

**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 <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(3), archive\_entry(3)