

**NAME**

`archive_read_open`, `archive_read_open2`, `archive_read_open_fd`, `archive_read_open_FILE`, `archive_read_open_filename`, `archive_read_open_filenames`, `archive_read_open_memory` — functions for reading streaming archives

**LIBRARY**

Streaming Archive Library (libarchive, -larchive)

**SYNOPSIS**

```
#include <archive.h>
```

```
int
```

```
archive_read_open(struct archive *, void *client_data,
    archive_open_callback *, archive_read_callback *,
    archive_close_callback *);
```

```
int
```

```
archive_read_open2(struct archive *, void *client_data,
    archive_open_callback *, archive_read_callback *,
    archive_skip_callback *, archive_close_callback *);
```

```
int
```

```
archive_read_open_FILE(struct archive *, FILE *file);
```

```
int
```

```
archive_read_open_fd(struct archive *, int fd, size_t block_size);
```

```
int
```

```
archive_read_open_filename(struct archive *, const char *filename,
    size_t block_size);
```

```
int
```

```
archive_read_open_filenames(struct archive *, const char **filenames,
    size_t block_size);
```

```
int
```

```
archive_read_open_memory(struct archive *, const void *buff, size_t size);
```

**DESCRIPTION**

**archive\_read\_open()**

The same as **archive\_read\_open2()**, except that the skip callback is assumed to be NULL.

**archive\_read\_open2()**

Freeze the settings, open the archive, and prepare for reading entries. This is the most generic version of this call, which accepts four callback functions. Most clients will want to use **archive\_read\_open\_filename()**, **archive\_read\_open\_FILE()**, **archive\_read\_open\_fd()**, or **archive\_read\_open\_memory()** instead. The library invokes the client-provided functions to obtain raw bytes from the archive.

**archive\_read\_open\_FILE()**

Like **archive\_read\_open()**, except that it accepts a *FILE* \* pointer. This function should not be used with tape drives or other devices that require strict I/O blocking.

**archive\_read\_open\_fd()**

Like **archive\_read\_open()**, except that it accepts a file descriptor and block size rather than a set of function pointers. Note that the file descriptor will not be automatically closed at end-of-archive. This function is safe for use with tape drives or other blocked devices.

**archive\_read\_open\_file()**

This is a deprecated synonym for **archive\_read\_open\_filename()**.

**archive\_read\_open\_filename()**

Like **archive\_read\_open()**, except that it accepts a simple filename and a block size. A NULL filename represents standard input. This function is safe for use with tape drives or other blocked devices.

**archive\_read\_open\_filenames()**

Like **archive\_read\_open()**, except that it accepts a NULL-terminated array of filenames to open in sequence (as would be created by the *split(1)* command) and a block size. A NULL filename at the beginning of the array represents standard input. This function is safe for use with tape drives or other blocked devices.

**archive\_read\_open\_memory()**

Like **archive\_read\_open()**, except that it accepts a pointer and size of a block of memory containing the archive data.

A complete description of the struct archive and struct archive\_entry objects can be found in the overview manual page for *libarchive(3)*.

**CLIENT CALLBACKS**

The callback functions must match the following prototypes:

```
typedef      la_ssize_t      archive_read_callback(struct archive *,
void *client_data, const void **buffer)

typedef      la_int64_t      archive_skip_callback(struct archive *,
void *client_data, off_t request)

typedef      int      archive_open_callback(struct archive *, void
*client_data)

typedef      int      archive_close_callback(struct archive *, void
*client_data)
```

The open callback is invoked by **archive\_open()**. It should return ARCHIVE\_OK if the underlying file or data source is successfully opened. If the open fails, it should call **archive\_set\_error()** to register an error code and message and return ARCHIVE\_FATAL.

The read callback is invoked whenever the library requires raw bytes from the archive. The read callback should read data into a buffer, set the const void \*\*buffer argument to point to the available data, and return a count of the number of bytes available. The library will invoke the read callback again only after it has consumed this data. The library imposes no constraints on the size of the data blocks returned. On end-of-file, the read callback should return zero. On error, the read callback should invoke **archive\_set\_error()** to register an error code and message and return -1.

The skip callback is invoked when the library wants to ignore a block of data. The return value is the number of bytes actually skipped, which may differ from the request. If the callback cannot skip data, it should return zero. If the skip callback is not provided (the function pointer is NULL), the library will invoke the read function instead and simply discard the result. A skip callback can provide significant performance gains when reading uncompressed archives from slow disk drives or other media that can skip quickly.

The close callback is invoked by archive\_close when the archive processing is complete. The callback should return ARCHIVE\_OK on success. On failure, the callback should invoke **archive\_set\_error()** to register an error code and message and return ARCHIVE\_FATAL.

**RETURN VALUES**

These functions return ARCHIVE\_OK on success, or ARCHIVE\_FATAL.

**ERRORS**

Detailed error codes and textual descriptions are available from the **archive\_errno()** and **archive\_error\_string()** functions.

**SEE ALSO**

*tar(1)*, *archive\_read(3)*, *archive\_read\_data(3)*, *archive\_read\_filter(3)*, *archive\_read\_format(3)*, *archive\_read\_set\_options(3)*, *archive\_util(3)*, *libarchive(3)*, *tar(5)*