

## MOUNT(II)

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### NAME

mount — mount file system

### SYNOPSIS

(mount = 21.)

**sys mount; special; name; rwflag**

**mount(special, name, rwflag)**

**char \*special, \*name;**

### DESCRIPTION

*Mount* announces to the system that a removable file system has been mounted on the block-structured special file *special*; 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. Only the super-user may mount a file system.

*Name* must exist already. Its old contents are inaccessible while the file system is mounted.

The *rwflag* argument determines whether the file system can be written on; if it is 0 writing is allowed, if non-zero no writing is done. 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. When a mount occurs, an open is issued to the pertinent device driver.

### SEE ALSO

mount (VIII), umount (II)

### DIAGNOSTICS

Error bit (c-bit) set if: *special* is inaccessible or not an appropriate file; *name* does not exist or is a special file; *special* is already mounted; *name* is in use; there are already too many file systems mounted; *user* is not super-user. From C, a -1 return indicates an error.