udev_device_get_syspath

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systemd

udev_device_get_syspath

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udev_device_get_syspath

udev_device_get_sysname

udev_device_get_sysnum

udev_device_get_devpath

udev_device_get_devnode

udev_device_get_devnum

udev_device_get_devtype

udev_device_get_subsystem

udev_device_get_driver

udev_device_get_udev

udev_device_get_parent

udev_device_get_parent_with_subsystem_devtype

udev_device_get_is_initialized

udev_device_get_action

Query device properties

#include <libudev.h>

const char *

udev_device_get_syspath

struct udev_device *

udev_device

const char *

udev_device_get_sysname

struct udev_device *

udev_device

const char *

udev_device_get_sysnum

struct udev_device *

udev_device

const char *

udev_device_get_devpath

struct udev_device *

udev_device

const char *

udev_device_get_devnode

struct udev_device *

udev_device

dev_t

udev_device_get_devnum

struct udev_device *

udev_device

const char *

udev_device_get_devtype

struct udev_device *

udev_device

const char *

udev_device_get_subsystem

struct udev_device *

udev_device

const char *

udev_device_get_driver

struct udev_device *

udev_device

struct udev *

udev_device_get_udev

struct udev_device *

udev_device

struct udev_device *

udev_device_get_parent

struct udev_device *

udev_device

struct udev_device *

udev_device_get_parent_with_subsystem_devtype

struct udev_device *

udev_device

const char *

subsystem

const char *

devtype

int

udev_device_get_is_initialized

struct udev_device *

udev_device

const char *

udev_device_get_action

struct udev_device *

udev_device

Return Value

On success, `udev_device_get_syspath()`, `udev_device_get_sysname()`, `udev_device_get_sysnum()`, `udev_device_get_devpath()`, `udev_device_get_devnode()`, `udev_device_get_devtype()`, `udev_device_get_subsystem()`, `udev_device_get_driver()` and `udev_device_get_action()` return a pointer to a constant string that describes the requested property. The lifetime of this string is bound to the device it was requested on. On failure, each function may return `NULL`.

On success, `udev_device_get_devnum()` returns the device type of the passed device. On failure, a device type with minor and major number set to `0` is returned.

`udev_device_get_udev()` always returns a valid pointer to the udev context that this device belongs to.

On success, `udev_device_get_parent()` and `udev_device_get_parent_with_subsystem_devtype()` return a pointer to the parent device. No additional reference to this device is acquired, but the child device owns a reference to such a parent device. On failure, `NULL` is returned.

On success, `udev_device_get_is_initialized()` returns either `1` or `0`, depending on whether the passed device has already been initialized by udev or not. On failure, a negative error code is returned. Note that devices for which no udev rules are defined are never reported initialized.

History

`udev_device_get_syspath()`, `udev_device_get_sysname()`, `udev_device_get_sysnum()`, `udev_device_get_devpath()`, `udev_device_get_devnode()`, `udev_device_get_devnum()`, `udev_device_get_devtype()`, `udev_device_get_subsystem()`, `udev_device_get_driver()`, `udev_device_get_udev()`, `udev_device_get_parent()`, `udev_device_get_parent_with_subsystem_devtype()`, `udev_device_get_is_initialized()`, and `udev_device_get_action()` were added in version 221.

See Also

`udev_new(3)`, `udev_device_new_from_syspath(3)`, `udev_device_has_tag(3)`, `udev_enumerate_new(3)`, `udev_monitor_new_from_netlink(3)`, `udev_list_entry(3)`, `systemd(1)`

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