

**NAME**

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

— 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 <b>XXX_w()</b> .  |
| 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\_entry(3) libarchive(3),