, const wchar_t *path);

int
archive_entry_update_link_utf8(struct archive_entry *a, const char *path);

const char *
archive_entry_pathname(struct archive_entry *a);
```

```

const wchar_t *
archive_entry_pathname_w(struct archive_entry *a);

void
archive_entry_set_pathname(struct archive_entry *a, const char *path);

void
archive_entry_copy_pathname(struct archive_entry *a, const char *path);

void
archive_entry_copy_pathname_w(struct archive_entry *a,
    const wchar_t *path);

int
archive_entry_update_pathname_utf8(struct archive_entry *a,
    const char *path);

const char *
archive_entry_sourcepath(struct archive_entry *a);

void
archive_entry_copy_sourcepath(struct archive_entry *a, const char *path);

const char *
archive_entry_symlink(struct archive_entry *a);

const wchar_t *
archive_entry_symlink_w(struct archive_entry *a);

void
archive_entry_set_symlink(struct archive_entry *a, const char *path);

void
archive_entry_copy_symlink(struct archive_entry *a, const char *path);

void
archive_entry_copy_symlink_w(struct archive_entry *a, const wchar_t *path);

int
archive_entry_update_symlink_utf8(struct archive_entry *a,
    const char *path);

```

DESCRIPTION

Path names supported by `archive_entry(3)`:

<code>hardlink</code>	Destination of the hardlink.
<code>link</code>	Update only. For a symlink, update the destination. Otherwise, make the entry a hardlink and alter the destination for that.
<code>pathname</code>	Path in the archive
<code>sourcepath</code>	Path on the disk for use by <code>archive_read_disk(3)</code> .
<code>symlink</code>	Destination of the symbolic link.

Path names can be provided in one of three different ways:

<code>char *</code>	Multibyte strings in the current locale.
<code>wchar_t *</code>	Wide character strings in the current locale. The accessor functions are named XXX_w() .
UTF-8	Unicode strings encoded as UTF-8. This are convenience functions to update both the multibyte and wide character strings at the same time.

The sourcepath is a pure filesystem concept and never stored in an archive directly.

For that reason, it is only available as multibyte string. The link path is a convenience function for conditionally setting hardlink or symlink destination. It doesn't have a corresponding get accessor function.

archive_entry_set_xxx() is an alias for **archive_entry_copy_xxx()**.

SEE ALSO

archive(3), archive_entry(3)