

**NAME**

open — open for reading or writing

**SYNOPSIS**

```
open (name, mode)
char *name;
```

**DESCRIPTION**

*Open* opens the file *name* for reading (if *mode* is 0), writing (if *mode* is 1) or for both reading and writing (if *mode* is 2). *Name* is the address of a string of ASCII characters representing a path name, terminated by a null character.

The returned file descriptor should be saved for subsequent calls to *read*, *write*, *lseek*, *close*, etc.

Normally a single process may have as many as 20 files *opened* simultaneously. The file descriptors returned will be in the range 0 to 19. To cause a file descriptor to be "auto-closed" on *exec*, use *ioctl(2)*.

**SEE ALSO**

*dup(2)*, *creat(2)*, *read(2)*, *write(2)*, *close(2)*, *ioctl(2)*

**DIAGNOSTICS**

The error bit (c-bit) is set if the file does not exist, if one of the necessary directories does not exist or is unreadable, if the file is not readable (resp. writable), or if 20 files are open. From C, a -1 value is returned on an error.

**ASSEMBLER**

```
(open = 5.)
sys open; name; mode
```