NAME

mount, umount — mount or remove file system

SYNOPSIS

```
#include <sys/types.h>
#include <sys/mount.h>
int mount (special, name, mtflags)
char *special, *name;
int mtflags;
```

DESCRIPTION

Mount announces to the system that a removable file system, *special*, is now mounted on the innode associated with *name*. From now on, references to file *name* will refer to the root file on the newly mounted file system. *Special* and *name* are pointers to null-terminated strings containing the appropriate path names.

Name must exist already. *Name* must be a directory (unless the root of the mounted file system is not a directory). Its old contents are inaccessible while the file system is mounted.

The *mtflags* argument passes two mount flags to the operating system. **M_RONLY** says that the file system is to be read-only. Physically write-protected and magnetic tape file systems must be mounted read-only or errors will occur when access times are updated, whether or not any explicit write is attempted. **M_NOSETUG** says that the set user/group feature of the *exec* system call is to be disabled for all executions taking place from this file system. **M_NOCBO** says that opens of character and block special devices will not be allowed from this file system.

Mount may be issued only by the super-user.

SEE ALSO

mount(1), umount(2)

DIAGNOSTICS

Mount returns 0 if the action occurred; —1 if *special* is inaccessible or not an appropriate file; if *name* does not exist; if *special* is already mounted; if *name* is in use; or if there are already too many file systems mounted.

ASSEMBLER

(mount = 21.)
sys mount; special; name; rwflag