Kernel Application (KERNEL)

version 2.12
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Kernel Reference Manual

Short Summaries

- Application **kernel** [page 32] – The Kernel Application
- Erlang Module **application** [page 36] – Generic OTP application functions
- Erlang Module **auth** [page 45] – Erlang Network Authentication Server
- Erlang Module **code** [page 47] – Erlang Code Server
- Erlang Module **disk_log** [page 56] – A disk based term logging facility
- Erlang Module **erl_boot_server** [page 70] – Boot Server for Other Erlang Machines
- Erlang Module **erl_dll** [page 72] – Dynamic Driver Loader and Linker
- Erlang Module **erl_prim_loader** [page 87] – Low Level Erlang Loader
- Erlang Module **erlang** [page 90] – The Erlang BIFs
- Erlang Module **error_handler** [page 167] – Default System Error Handler
- Erlang Module **error_logger** [page 169] – Erlang Error Logger
- Erlang Module **file** [page 176] – File Interface Module
- Erlang Module **gen_sctp** [page 199] – The gen_sctp module provides functions for communicating with sockets using the SCTP protocol.
- Erlang Module **gen_tcp** [page 213] – Interface to TCP/IP sockets
- Erlang Module **gen_udp** [page 220] – Interface to UDP sockets
- Erlang Module **global** [page 223] – A Global Name Registration Facility
- Erlang Module **global_group** [page 228] – Grouping Nodes to Global Name Registration Groups
- Erlang Module **heart** [page 232] – Heartbeat Monitoring of an Erlang Runtime System
- Erlang Module **inet** [page 234] – Access to TCP/IP Protocols
- Erlang Module **init** [page 246] – Coordination of System Startup
- Erlang Module **net_adm** [page 251] – Various Erlang Net Administration Routines
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- Erlang Module **os** [page 258] – Operating System Specific Functions
- Erlang Module **packages** [page 261] – Packages in Erlang
- Erlang Module **pg2** [page 264] – Distributed Named Process Groups
- Erlang Module **rpc** [page 267] – Remote Procedure Call Services
- Erlang Module **seq_trace** [page 274] – Sequential Tracing of Messages
• Erlang Module user [page 282] – Standard I/O Server
• Erlang Module wrap_log_reader [page 283] – A function to read internally formatted wrap disk logs
• File config [page 297] – Configuration file.

kernel

No functions are exported.

application

The following functions are exported:

• get_all_env() -> Env
  [page 36] Get the configuration parameters for an application
• get_all_env(Application) -> Env
  [page 36] Get the configuration parameters for an application
• get_all_key() -> {ok, Keys} || []
  [page 36] Get the application specification keys
• get_all_key(Application) -> {ok, Keys} || undefined
  [page 36] Get the application specification keys
• get_application() -> {ok, Application} || undefined
  [page 37] Get the name of an application containing a certain process or module
• get_application(Pid | Module) -> {ok, Application} || undefined
  [page 37] Get the name of an application containing a certain process or module
• get_env(Par) -> {ok, Val} || undefined
  [page 37] Get the value of a configuration parameter
• get_env(Application, Par) -> {ok, Val} || undefined
  [page 37] Get the value of a configuration parameter
• get_key(Key) -> {ok, Val} || undefined
  [page 37] Get the value of an application specification key
• get_key(Application, Key) -> {ok, Val} || undefined
  [page 37] Get the value of an application specification key
• load(AppDescr) -> ok || {error, Reason}
  [page 37] Load an application
• load(AppDescr, Distributed) -> ok || {error, Reason}
  [page 37] Load an application
• loaded_applications() -> [{Application, Description, Vsn}]
  [page 38] Get the currently loaded applications
• permit(Application, Bool) -> ok || {error, Reason}
  [page 38] Change an application’s permission to run on a node.
• set_env(Application, Par, Val) -> ok
  [page 39] Set the value of a configuration parameter
Kernel Application (KERNEL)

- `set_env(Application, Par, Val, Timeout) -> ok`
  [page 39] Set the value of a configuration parameter
- `start(Application) -> ok | {error, Reason}`
  [page 39] Load and start an application
- `start(Application, Type) -> ok | {error, Reason}`
  [page 39] Load and start an application
- `start_type() -> StartType | local | undefined`
  [page 40] Get the start type of an ongoing application startup.
- `stop(Application) -> ok | {error, Reason}`
  [page 40] Stop an application
- `takeover(Application, Type) -> ok | {error, Reason}`
  [page 41] Take over a distributed application
- `unload(Application) -> ok | {error, Reason}`
  [page 41] Unload an application
- `unset_env(Application, Par) -> ok`
  [page 41] Unset the value of a configuration parameter
- `unset_env(Application, Par, Timeout) -> ok`
  [page 41] Unset the value of a configuration parameter
- `which_applications() -> [{Application, Description, Vsn}]`
  [page 42] Get the currently running applications
- `which_applications(Timeout) -> [{Application, Description, Vsn}]`
  [page 42] Get the currently running applications
- `Module:start(StartType, StartArgs) -> ok, Pid | ok, Pid, State | {error, Reason}`
  [page 42] Start an application
- `Module:start_phase(Phase, StartType, PhaseArgs) -> ok | {error, Reason}`
  [page 43] Extended start of an application
- `Module:prep_stop(State) -> NewState`
  [page 43] Prepare an application for termination
- `Module:stop(State)`
  [page 44] Clean up after termination of an application
- `Module:config_change(Changed, New, Removed) -> ok`
  [page 44] Update the configuration parameters for an application.

auth

The following functions are exported:

- `is_auth(Node) -> yes | no`
  [page 45] Status of communication authorization (deprecated)
- `cookie() -> Cookie`
  [page 45] Magic cookie for local node (deprecated)
- `cookie(TheCookie) -> true`
  [page 45] Set the magic for the local node (deprecated)
- `node_cookie([Node, Cookie]) -> yes | no`
  [page 45] Set the magic cookie for a node and verify authorization (deprecated)
- `node_cookie(Node, Cookie) -> yes | no`
  [page 45] Set the magic cookie for a node and verify authorization (deprecated)
The following functions are exported:

- `set_path(Path)` -> true | {error, What}
  
  [page 49] Set the code server search path

- `get_path()` -> Path
  
  [page 49] Return the code server search path

- `add_path(Dir)` -> true | {error, What}
  
  [page 49] Add a directory to the end of the code path

- `add_pathz(Dir)` -> true | {error, What}
  
  [page 49] Add a directory to the end of the code path

- `add_patha(Dir)` -> true | {error, What}
  
  [page 49] Add a directory to the beginning of the code path

- `add_paths(Dirs)` -> ok
  
  [page 50] Add directories to the end of the code path

- `add_pathsz(Dirs)` -> ok
  
  [page 50] Add directories to the end of the code path

- `add_pathsa(Dirs)` -> ok
  
  [page 50] Add directories to the beginning of the code path

- `del_path(Name | Dir)` -> true | false | {error, What}
  
  [page 50] Delete a directory from the code path

- `replace_path(Name, Dir)` -> true | {error, What}
  
  [page 50] Replace a directory with another in the code path

- `load_file(Module)` -> {module, Module} | {error, What}
  
  [page 51] Load a module

- `load_abs(Filename)` -> {module, Module} | {error, What}
  
  [page 51] Load a module, residing in a given file

- `ensure_loaded(Module)` -> {module, Module} | {error, What}
  
  [page 51] Ensure that a module is loaded

- `load_binary(Module, Filename, Binary)` -> {module, Module} | {error, What}
  
  [page 51] Load object code for a module

- `delete(Module)` -> true | false
  
  [page 52] Removes current code for a module

- `purge(Module)` -> true | false
  
  [page 52] Removes old code for a module

- `soft_purge(Module)` -> true | false
  
  [page 52] Removes old code for a module, unless no process uses it

- `is_loaded(Module)` -> {file, Loaded} | false
  
  [page 52] Check if a module is loaded

- `all_loaded()` -> [[{Module, Loaded}]]
  
  [page 53] Get all loaded modules

- `which(Module)` -> Which
  
  [page 53] The object code file of a module

- `get_object_code(Module)` -> {Module, Binary, Filename} | error
  
  [page 53] Get the object code for a module
- `root_dir()` -> `string()`  
  [page 53] Root directory of Erlang/OTP
- `lib_dir()` -> `string()`  
  [page 53] Library directory of Erlang/OTP
- `lib_dir(Name)` -> `string()` | `{error, bad_name}`  
  [page 54] Library directory for an application
- `compiler_dir()` -> `string()`  
  [page 54] Library directory for the compiler
- `priv_dir(Name)` -> `string()` | `{error, bad_name}`  
  [page 54] Priv directory for an application
- `objfile_extension()` -> `".beam"`  
  [page 54] Object code file extension
- `stick_dir(Dir)` -> `ok` | `error`  
  [page 55] Mark a directory as sticky
- `unstick_dir(Dir)` -> `ok` | `error`  
  [page 55] Remove a sticky directory mark
- `rehash()` -> `ok`  
  [page 55] Rehash or create code path cache
- `where_is_file(Filename)` -> `Absname` | `non_existent`  
  [page 55] Full name of a file located in the code path
- `clash()` -> `ok`  
  [page 55] Search for modules with identical names.

### disk_log

The following functions are exported:

- `accessible_logs()` -> `{{LocalLog}, [DistributedLog]}`  
  [page 58] Return the accessible disk logs on the current node.
- `alog(Log, Term)`  
  [page 58] Asynchronously log an item onto a disk log.
- `balog(Log, Bytes)` -> `ok` | `{error, Reason}`  
  [page 58] Asynchronously log an item onto a disk log.
- `alog_terms(Log, TermList)`  
  [page 58] Asynchronously log several items onto a disk log.
- `balog_terms(Log, BytesList)` -> `ok` | `{error, Reason}`  
  [page 58] Asynchronously log several items onto a disk log.
- `block(Log)`  
  [page 59] Block a disk log.
- `block(Log, QueueLogRecords)` -> `ok` | `{error, Reason}`  
  [page 59] Block a disk log.
- `change_header(Log, Header)` -> `ok` | `{error, Reason}`  
  [page 59] Change the head or head_func option for an owner of a disk log.
- `change_notify(Log, Owner, Notify)` -> `ok` | `{error, Reason}`  
  [page 59] Change the notify option for an owner of a disk log.
- `change_size(Log, Size)` -> `ok` | `{error, Reason}`  
  [page 60] Change the size of an open disk log.
- chunk(Log, Continuation)  
  [page 60] Read a chunk of items written to a disk log.

- chunk(Log, Continuation, N) -> {Continuation2, Terms} |  
  {Continuation2, Terms, Badbytes} | eof | {error, Reason}  
  [page 60] Read a chunk of items written to a disk log.

- bchunk(Log, Continuation)  
  [page 60] Read a chunk of items written to a disk log.

- bchunk(Log, Continuation, N) -> {Continuation2, Binaries} |  
  {Continuation2, Binaries, Badbytes} | eof | {error, Reason}  
  [page 60] Read a chunk of items written to a disk log.

- chunk_info(Continuation) -> InfoList | {error, Reason}  
  [page 61] Return information about a chunk continuation of a disk log.

- chunk_step(Log, Continuation, Step) -> {ok, Continuation2} | {error, Reason}  
  [page 61] Step forward or backward among the wrap log files of a disk log.

- close(Log) -> ok | {error, Reason}  
  [page 62] Close a disk log.

- format_error(Error) -> Chars  

- inc_wrap_file(Log) -> ok | {error, Reason}  
  [page 62] Change to the next wrap log file of a disk log.

- info(Log) -> InfoList | {error, no_such_log}  
  [page 62] Return information about a disk log.

- lclose(Log)  
  [page 64] Close a disk log on one node.

- lclose(Log, Node) -> ok | {error, Reason}  
  [page 64] Close a disk log on one node.

- log(Log, Term)  
  [page 64] Log an item onto a disk log.

- log_terms(Log, TermList)  
  [page 64] Log several items onto a disk log.

- blog(Log, Bytes) -> ok | {error, Reason}  
  [page 64] Log an item onto a disk log.

- blog_terms(Log, BytesList) -> ok | {error, Reason}  
  [page 65] Log several items onto a disk log.

- open(ArgL) -> OpenRet | DistOpenRet  
  [page 65] Open a disk log file.

- pid2name(Pid) -> {ok, Log} | undefined  
  [page 68] Return the name of the disk log handled by a pid.

- reopen(Log, File)  
  [page 68] Reopen a disk log and save the old log.

- reopen(Log, File, Head)  
  [page 68] Reopen a disk log and save the old log.

- breopen(Log, File, BHead) -> ok | {error, Reason}  
  [page 68] Reopen a disk log and save the old log.

- sync(Log) -> ok | {error, Reason}  
  [page 69] Flush the contents of a disk log to the disk.
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- **truncate(Log)**
  [page 69] Truncate a disk log.
- **truncate(Log, Head)**
  [page 69] Truncate a disk log.
- **btruncate(Log, BHead) -> ok | {error, Reason}**
  [page 69] Truncate a disk log.
- **unblock(Log) -> ok | {error, Reason}**
  [page 69] Unblock a disk log.

**erl_boot_server**

The following functions are exported:

- **start(Slaves) -> {ok, Pid} | {error, What}**
  [page 70] Start the boot server
- **start_link(Slaves) -> {ok, Pid} | {error, What}**
  [page 70] Start the boot server and links the caller
- **add_slave(Slave) -> ok | {error, What}**
  [page 70] Add a slave to the list of allowed slaves
- **delete_slave(Slave) -> ok | {error, What}**
  [page 70] Delete a slave from the list of allowed slaves
- **which_slaves() -> Slaves**
  [page 71] Return the current list of allowed slave hosts

**erl_ddll**

The following functions are exported:

- **demonitor(MonitorRef) -> ok**
  [page 74] Remove a monitor for a driver
- **info() -> AllInfoList**
  [page 74] Retrieve information about all drivers
- **info(Name) -> InfoList**
  [page 74] Retrieve information about one driver
- **info(Name, Tag) -> Value**
  [page 75] Retrieve specific information about one driver
- **load(Path, Name) -> ok | {error, ErrorDesc}**
  [page 75] Load a driver
- **load_driver(Path, Name) -> ok | {error, ErrorDesc}**
  [page 76] Load a driver
- **monitor(Tag, Item) -> MonitorRef**
  [page 77] Create a monitor for a driver
- **reload(Path, Name) -> ok | {error, ErrorDesc}**
  [page 78] Replace a driver
- **reload_driver(Path, Name) -> ok | {error, ErrorDesc}**
  [page 79] Replace a driver
- try_load(Path, Name, OptionList) -> {ok,Status} | {ok, PendingStatus, Ref} | {error, ErrorDesc}
  [page 80] Load a driver
- try_unload(Name, OptionList) -> {ok,Status} | {ok, PendingStatus, Ref} | {error, ErrorAtom}
  [page 83] Unload a driver
- unload(Name) -> ok | {error, ErrorDesc}
  [page 85] Unload a driver
- unload_driver(Name) -> ok | {error, ErrorDesc}
  [page 85] Unload a driver
- loaded_drivers() -> {ok, Drivers}
  [page 86] List loaded drivers
- format_error(ErrorDesc) -> string()
  [page 86] Format an error descriptor

erl_prim_loader

The following functions are exported:
- start(Id, Loader, Hosts) -> {ok, Pid} | {error, What}
  [page 87] Start the Erlang low level loader
- get_file(File) -> {ok, Bin, FullName} | error
  [page 87] Get a file
- get_path() -> {ok, Path}
  [page 88] Get the path set in the loader
- set_path(Path) -> ok
  [page 88] Set the path of the loader

erlang

The following functions are exported:
- abs(Number) -> int() | float()
  [page 90] Arithmetical absolute value
- adler32(Data) -> int()
  [page 90] Compute adler32 checksum
- adler32(OldAdler, Data) -> int()
  [page 91] Compute adler32 checksum
- adler32_combine(FirstAdler, SecondAdler, SecondSize) -> int()
  [page 91] Combine two adler32 checksums
- erlang:append_element(Tuple1, Term) -> Tuple2
  [page 91] Append an extra element to a tuple
- apply(Fun, Args) -> term() | empty()
  [page 91] Apply a function to an argument list
- apply(Module, Function, Args) -> term() | empty()
  [page 92] Apply a function to an argument list
- atom_to_list(Atom) -> string()
  [page 92] Text representation of an atom
- `binary_to_list(\text{Binary})` -> \text{[char()]}  
  [page 92] Convert a binary to a list
- `binary_to_list(\text{Binary, Start, Stop})` -> \text{[char()]}  
  [page 93] Convert part of a binary to a list
- `bitstring_to_list(\text{Bitstring})` -> \text{[char()|bitstring()]}  
  [page 93] Convert a bitstring to a list
- `binary_to_term(\text{Binary})` -> \text{term()}
  [page 93] Decode an Erlang external term format binary
- `bit_size(\text{Bitstring})` -> \text{int()}
  [page 93] Return the size of a bitstring
- `erlang:bump_reductions(\text{Reductions})` -> \text{void()}
  [page 93] Increment the reduction counter
- `byte_size(\text{Bitstring})` -> \text{int()}
  [page 94] Return the size of a bitstring (or binary)
- `erlang:cancel_timer(\text{TimerRef})` -> \text{Time | false}
  [page 94] Cancel a timer
- `check_process_code(\text{Pid, Module})` -> \text{bool()}
  [page 94] Check if a process is executing old code for a module
- `concat_binary(\text{ListOfBinaries})`  
  [page 95] Concatenate a list of binaries (deprecated)
- `crc32(\text{Data})` -> \text{int()}
  [page 95] Compute crc32 (IEEE 802.3) checksum
- `crc32(\text{OldCrc, Data})` -> \text{int()}
  [page 95] Compute crc32 (IEEE 802.3) checksum
- `crc32\_combine(\text{FirstCrc, SecondCrc, SecondSize})` -> \text{int()}
  [page 95] Combine two crc32 (IEEE 802.3) checksums
- `date()` -> \text{\{Year, Month, Day\}}
  [page 95] Current date
- `decode_packet(\text{Type, Bin, Options})` -> \text{\{ok, Packet, Rest\} | \{more, Length\} | \{error, Reason\}}
  [page 96] Extracts a protocol packet from a binary
- `delete_module(\text{Module})` -> \text{true | undefined}
  [page 97] Make the current code for a module old
- `erlang:demonitor(\text{MonitorRef})` -> \text{true}
  [page 98] Stop monitoring
- `erlang:demonitor(\text{MonitorRef, OptionList})` -> \text{true}
  [page 98] Stop monitoring
- `disconnect_node(\text{Node})` -> \text{bool() | ignored}
  [page 99] Force the disconnection of a node
- `erlang:display(\text{Term})` -> \text{true}
  [page 99] Print a term on standard output
- `element(\text{N, Tuple})` -> \text{term()}
  [page 99] Get Nth element of a tuple
- `erase()` -> \text{\{\{Key, Val\}\}}
  [page 100] Return and delete the process dictionary
- `erase(\text{Key})` -> \text{Val | undefined}
  [page 100] Return and delete a value from the process dictionary
- `erlang:error(Reason)`  
  [Page 100] Stop execution with a given reason
- `erlang:error(Reason, Args)`  
  [Page 100] Stop execution with a given reason
- `exit(Reason)`  
  [Page 101] Stop execution with a given reason
- `exit(Pid, Reason) -> true`  
  [Page 101] Send an exit signal to a process
- `erlang:fault(Reason)`  
  [Page 101] Stop execution with a given reason
- `erlang:fault(Reason, Args)`  
  [Page 101] Stop execution with a given reason
- `float(Number) -> float()`  
  [Page 102] Convert a number to a float
- `float_to_list(Float) -> string()`  
  [Page 102] Text representation of a float
- `erlang:fun_info(Fun) -> [{Item, Info}]`  
  [Page 102] Information about a fun
- `erlang:fun_info(Fun, Item) -> {Item, Info}`  
  [Page 103] Information about a fun
- `erlang:fun_to_list(Fun) -> string()`  
  [Page 103] Text representation of a fun
- `erlang:function_exported(Module, Function, Arity) -> bool()`  
  [Page 104] Check if a function is exported and loaded
- `garbage_collect() -> true`  
  [Page 104] Force an immediate garbage collection of the calling process
- `garbage_collect(Pid) -> bool()`  
  [Page 104] Force an immediate garbage collection of a process
- `get() -> [{Key, Val}]`  
  [Page 104] Return the process dictionary
- `get(Key) -> Val | undefined`  
  [Page 104] Return a value from the process dictionary
- `erlang:get_cookie() -> Cookie | nocookie`  
  [Page 105] Get the magic cookie of the local node
- `get_keys(Val) -> [Key]`  
  [Page 105] Return a list of keys from the process dictionary
- `erlang:get_stacktrace() -> [{Module, Function, Arity | Args}]`  
  [Page 105] Get the call stack back-trace of the last exception
- `group_leader() -> GroupLeader`  
  [Page 105] Get the group leader for the calling process
- `group_leader(GroupLeader, Pid) -> true`  
  [Page 105] Set the group leader for a process
- `halt()`  
  [Page 106] Halt the Erlang runtime system and indicate normal exit to the calling environment
- `halt(Status)`  
  [Page 106] Halt the Erlang runtime system
- `erlang:hash(Term, Range) -> Hash`
  [page 106] Hash function (deprecated)
- `hd(List) -> term()`
  [page 106] Head of a list
- `erlang:hibernate(Module, Function, Args)`
  [page 107] Hibernate a process until a message is sent to it
- `integer_to_list(Integer) -> string()`  
  [page 107] Text representation of an integer
- `erlang:integer_to_list(Integer, Base) -> string()`  
  [page 107] Text representation of an integer
- `iolist_to_binary(IoListOrBinary) -> binary()`  
  [page 107] Convert an iolist to a binary
- `iolist_size(Item) -> int()`  
  [page 108] Size of an iolist
- `is_alive() -> bool()`  
  [page 108] Check whether the local node is alive
- `is_atom(Term) -> bool()`  
  [page 108] Check whether a term is an atom
- `is_binary(Term) -> bool()`  
  [page 108] Check whether a term is a binary
- `is_bitstring(Term) -> bool()`  
  [page 108] Check whether a term is a bitstring
- `is_boolean(Term) -> bool()`  
  [page 108] Check whether a term is a boolean
- `erlang:is_builtin(Module, Function, Arity) -> bool()`  
  [page 109] Check if a function is a BIF implemented in C
- `is_float(Term) -> bool()`  
  [page 109] Check whether a term is a float
- `is_function(Term) -> bool()`  
  [page 109] Check whether a term is a fun
- `is_function(Term, Arity) -> bool()`  
  [page 109] Check whether a term is a fun with a given arity
- `is_integer(Term) -> bool()`  
  [page 109] Check whether a term is an integer
- `is_list(Term) -> bool()`  
  [page 110] Check whether a term is a list
- `is_number(Term) -> bool()`  
  [page 110] Check whether a term is a number
- `is_pid(Term) -> bool()`  
  [page 110] Check whether a term is a pid
- `is_port(Term) -> bool()`  
  [page 110] Check whether a term is a port
- `is_process_alive(Pid) -> bool()`  
  [page 110] Check whether a process is alive
- `is_record(Term, RecordTag) -> bool()`  
  [page 110] Check whether a term appears to be a record
- is_record(Term, RecordTag, Size) -> bool()
  [page 111] Check whether a term appears to be a record
- is_reference(Term) -> bool()
  [page 111] Check whether a term is a reference
- is_tuple(Term) -> bool()
  [page 111] Check whether a term is a tuple
- length(List) -> int()
  [page 111] Length of a list
- link(Pid) -> true
  [page 112] Create a link to another process (or port)
- list_to_atom(String) -> atom()
  [page 112] Convert from text representation to an atom
- list_to_binary(IoList) -> binary()
  [page 112] Convert a list to a binary
- list_to_bitstring(BitstringList) -> bitstring()
  [page 112] Convert a list to a bitstring
- list_to_existing_atom(String) -> atom()
  [page 113] Convert from text representation to an atom
- list_to_float(String) -> float()
  [page 113] Convert from text representation to a float
- list_to_integer(String) -> int()
  [page 113] Convert from text representation to an integer
- erlang:list_to_integer(String, Base) -> int()
  [page 113] Convert from text representation to an integer
- list_to_pid(String) -> pid()
  [page 113] Convert from text representation to a pid
- list_to_tuple(List) -> tuple()
  [page 114] Convert a list to a tuple
- load_module(Module, Binary) -> {module, Module} | {error, Reason}
  [page 114] Load object code for a module
- erlang:loaded() -> [Module]
  [page 114] List of all loaded modules
- erlang:localtime() -> {Date, Time}
  [page 115] Current local date and time
- erlang:localtime_to_universaltime({Date1, Time1}) -> {Date2, Time2}
  [page 115] Convert from local to Universal Time Coordinated (UTC) date and time
- erlang:localtime_to_universaltime({Date1, Time1}, IsDst) -> {Date2, Time2}
  [page 115] Convert from local to Universal Time Coordinated (UTC) date and time
- make_ref() -> ref()
  [page 116] Return an almost unique reference
- erlang:make_tuple(Arity, InitialValue) -> tuple()
  [page 116] Create a new tuple of a given arity
- erlang:md5(Data) -> Digest
  [page 116] Compute an MD5 message digest
- `erlang:md5_final(Context) -> Digest`  
  [page 116] Finish the update of an MD5 context and return the computed MD5 message digest

- `erlang:md5_init() -> Context`  
  [page 116] Create an MD5 context

- `erlang:md5_update(Context, Data) -> NewContext`  
  [page 117] Update an MD5 context with data, and return a new context

- `erlang:memory() -> [[Type, Size]]`  
  [page 117] Information about dynamically allocated memory

- `erlang:memory(Type | [Type]) -> Size | [[Type, Size]]`  
  [page 118] Information about dynamically allocated memory

- `module_loaded(Module) -> bool()`  
  [page 119] Check if a module is loaded

- `erlang:monitor(Type, Item) -> MonitorRef`  
  [page 119] Start monitoring

- `monitor_node(Node, Flag) -> true`  
  [page 121] Monitor the status of a node

- `erlang:monitor_node(Node, Flag, Options) -> true`  
  [page 121] Monitor the status of a node

- `node() -> Node`  
  [page 122] Name of the local node

- `node(Arg) -> Node`  
  [page 122] At which node is a pid, port or reference located

- `nodes() -> Nodes`  
  [page 122] All visible nodes in the system

- `nodes(Arg | [Arg]) -> Nodes`  
  [page 122] All nodes of a certain type in the system

- `now() -> {MegaSecs, Secs, MicroSecs}`  
  [page 122] Elapsed time since 00:00 GMT

- `open_port(PortName, PortSettings) -> port()`  
  [page 123] Open a port

- `erlang:phash(Term, Range) -> Hash`  
  [page 125] Portable hash function

- `erlang:phash2(Term [, Range]) -> Hash`  
  [page 125] Portable hash function

- `pid_to_list(Pid) -> string()`  
  [page 125] Text representation of a pid

- `port_close(Port) -> true`  
  [page 126] Close an open port

- `port_command(Port, Data) -> true`  
  [page 126] Send data to a port

- `port_connect(Port, Pid) -> true`  
  [page 126] Set the owner of a port

- `port_control(Port, Operation, Data) -> Res`  
  [page 127] Perform a synchronous control operation on a port

- `erlang:port_call(Port, Operation, Data) -> term()`  
  [page 127] Synchronous call to a port with term data
• erlang:port_info(Port) -> [{Item, Info}] | undefined
[pag 128] Information about a port
• erlang:port_info(Port, Item) -> {Item, Info} | undefined | []
[pag 128] Information about a port
• erlang:port_to_list(Port) -> string()
[pag 128] Text representation of a port identifier
• erlang:ports() -> [port()]
[pag 129] All open ports
• pre_loaded() -> [Module]
[pag 129] List of all pre-loaded modules
• erlang:process_display(Pid, Type) -> void()
[pag 129] Write information about a local process on standard error
• process_flag(Flag, Value) -> OldValue
[pag 129] Set process flags for the calling process
• process_flag(Pid, Flag, Value) -> OldValue
[pag 131] Set process flags for a process
• process_info(Pid) -> InfoResult
[pag 131] Information about a process
• process_info(Pid, ItemSpec) -> InfoResult
[pag 132] Information about a process
• processes() -> [pid()]
[pag 134] All processes
• purge_module(Module) -> void()
[pag 134] Remove old code for a module
• put(Key, Val) -> OldVal | undefined
[pag 135] Add a new value to the process dictionary
• erlang:raise(Class, Reason, Stacktrace)
[pag 135] Stop execution with an exception of given class, reason and call stack
• erlang:read_timer(TimerRef) -> int() | false
[pag 136] Number of milliseconds remaining for a timer
• erlang:ref_to_list(Ref) -> string()
[pag 136] Text representation of a reference
• register(RegName, Pid | Port) -> true
[pag 136] Register a name for a pid (or port)
• registered() -> [RegName]
[pag 136] All registered names
• erlang:resume_process(Suspendee) -> true
[pag 137] Resume a suspended process
• round(Number) -> int()
[pag 137] Return an integer by rounding a number
• self() -> pid()
[pag 137] Pid of the calling process
• erlang:send(Dest, Msg) -> Msg
[pag 137] Send a message
• erlang:send(Dest, Msg, [Option]) -> Res
[pag 138] Send a message conditionally
- `erlang:send_after(Time, Dest, Msg) -> TimerRef`
  [page 138] Start a timer
- `erlang:send_nosuspend(Dest, Msg) -> bool()`
  [page 139] Try to send a message without ever blocking
- `erlang:send_nosuspend(Dest, Msg, Options) -> bool()`
  [page 140] Try to send a message without ever blocking
- `erlang:set_cookie(Node, Cookie) -> true`
  [page 140] Set the magic cookie of a node
- `setelement(Index, Tuple1, Value) -> Tuple2`
  [page 140] Set Nth element of a tuple
- `size(Item) -> int()`
  [page 141] Size of a tuple or binary
- `spawn(Fun) -> pid()`
  [page 141] Create a new process with a fun as entry point
- `spawn(Node, Fun) -> pid()`
  [page 141] Create a new process with a fun as entry point on a given node
- `spawn(Module, Function, Args) -> pid()`
  [page 141] Create a new process with a function as entry point
- `spawn(Node, Module, Function, ArgumentList) -> pid()`
  [page 141] Create a new process with a function as entry point on a given node
- `spawn_link(Fun) -> pid()`
  [page 142] Create and link to a new process with a fun as entry point
- `spawn_link(Node, Fun) ->`
  [page 142] Create and link to a new process with a fun as entry point on a specified node
- `spawn_link(Module, Function, Args) -> pid()`
  [page 142] Create and link to a new process with a function as entry point
- `spawn_link(Node, Module, Function, Args) -> pid()`
  [page 142] Create and link to a new process with a function as entry point on a given node
- `spawn_monitor(Fun) -> {pid(),reference()}`
  [page 142] Create and monitor a new process with a fun as entry point
- `spawn_monitor(Module, Function, Args) -> {pid(),reference()}`
  [page 143] Create and monitor a new process with a function as entry point
- `spawn_opt(Fun, [Option]) -> pid() | {pid(),reference()}`
  [page 143] Create a new process with a fun as entry point
- `spawn_opt(Node, Fun, [Option]) -> pid() | {pid(),reference()}`
  [page 143] Create a new process with a fun as entry point on a given node
- `spawn_opt(Module, Function, Args, [Option]) -> pid() | {pid(),reference()}`
  [page 143] Create a new process with a function as entry point
- `spawn_opt(Node, Module, Function, Args, [Option]) -> pid()`
  [page 144] Create a new process with a function as entry point on a given node
- `split_binary(Bin, Pos) -> {Bin1, Bin2}`
  [page 145] Split a binary into two
- `erlang:start_timer(Time, Dest, Msg) -> TimerRef`
  [page 145] Start a timer
• statistics(Type) \rightarrow \text{Res}  
  \text{[page 146]} \text{Information about the system}

• erlang:suspend_process(Suspendee, OptList) \rightarrow \text{true} | \text{false}  
  \text{[page 146]} \text{Suspend a process}

• erlang:suspend_process(Suspendee) \rightarrow \text{true}  
  \text{[page 148]} \text{Suspend a process}

• erlang:system_flag(Flag, Value) \rightarrow \text{OldValue}  
  \text{[page 148]} \text{Set system flags}

• erlang:system_info(Type) \rightarrow \text{Res}  
  \text{[page 149]} \text{Information about the system}

• erlang:system_monitor() \rightarrow \text{MonSettings}  
  \text{[page 153]} \text{Current system performance monitoring settings}

• erlang:system_monitor(undefined | \{MonitorPid, Options\}) \rightarrow \text{MonSettings}  
  \text{[page 154]} \text{Set or clear system performance monitoring options}

• erlang:system_monitor(MonitorPid, [Option]) \rightarrow \text{MonSettings}  
  \text{[page 154]} \text{Set system performance monitoring options}

• erlang:system_profile() \rightarrow \text{ProfilerSettings}  
  \text{[page 155]} \text{Current system profiling settings}

• erlang:system_profile(ProfilerPid, Options) \rightarrow \text{ProfilerSettings}  
  \text{[page 155]} \text{Current system profiling settings}

• term_to_binary(Term) \rightarrow \text{ext_binary()}  
  \text{[page 156]} \text{Encode a term to an Erlang external term format binary}

• term_to_binary(Term, [Option]) \rightarrow \text{ext_binary()}  
  \text{[page 156]} \text{Encode a term to an Erlang external term format binary}

• throw(Any)  
  \text{[page 157]} \text{Throw an exception}

• time() \rightarrow \{\text{Hour}, \text{Minute}, \text{Second}\}  
  \text{[page 157]} \text{Current time}

• tl(List1) \rightarrow \text{List2}  
  \text{[page 157]} \text{Tail of a list}

• erlang:trace(PidSpec, How, FlagList) \rightarrow \text{int()}  
  \text{[page 157]} \text{Set trace flags for a process or processes}

• erlang:trace_delivered(Tracee) \rightarrow \text{Ref}  
  \text{[page 160]} \text{Notification when trace has been delivered}

• erlang:trace_info(PidOrFunc, Item) \rightarrow \text{Res}  
  \text{[page 161]} \text{Trace information about a process or function}

• erlang:trace_pattern(MFA, MatchSpec) \rightarrow \text{int()}  
  \text{[page 162]} \text{Set trace patterns for global call tracing}

• erlang:trace_pattern(MFA, MatchSpec, FlagList) \rightarrow \text{int()}  
  \text{[page 162]} \text{Set trace patterns for tracing of function calls}

• trunc(Number) \rightarrow \text{int()}  
  \text{[page 164]} \text{Return an integer by the truncating a number}

• tuple_size(Tuple) \rightarrow \text{int()}  
  \text{[page 164]} \text{Return the size of a tuple}

• tuple_to_list(Tuple) \rightarrow \text{[term()]}  
  \text{[page 164]} \text{Convert a tuple to a list}
- `erlang:universaltime() -> {Date, Time}`
  [page 164] Current date and time according to Universal Time Coordinated (UTC)

- `erlang:universaltime_to_localtime({Date1, Time1}) -> {Date2, Time2}`
  [page 165] Convert from Universal Time Coordinated (UTC) to local date and time

- `unlink(Id) -> true`
  [page 165] Remove a link, if there is one, to another process or port

- `unregister(RegName) -> true`
  [page 166] Remove the registered name for a process (or port)

- `whereis(RegName) -> pid() | port() | undefined`
  [page 166] Get the pid (or port) with a given registered name

- `erlang:yield() -> true`
  [page 166] Let other processes get a chance to execute

**error_handler**

The following functions are exported:

- `undefined_function(Module, Function, Args) -> term()`
  [page 167] Called when an undefined function is encountered

- `undefined_lambda(Module, Fun, Args) -> term()`
  [page 167] Called when an undefined lambda (fun) is encountered

**error_logger**

The following functions are exported:

- `error_msg(Format) -> ok`
  [page 169] Send an standard error event to the error logger

- `error_msg(Format, Data) -> ok`
  [page 169] Send an standard error event to the error logger

- `format(Format, Data) -> ok`
  [page 169] Send an standard error event to the error logger

- `error_report(Report) -> ok`
  [page 170] Send a standard error report event to the error logger

- `error_report(Type, Report) -> ok`
  [page 170] Send a user defined error report event to the error logger

- `warning_map() -> Tag`
  [page 170] Return the current mapping for warning events

- `warning_msg(Format) -> ok`
  [page 171] Send a standard warning event to the error logger

- `warning_msg(Format, Data) -> ok`
  [page 171] Send a standard warning event to the error logger

- `warning_report(Report) -> ok`
  [page 171] Send a standard warning report event to the error logger

- `warning_report(Type, Report) -> ok`
  [page 172] Send a user defined warning report event to the error logger

Kernel Application (KERNEL)
- `info_msg(Format) -> ok`
  [page 172] Send a standard information event to the error logger
- `info_msg(Format, Data) -> ok`
  [page 172] Send a standard information event to the error logger
- `info_report(Report) -> ok`
  [page 172] Send a standard information report event to the error logger
- `info_report(Type, Report) -> ok`
  [page 173] Send a user defined information report event to the error logger
- `add_report_handler(Handler) -> Result`
  [page 173] Add an event handler to the error logger
- `add_report_handler(Handler, Args) -> Result`
  [page 173] Add an event handler to the error logger
- `delete_report_handler(Handler) -> Result`
  [page 173] Delete an event handler from the error logger
- `tty(Flag) -> ok`
  [page 173] Enable or disable printouts to the ttty
- `logfile(Request) -> ok | Filename | {error, What}`
  [page 174] Enable or disable error printouts to a file

file

The following functions are exported:

- `change_group(Filename, Gid) -> ok | {error, Reason}`
  [page 176] Change group of a file
- `change_owner(Filename, Uid) -> ok | {error, Reason}`
  [page 176] Change owner of a file
- `change_owner(Filename, Uid, Gid) -> ok | {error, Reason}`
  [page 177] Change owner and group of a file
- `change_time(Filename, Mtime) -> ok | {error, Reason}`
  [page 177] Change the modification time of a file
- `change_time(Filename, Mtime, Atime) -> ok | {error, Reason}`
  [page 177] Change the modification and last access time of a file
- `close(IoDevice) -> ok | {error, Reason}`
  [page 177] Close a file
- `consult(Filename) -> ok, Terms | {error, Reason}`
  [page 177] Read Erlang terms from a file
- `copy(Source, Destination) ->`
  [page 178] Copy file contents
- `copy(Source, Destination, ByteCount) -> ok, BytesCopied | {error, Reason}`
  [page 178] Copy file contents
- `del_dir(Dir) -> ok | {error, Reason}`
  [page 178] Delete a directory
- `delete(Filename) -> ok | {error, Reason}`
  [page 179] Delete a file
- `eval(Filename) -> ok | {error, Reason}`
  [page 179] Evaluate Erlang expressions in a file
- `eval(Filename, Bindings) -> ok | {error, Reason}`
  [page 180] Evaluate Erlang expressions in a file
- `file_info(Filename) -> {ok, FileInfo} | {error, Reason}`
  [page 180] Get information about a file (deprecated)
- `format_error(Reason) -> Chars`
  [page 180] Return a descriptive string for an error reason
- `get_cwd() -> {ok, Dir} | {error, Reason}`
  [page 180] Get the current working directory
- `get_cwd(Drive) -> {ok, Dir} | {error, Reason}`
  [page 180] Get the current working directory for the drive specified
- `list_dir(Dir) -> {ok, Filenames} | {error, Reason}`
  [page 181] List files in a directory
- `make_dir(Dir) -> ok | {error, Reason}`
  [page 181] Make a directory
- `make_link(Existing, New) -> ok | {error, Reason}`
  [page 181] Make a hard link to a file
- `make_symlink(Name1, Name2) -> ok | {error, Reason}`
  [page 182] Make a symbolic link to a file or directory
- `open(Filename, Modes) -> {ok, IoDevice} | {error, Reason}`
  [page 182] Open a file
- `path_consult(Path, Filename) -> {ok, Terms, FullName} | {error, Reason}`
  [page 184] Read Erlang terms from a file
- `path_eval(Path, Filename) -> {ok, FullName} | {error, Reason}`
  [page 184] Evaluate Erlang expressions in a file
- `path_open(Path, Filename, Modes) -> {ok, IoDevice, FullName} | {error, Reason}`
  [page 185] Open a file
- `path_script(Path, Filename) -> {ok, Value, FullName} | {error, Reason}`
  [page 185] Evaluate and return the value of Erlang expressions in a file
- `path_script(Path, Filename, Bindings) -> {ok, Value, FullName} | {error, Reason}`
  [page 186] Evaluate and return the value of Erlang expressions in a file
- `pid2name(Pid) -> string() | undefined`
  [page 186] Return the name of the file handled by a pid
- `position(IoDevice, Location) -> {ok, NewPosition} | {error, Reason}`
  [page 186] Set position in a file
- `pread(IoDevice, LocNums) -> {ok, DataL} | eof | {error, Reason}`
  [page 187] Read from a file at certain positions
- `pread(IoDevice, Location, Number) -> {ok, Data} | eof | {error, Reason}`
  [page 187] Read from a file at a certain position
- `pwrite(IoDevice, LocBytes) -> ok | {error, {N, Reason}}`
  [page 188] Write to a file at certain positions
- `pwrite(IoDevice, Location, Bytes) -> ok | {error, Reason}`  
  [page 188] Write to a file at a certain position
- `read(IoDevice, Number) -> {ok, Data} | {eof, {error, Reason}}`  
  [page 188] Read from a file
- `read_file(Filename) -> {ok, Binary} | {error, Reason}`  
  [page 188] Read a file
- `read_file_info(Filename) -> {ok, FileInfo} | {error, Reason}`  
  [page 189] Get information about a file
- `read_link(Name) -> {ok, Filename} | {error, Reason}`  
  [page 190] Get information about a link or file
- `rename(Source, Destination) -> ok | {error, Reason}`  
  [page 191] Rename a file
- `script(Filename) -> {ok, Value} | {error, Reason}`  
  [page 191] Evaluate and return the value of Erlang expressions in a file
- `script(Filename, Bindings) -> {ok, Value} | {error, Reason}`  
  [page 192] Evaluate and return the value of Erlang expressions in a file
- `set_cwd(Dir) -> ok | {error, Reason}`  
  [page 192] Set the current working directory
- `sync(IoDevice) -> ok | {error, Reason}`  
  [page 192] Synchronizes the in-memory state of a file with that on the physical medium
- `truncate(IoDevice) -> ok | {error, Reason}`  
  [page 192] Truncate a file
- `write(IoDevice, Bytes) -> ok | {error, Reason}`  
  [page 193] Write to a file
- `write_file(Filename, Bytes) -> ok | {error, Reason}`  
  [page 193] Write a file
- `write_file(Filename, Bytes, Modes) -> ok | {error, Reason}`  
  [page 193] Write a file
- `write_file_info(Filename, FileInfo) -> ok | {error, Reason}`  
  [page 194] Change information about a file

**gen_sctp**

The following functions are exported:

- `abort(sctp_socket(), Assoc) -> ok | {error, posix()}`  
  [page 200] Abnormally terminate the association given by Assoc, without flushing of unsent data
- `close(sctp_socket()) -> ok | {error, posix()}`  
  [page 200] Completely close the socket and all associations on it
- `connect(Socket, Addr, Port, Opts) -> {ok, Assoc} | {error, posix()}`  
  [page 200] Same as `connect(Socket, Addr, Port, Opts, infinity).`
- `connect(Socket, Addr, Port, [Opt], Timeout) -> {ok, Assoc} | {error, posix()}`
  [page 200] Establish a new association for the socket `Socket`, with a peer (SCTP server socket)
- `controlling_process(sctp_socket(), pid()) -> ok`  
  [page 201] Assign a new controlling process `pid` to the socket
- `eof(Socket, Assoc) -> ok | {error, Reason}`  
  [page 201] Gracefully terminate the association given by `Assoc`, with flushing of all unsent data
- `listen(Socket, IsServer) -> ok | {error, Reason}`  
  [page 201] Set up a socket to listen.
- `open() -> {ok, Socket} | {error, posix()}`  
  [page 202] Create an SCTP socket and bind it to local addresses
- `open(Port) -> {ok, Socket} | {error, posix()}`  
  [page 202] Create an SCTP socket and bind it to local addresses
- `open([Opt]) -> {ok, Socket} | {error, posix()}`  
  [page 202] Create an SCTP socket and bind it to local addresses
- `open(Port, [Opt]) -> {ok, Socket} | {error, posix()}`  
  [page 202] Create an SCTP socket and bind it to local addresses
- `recv(sctp_socket()) -> {ok, {FromIP, FromPort, AncData, BinMsg}} | {error, Reason}`  
  [page 202] Receive a message from a socket
- `recv(sctp_socket(), timeout()) -> {ok, {FromIP, FromPort, AncData, Data}} | {error, Reason}`  
  [page 202] Receive a message from a socket
- `send(Socket, SndRcvInfo, Data) -> ok | {error, Reason}`  
  [page 204] Send a message using an `#sctp_sndrcvinfo` record
- `send(Socket, Assoc, Stream, Data) -> ok | {error, Reason}`  
  [page 204] Send a message over an existing association and given stream
- `error_string(integer()) -> ok | string() | undefined`  
  [page 204] Translate an SCTP error number into a string

### gen_tcp

The following functions are exported:

- `connect(Address, Port, Options) -> {ok, Socket} | {error, Reason}`  
  [page 214] Connect to a TCP port
- `connect(Address, Port, Options, Timeout) -> {ok, Socket} | {error, Reason}`  
  [page 214] Connect to a TCP port
- `listen(Port, Options) -> {ok, ListenSocket} | {error, Reason}`  
  [page 215] Set up a socket to listen on a port
- `accept(ListenSocket) -> {ok, Socket} | {error, Reason}`  
  [page 215] Accept an incoming connection request on a listen socket
- `accept(ListenSocket, Timeout) -> {ok, Socket} | {error, Reason}`  
  [page 215] Accept an incoming connection request on a listen socket
• `send(Socket, Packet)` -> ok  |  {error, Reason}  
  [page 216] Send a packet
• `recv(Socket, Length)` -> {ok, Packet}  |  {error, Reason}  
  [page 216] Receive a packet from a passive socket
• `recv(Socket, Length, Timeout)` -> {ok, Packet}  |  {error, Reason}  
  [page 216] Receive a packet from a passive socket
• `controlling_process(Socket, Pid)` -> ok  |  {error, Reason}  
  [page 217] Change controlling process of a socket
• `close(Socket)` -> ok  |  {error, Reason}  
  [page 217] Close a TCP socket
• `shutdown(Socket, How)` -> ok  |  {error, Reason}  
  [page 217] Immediately close a socket

**gen_udp**
The following functions are exported:
• `open(Port)` -> {ok, Socket}  |  {error, Reason}  
  [page 220] Associate a UDP port number with the process calling it
• `open(Port, Options)` -> {ok, Socket}  |  {error, Reason}  
  [page 220] Associate a UDP port number with the process calling it
• `send(Socket, Address, Port, Packet)` -> ok  |  {error, Reason}  
  [page 221] Send a packet
• `recv(Socket, Length)` -> {ok, {Address, Port, Packet}}  |  {error, Reason}  
  [page 221] Receive a packet from a passive socket
• `recv(Socket, Length, Timeout)` -> {ok, {Address, Port, Packet}}  |  {error, Reason}  
  [page 221] Receive a packet from a passive socket
• `controlling_process(Socket, Pid)` -> ok  
  [page 221] Change controlling process of a socket
• `close(Socket)` -> ok  |  {error, Reason}  
  [page 222] Close a UDP socket

**global**
The following functions are exported:
• `del_lock(Id)`  
  [page 224] Delete a lock
• `del_lock(Id, Nodes)` -> void()  
  [page 224] Delete a lock
• `notify_all_name(Name, Pid1, Pid2)` -> none  
  [page 224] Name resolving function that notifies both pids
• `random_exit_name(Name, Pid1, Pid2)` -> Pid1  |  Pid2  
  [page 224] Name resolving function that kills one pid
• `random_notify_name(Name, Pid1, Pid2)` -> Pid1  |  Pid2  
  [page 224] Name resolving function that notifies one pid
• register_name(Name, Pid)
  [page 225] Globally register a name for a pid
• register_name(Name, Pid, Resolve) -> yes | no
  [page 225] Globally register a name for a pid
• registered_names() -> [Name]
  [page 225] All globally registered names
• re_register_name(Name, Pid)
  [page 225] Atomically re-register a name
• re_register_name(Name, Pid, Resolve) -> void()
  [page 225] Atomically re-register a name
• send(Name, Msg) -> Pid
  [page 226] Send a message to a globally registered pid
• set_lock(Id)
  [page 226] Set a lock on the specified nodes
• set_lock(Id, Nodes)
  [page 226] Set a lock on the specified nodes
• set_lock(Id, Nodes, Retries) -> boolean()
  [page 226] Set a lock on the specified nodes
• sync() -> void()
  [page 227] Synchronize the global name server
• trans(Id, Fun)
  [page 227] Micro transaction facility
• trans(Id, Fun, Nodes)
  [page 227] Micro transaction facility
• trans(Id, Fun, Nodes, Retries) -> Res | aborted
  [page 227] Micro transaction facility
• unregister_name(Name) -> void()
  [page 227] Remove a globally registered name for a pid
• whereis_name(Name) -> pid() | undefined
  [page 227] Get the pid with a given globally registered name

global_group

The following functions are exported:
• global_groups() -> {GroupName, GroupNames} | undefined
  [page 229] Return the global group names
• info() -> [{Item, Info}]
  [page 229] Information about global groups
• monitor_nodes(Flag) -> ok
  [page 229] Subscribe to node status changes
• own_nodes() -> Nodes
  [page 229] Return the group nodes
• registered_names(Where) -> Names
  [page 230] Return globally registered names
• send(Name, Msg) -> pid() | {badarg, {Name, Msg}}
  [page 230] Send a message to a globally registered pid
- `send(Where, Name, Msg) -> pid() | {badarg, {Name, Msg}}`
  [page 230] Send a message to a globally registered pid
- `sync() -> ok`
  [page 230] Synchronize the group nodes
- `whereis_name(Name) -> pid() | undefined`
  [page 230] Get the pid with a given globally registered name
- `whereis_name(Where, Name) -> pid() | undefined`
  [page 230] Get the pid with a given globally registered name

**heart**

The following functions are exported:

- `set_cmd(Cmd) -> ok | {error, {bad_cmd, Cmd}}`
  [page 233] Set a temporary reboot command
- `clear_cmd() -> ok`
  [page 233] Clear the temporary boot command
- `get_cmd() -> {ok, Cmd}`
  [page 233] Get the temporary reboot command

**inet**

The following functions are exported:

- `close(Socket) -> ok`
  [page 235] Close a socket of any type
- `get_rc() -> [{Par, Val}]`
  [page 235] Return a list of IP configuration parameters
- `format_error(Posix) -> string()`
  [page 235] Return a descriptive string for an error reason
- `getaddr(Host, Family) -> {ok, Address} | {error, posix()}
  [page 236] Return the IP-address for a host
- `getaddrs(Host, Family) -> {ok, Addresses} | {error, posix()}
  [page 236] Return the IP-addresses for a host
- `gethostbyaddr(Address) -> {ok, Hostent} | {error, posix()}
  [page 236] Return a hostent record for the host with the given address
- `gethostbyname(Name) -> {ok, Hostent} | {error, posix()}
  [page 236] Return a hostent record for the host with the given name
- `gethostname() -> {ok, Hostname}`
  [page 236] Return the local hostname
- `getopts(Socket, Options) -> OptionValues | {error, posix()}
  [page 237] Get one or more options for a socket
- `peername(Socket) -> {ok, {Address, Port}} | {error, posix()}
  [page 238] Return the address and port for the other end of a connection
- `port(Socket) -> {ok, Port}`
  [page 238] Return the local port number for a socket
- `sockname(Socket) -> {ok, {Address, Port}} | {error, posix()}
  [page 238] Return the local address and port number for a socket
- `setopts(Socket, Options) -> ok | {error, posix()}
  [page 238] Set one or more options for a socket

**init**

The following functions are exported:

- `boot(BootArgs) -> void()``
  [page 246] Start the Erlang runtime system
- `get_args() -> [Arg]``
  [page 246] Get all non-flag command line arguments
- `get_argument(Flag) -> {ok, Arg} | error``
  [page 246] Get the values associated with a command line user flag
- `get_arguments() -> Flags``
  [page 247] Get all command line user flags
- `get_plain_arguments() -> [Arg]``
  [page 247] Get all non-flag command line arguments
- `get_status() -> {InternalStatus, ProvidedStatus}`
  [page 247] Get system status information
- `reboot() -> void()``
  [page 247] Take down and restart an Erlang node smoothly
- `restart() -> void()``
  [page 248] Restart the running Erlang node
- `script_id() -> Id``
  [page 248] Get the identity of the used boot script
- `stop() -> void()``
  [page 248] Take down an Erlang node smoothly
- `stop(Status) -> void()``
  [page 248] Take down an Erlang node smoothly

**net_adm**

The following functions are exported:

- `dns_hostname(Host) -> {ok, Name} | {error, Host}`
  [page 251] Official name of a host
- `host_file() -> Hosts | {error, Reason}`
  [page 251] Read the .hosts.erlangfile
- `localhost() -> Name`
  [page 251] Name of the local host
- `names() -> {ok, [[Name, Port]]} | {error, Reason}`
  [page 251] Names of Erlang nodes at a host
- `names(Host) -> {ok, [[Name, Port]]} | {error, Reason}`
  [page 251] Names of Erlang nodes at a host
- `ping(Node) -> pong | pang``
  [page 252] Set up a connection to a node
- `world() -> [node()]`
  [page 252] Lookup and connect to all nodes at all hosts in .hosts.erlang
- `world(Arg) -> [node()]`
  [page 252] Lookup and connect to all nodes at all hosts in .hosts.erlang
- `world_list(Hosts) -> [node()]`
  [page 252] Lookup and connect to all nodes at specified hosts
- `world_list(Hosts, Arg) -> [node()]`
  [page 252] Lookup and connect to all nodes at specified hosts

**net_kernel**

The following functions are exported:

- `allow(Nodes) -> ok | error`
  [page 254] Limit access to a specified set of nodes
- `connect_node(Node) -> true | false | ignored`
  [page 254] Establish a connection to a node
- `monitor_nodes(Flag) -> ok | Error`
  [page 255] Subscribe to node status change messages
- `monitor_nodes(Flag, Options) -> ok | Error`
  [page 255] Subscribe to node status change messages
- `get_net_ticktime() -> Res`
  [page 256] Get net_ticktime
- `set_net_ticktime(NetTicktime) -> Res`
  [page 256] Set net_ticktime
- `set_net_ticktime(NetTicktime, TransitionPeriod) -> Res`
  [page 256] Set net_ticktime
- `start([Name]) -> ok, pid() | error, Reason`
  [page 257] Turn an Erlang runtime system into a distributed node
- `start([Name, NameType]) -> ok, pid() | error, Reason`
  [page 257] Turn an Erlang runtime system into a distributed node
- `start([Name, NameType, Ticktime]) -> ok, pid() | error, Reason`
  [page 257] Turn an Erlang runtime system into a distributed node
- `stop() -> ok | error, not_allowed | not_found`
  [page 257] Turn a node into a non-distributed Erlang runtime system

**OS**

The following functions are exported:

- `cmd(Command) -> string()`
  [page 258] Execute a command in a shell of the target OS
- `find_executable(Name) -> Filename | false`
  [page 258] Absolute filename of a program
- `find_executable(Name, Path) -> Filename | false`
  [page 258] Absolute filename of a program
- `getenv() -> [string()]`
  [page 258] List all environment variables
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- `getenv(VarName) -> Value | false`
  [page 259] Get the value of an environment variable

- `getpid() -> Value`
  [page 259] Return the process identifier of the emulator process

- `putenv(VarName, Value) -> true`
  [page 259] Set a new value for an environment variable

- `type() -> {Osfamily, Osname} | Osfamily`
  [page 259] Return the OS family and, in some cases, OS name of the current operating system

- `version() -> {Major, Minor, Release} | VersionString`
  [page 259] Return the Operating System version

packages

The following functions are exported:

- no functions exported
  [page 263] x

pg2

The following functions are exported:

- `create(Name) -> void()`
  [page 264] Create a new, empty process group

- `delete(Name) -> void()`
  [page 264] Delete a process group

- `get_closest_pid(Name) -> Pid | {error, Reason}`
  [page 264] Common dispatch function

- `get_members(Name) -> [PId] | {error, Reason}`
  [page 265] Return all processes in a group

- `get_local_members(Name) -> [PId] | {error, Reason}`
  [page 265] Return all local processes in a group

- `join(Name, Pid) -> ok | {error, Reason}`
  [page 265] Join a process to a group

- `leave(Name, Pid) -> ok | {error, Reason}`
  [page 265] Make a process leave a group

- `which_groups() -> [Name]`
  [page 265] Return a list of all known groups

- `start()`
  [page 265] Start the pg2 server

- `start_link() -> {ok, Pid} | {error, Reason}`
  [page 265] Start the pg2 server
The following functions are exported:

- `call(Node, Module, Function, Args) -> Res | {badrpc, Reason}`
  [page 267] Evaluate a function call on a node

- `call(Node, Module, Function, Args, Timeout) -> Res | {badrpc, Reason}`
  [page 267] Evaluate a function call on a node

- `block_call(Node, Module, Function, Args) -> Res | {badrpc, Reason}`
  [page 267] Evaluate a function call on a node in the RPC server's context

- `block_call(Node, Module, Function, Args, Timeout) -> Res | {badrpc, Reason}`
  [page 268] Evaluate a function call on a node in the RPC server's context

- `async_call(Node, Module, Function, Args) -> Key`
  [page 268] Evaluate a function call on a node, asynchronous version

- `yield(Key) -> Res | {badrpc, Reason}`
  [page 268] Deliver the result of evaluating a function call on a node (blocking)

- `nb_yield(Key) -> {value, Val} | timeout`
  [page 268] Deliver the result of evaluating a function call on a node (non-blocking)

- `multicall(Module, Function, Args) -> {ResL, BadNodes}`
  [page 269] Evaluate a function call on a number of nodes

- `multicall(Nodes, Module, Function, Args) -> {ResL, BadNodes}`
  [page 269] Evaluate a function call on a number of nodes

- `multicall(Module, Function, Args, Timeout) -> {ResL, BadNodes}`
  [page 269] Evaluate a function call on a number of nodes

- `multicall(Nodes, Module, Function, Args, Timeout) -> {ResL, BadNodes}`
  [page 269] Evaluate a function call on a number of nodes

- `cast(Node, Module, Function, Args) -> void()`
  [page 270] Run a function on a node ignoring the result

- `eval_everywhere(Module, Function, Args) -> void()`
  [page 270] Run a function on all nodes, ignoring the result

- `eval_everywhere(Nodes, Module, Function, Args) -> void()`
  [page 270] Run a function on specific nodes, ignoring the result

- `abcast(Name, Msg) -> void()`
  [page 271] Broadcast a message asynchronously to a registered process on all nodes

- `abcast(Nodes, Name, Msg) -> void()`
  [page 271] Broadcast a message asynchronously to a registered process on specific nodes

- `sbcast(Name, Msg) -> {GoodNodes, BadNodes}`
  [page 271] Broadcast a message synchronously to a registered process on all nodes

- `sbcast(Nodes, Name, Msg) -> {GoodNodes, BadNodes}`
  [page 271] Broadcast a message synchronously to a registered process on specific nodes
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- `server_call(Node, Name, ReplyWrapper, Msg) -> Reply | {error, Reason}`
  [page 271] Interact with a server on a node
- `multi_server_call(Name, Msg) -> {Replies, BadNodes}`
  [page 272] Interact with the servers on a number of nodes
- `multi_server_call(Nodes, Name, Msg) -> {Replies, BadNodes}`
  [page 272] Interact with the servers on a number of nodes
- `safe_multi_server_call(Name, Msg) -> {Replies, BadNodes}`
  [page 272] Interact with the servers on a number of nodes (deprecated)
- `safe_multi_server_call(Nodes, Name, Msg) -> {Replies, BadNodes}`
  [page 272] Interact with the servers on a number of nodes (deprecated)
- `parallel_eval(FuncCalls) -> ResL`
  [page 273] Evaluate several function calls on all nodes in parallel
- `pmap(Module, Function, ExtraArgs, List2) -> List1`
  [page 273] Parallel evaluation of mapping a function over a list
- `pinfo(Pid) -> [{Item, Info}] | undefined`
  [page 273] Information about a process
- `pinfo(Pid, Item) -> {Item, Info} | undefined | []`
  [page 273] Information about a process

**seq_trace**

The following functions are exported:

- `set_token(Token) -> PreviousToken`
  [page 274] Set the trace token
- `set_token(Component, Val) -> {Component, OldVal}`
  [page 274] Set a component of the trace token
- `get_token() -> TraceToken`
  [page 275] Return the value of the trace token
- `get_token(Component) -> {Component, Val}`
  [page 275] Return the value of a trace token component
- `print(TraceInfo) -> void()`
  [page 275] Put the Erlang term `TraceInfo` into the sequential trace output
- `print(Label, TraceInfo) -> void()`
  [page 275] Put the Erlang term `TraceInfo` into the sequential trace output
- `reset_trace() -> void()`
  [page 276] Stop all sequential tracing on the local node
- `set_system_tracer(Tracer) -> OldTracer`
  [page 276] Set the system tracer
- `get_system_tracer() -> Tracer`
  [page 276] Return the pid() or port() of the current system tracer.

**user**

No functions are exported.
wrap_log_reader

The following functions are exported:

- `chunk(Continuation)`
  [page 283] Read a chunk of objects written to a wrap log.
- `chunk(Continuation, N) -> {Continuation2, Terms} | {Continuation2, Terms, Badbytes} | {Continuation2, eof} | {error, Reason}
  [page 283] Read a chunk of objects written to a wrap log.
- `close(Continuation) -> ok`
  [page 284] Close a log
- `open(Filename) -> OpenRet`
  [page 284] Open a log file
- `open(Filename, N) -> OpenRet`
  [page 284] Open a log file

zlib

The following functions are exported:

- `open() -> Z`
  [page 286] Open a stream and return a stream reference
- `close(Z) -> ok`
  [page 286] Close a stream
- `deflateInit(Z) -> ok`
  [page 286] Initialize a session for compression
- `deflateInit(Z, Level) -> ok`
  [page 286] Initialize a session for compression
- `deflateInit(Z, Level, Method, WindowBits, MemLevel, Strategy) -> ok`
  [page 286] Initialize a session for compression
- `deflate(Z, Data) -> Compressed`
  [page 287] Compress data
- `deflate(Z, Data, Flush) -> Compressed`
  [page 287] Compress data
- `deflateSetDictionary(Z, Dictionary) -> Adler32`
  [page 288] Initialize the compression dictionary
- `deflateReset(Z) -> ok`
  [page 288] Reset the deflate session
- `deflateParams(Z, Level, Strategy) -> ok`
  [page 288] Dynamically update deflate parameters
- `deflateEnd(Z) -> ok`
  [page 289] End deflate session
- `inflateInit(Z) -> ok`
  [page 289] Initialize a session for decompression
- `inflateInit(Z, WindowBits) -> ok`
  [page 289] Initialize a session for decompression
- `inflate(Z, Data) -> DeCompressed`
  [page 289] Decompress data
- `inflateSetDictionary(Z, Dictionary)` -> ok
  [page 289] Initialize the decompression dictionary
- `inflateReset(Z)` -> ok
  [page 290] Reset the inflate session
- `inflateEnd(Z)` -> ok
  [page 290] End inflate session
- `setBufSize(Z, Size)` -> ok
  [page 290] Set buffer size
- `getBufSize(Z)` -> Size
  [page 290] Get buffer size
- `crc32(Z)` -> CRC
  [page 290] Get current CRC
- `crc32(Z, Binary)` -> CRC
  [page 290] Calculate CRC
- `crc32(Z, PrevCRC, Binary)` -> CRC
  [page 291] Calculate CRC
- `crc32_combine(Z, CRC1, CRC2, Size2)` -> CRC
  [page 291] Combine two CRC’s
- `adler32(Z, Binary)` -> Checksum
  [page 291] Calculate the adler checksum
- `adler32(Z, PrevAdler, Binary)` -> Checksum
  [page 291] Calculate the adler checksum
- `adler32_combine(Z, Adler1, Adler2, Size2)` -> Adler
  [page 292] Combine two Adler-32 checksums
- `compress(Binary)` -> Compressed
  [page 292] Compress a binary with standard zlib functionality
- `uncompress(Binary)` -> Decompressed
  [page 292] Uncompress a binary with standard zlib functionality
- `zip(Binary)` -> Compressed
  [page 292] Compress a binary without the zlib headers
- `unzip(Binary)` -> Decompressed
  [page 292] Uncompress a binary without the zlib headers
- `gzip(Data)` -> Compressed
  [page 292] Compress a binary with gz header
- `gunzip(Bin)` -> Decompressed
  [page 292] Uncompress a binary with gz header

**app**

No functions are exported.

**config**

No functions are exported.
The Kernel application is the first application started. It is mandatory in the sense that the minimal system based on Erlang/OTP consists of Kernel and STDLIB. The Kernel application contains the following services:

- application controller, see application(3)
- code
- disk_log
- dist_ac, distributed application controller
- erl_boot_server
- erl_ddll
- error_logger
- file
- global
- global_group
- heart
- inet
- net_kernel
- os
- pg2
- rpc
- seq_trace
- user

Error Logger Event Handlers

Two standard error logger event handlers are defined in the Kernel application. These are described in error_logger(3) [page 169].
Configuration

The following configuration parameters are defined for the Kernel application. See app(3) for more information about configuration parameters.

**browser.cmd** = string() | \(\{M,F,A\}\)

When pressing the Help button in a tool such as Debugger or TV, the help text (an HTML file \(File\)) is by default displayed in a Netscape browser which is required to be up and running. This parameter can be used to change the command for how to display the help text if another browser than Netscape is preferred, or another platform than Unix or Windows is used.

If set to a string Command, the command "Command File" will be evaluated using os:cmd/1.

If set to a module-function-args tuple \(\{M,F,A\}\), the call apply(M,F,[File|A]) will be evaluated.

**distributed** = [Distrib]

Specifies which applications are distributed and on which nodes they may execute. In this parameter:

- Distrib = \{App,Nodes\} | \{App,Time,Nodes\}
- App = atom()
- Time = integer() > 0
- Nodes = [node() | \{node(),...,node()\}]

The parameter is described in application(3), function load/2.

**dist.auto_connect** = Value

Specifies when nodes will be automatically connected. If this parameter is not specified, a node is always automatically connected, e.g. when a message is to be sent to that node. Value is one of:

- never Connections are never automatically connected, they must be explicitly connected. See net_kernel(3).
- once Connections will be established automatically, but only once per node. If a node goes down, it must thereafter be explicitly connected. See net_kernel(3).

**permissions** = [Perm]

Specifies the default permission for applications when they are started. In this parameter:

- Perm = \{AppName,Bool\}
- AppName = atom()
- Bool = boolean()

Permissions are described in application(3), function permit/2.

**error_logger** = Value

Value is one of:

- tty Installs the standard event handler which prints error reports to stdio. This is the default option.
- file, FileName Installs the standard event handler which prints error reports to the file FileName, where FileName is a string.
- false No standard event handler is installed, but the initial, primitive event handler is kept, printing raw event messages to tty.
- silent Error logging is turned off.

**global_groups** = [GroupTuple]

Defines global groups, see global_group(3).

- GroupTuple = \{GroupName, [Node]\} | \{GroupName, PublishType, [Node]\}
- GroupName = atom()
- PublishType = normal | hidden
- Node = node()

`inet.default.connect.options = [{Opt, Val}]` Specifies default options for connect sockets. See `inet(3)`.

`inet.default.listen.options = [{Opt, Val}]` Specifies default options for listen (and accept) sockets. See `inet(3)`.

`{inet.dist.use_interface, ip_address()}` If the host of an Erlang node has several network interfaces, this parameter specifies which one to listen on. See `inet(3)` for the type definition of `ip_address()`.

`{inet.dist.listen.min, First}` See below.

`{inet.dist.listen.max, Last}` Define the `First..Last` port range for the listener socket of a distributed Erlang node.

`inet.parse.error_log = silent` If this configuration parameter is set, no error_logger messages are generated when erroneous lines are found and skipped in the various Inet configuration files.

`inetrc = Filename` The name (string) of an Inet user configuration file. See ERTS User's Guide, Inet configuration.

`net.setuptime = SetupTime` SetupTime must be a positive integer or floating point number, and will be interpreted as the maximally allowed time for each network operation during connection setup to another Erlang node. The maximum allowed value is 120; if higher values are given, 120 will be used. The default value if the variable is not given, or if the value is incorrect (e.g. not a number), is 7 seconds. Note that this value does not limit the total connection setup time, but rather each individual network operation during the connection setup and handshake.

`net.ticktime = TickTime` Specifies the net_kernel tick time. TickTime is given in seconds. Once every `TickTime/4` second, all connected nodes are ticked (if anything else has been written to a node) and if nothing has been received from another node within the last four (4) tick times that node is considered to be down. This ensures that nodes which are not responding, for reasons such as hardware errors, are considered to be down.

The time `T`, in which a node that is not responding is detected, is calculated as:

\[
\text{MinT} < T < \text{MaxT}
\]

where:

\[
\text{MinT} = \text{TickTime} - \text{TickTime} / 4
\]

\[
\text{MaxT} = \text{TickTime} + \text{TickTime} / 4
\]

TickTime is by default 60 (seconds). Thus, \(45 < T < 75\) seconds.

Note: All communicating nodes should have the same `TickTime` value specified. Note: Normally, a terminating node is detected immediately.

`sync.nodes.mandatory = [NodeName]` Specifies which other nodes must be alive in order for this node to start properly. If some node in the list does not start within the specified time, this node will not start either. If this parameter is undefined, it defaults to `[]`.

`sync.nodes.optional = [NodeName]` Specifies which other nodes can be alive in order for this node to start properly. If some node in this list does not start within the specified time, this node starts anyway. If this parameter is undefined, it defaults to the empty list.

`sync.nodes.timeout = integer() | infinity` Specifies the amount of time (in milliseconds) this node will wait for the mandatory and optional nodes to start. If this parameter is undefined, no node synchronization is performed. This option also makes sure that `global` is synchronized.
start\_dist\_ac = true | false  Starts the dist\_ac server if the parameter is true. This parameter should be set to true for systems that use distributed applications. The default value is false. If this parameter is undefined, the server is started if the parameter distributed is set.

start\_boot\_server = true | false  Starts the boot\_server if the parameter is true (see erl\_boot\_server(3)). This parameter should be set to true in an embedded system which uses this service. The default value is false.

boot\_server\_slaves = [SlaveIP]  If the start\_boot\_server configuration parameter is true, this parameter can be used to initialize boot\_server with a list of slave IP addresses. SlaveIP = string() | atom | {integer(),integer(),integer(),integer()} where 0 \(\leq\) integer() \(\leq\)255.

Examples of SlaveIP in atom, string and tuple form are: '150.236.16.70', "150,236,16,70", {150,236,16,70}.

The default value is [].

start\_disk\_log = true | false  Starts the disk\_log server if the parameter is true (see disk\_log(3)). This parameter should be set to true in an embedded system which uses this service. The default value is false.

start\_pg2 = true | false  Starts the pg2 server (see pg2(3)) if the parameter is true. This parameter should be set to true in an embedded system which uses this service. The default value is false.

start\_timer = true | false  Starts the timer\_server if the parameter is true (see timer(3)). This parameter should be set to true in an embedded system which uses this service. The default value is false.

shutdown\_func = {Mod, Func} Where:

- Mod = atom()
- Func = atom()

Sets a function that application\_controller calls when it starts to terminate. The function is called as: Mod:Func(Reason), where Reason is the terminate reason for application\_controller, and it must return as soon as possible for application\_controller to terminate properly.

See Also

app(4) [page 294], application(3) [page 36], code(3) [page 47], disk\_log(3) [page 56], erl\_boot\_server(3) [page 70], erl\_dll(3) [page 72], error\_logger(3) [page 169], file(3) [page 176], global(3) [page 223], global\_group(3) [page 228], heart(3) [page 232], inet(3) [page 234], net\_kernel(3) [page 254], os(3) [page 258], pg2(3) [page 264], rpc(3) [page 267], seq\_trace(3) [page 274], user(3) [page 282]
In OTP, application denotes a component implementing some specific functionality, that can be started and stopped as a unit, and which can be re-used in other systems as well. This module interfaces the application controller, a process started at every Erlang runtime system, and contains functions for controlling applications (for example starting and stopping applications), and functions to access information about applications (for example configuration parameters).

An application is defined by an application specification. The specification is normally located in an application resource file called Application.app, where Application is the name of the application. Refer to app(4) [page 294] for more information about the application specification.

This module can also be viewed as a behaviour for an application implemented according to the OTP design principles as a supervision tree. The definition of how to start and stop the tree should be located in an application callback module exporting a pre-defined set of functions.

Refer to [OTP Design Principles] for more information about applications and behaviours.

Exports

get_all_env() -> Env
get_all_env(Application) -> Env

Types:
- Application = atom()
- Env = [{Par, Val}]
- Par = atom()
- Val = term()

Returns the configuration parameters and their values for Application. If the argument is omitted, it defaults to the application of the calling process.

If the specified application is not loaded, or if the process executing the call does not belong to any application, the function returns [].

get_all_key() -> {ok, Keys} | []
get_all_key(Application) -> {ok, Keys} | undefined

Types:
- Application = atom()
- Keys = [{Key, Val}]
get_application() -> {ok, Application} | undefined
get_application(Pid | Module) -> {ok, Application} | undefined

Types:
- Pid = pid()
- Module = atom()
- Application = atom()

Returns the name of the application to which the process Pid or the module Module belongs. Providing no argument is the same as calling get_application(self()).

If the specified process does not belong to any application, or if the specified process or module does not exist, the function returns undefined.

get_env(Par) -> {ok, Val} | undefined
get_env(Application, Par) -> {ok, Val} | undefined

Types:
- Application = atom()
- Par = atom()
- Val = term()

Returns the value of the configuration parameter Par for Application. If the application argument is omitted, it defaults to the application of the calling process.

If the specified application is not loaded, or the configuration parameter does not exist, or if the process executing the call does not belong to any application, the function returns undefined.

get_key(Key) -> {ok, Val} | undefined
get_key(Application, Key) -> {ok, Val} | undefined

Types:
- Application = atom()
- Key = atom()
- Val = term()

Returns the value of the application specification key Key for Application. If the application argument is omitted, it defaults to the application of the calling process.

If the specified application is not loaded, or the specification key does not exist, or if the process executing the call does not belong to any application, the function returns undefined.

load(AppDescr) -> ok | {error, Reason}
load(AppDescr, Distributed) -> ok | {error, Reason}

Types:
application

- `AppDescr = Application | AppSpec`
- `Application = atom()`
- `AppSpec = {application,Application,AppSpecKeys}`
- `AppSpec = [{Key,Val}]`
- `Key = atom()`
- `Val = term()`
- `Distributed = {Application,Nodes} | {Application,Time,Nodes} | default`
- `Nodes = [node()] | [node(),...,node()]`
- `Time = integer() > 0`
- `Reason = term()`

Loads the application specification for an application into the application controller. It will also load the application specifications for any included applications. Note that the function does not load the actual Erlang object code.

The application can be given by its name `Application`. In this case the application controller will search the code path for the application resource file `Application.app` and load the specification it contains.

The application specification can also be given directly as a tuple `AppSpec`. This tuple should have the format and contents as described in `app(4)`.

If `Distributed` is `{Application,[Time,Nodes]}`, the application will be distributed. The argument overrides the value for the application in the Kernel configuration parameter `distributed`. `Application` must be the name of the application (same as in the first argument). If a node crashes and `Time` has been specified, then the application controller will wait for `Time` milliseconds before attempting to restart the application on another node. If `Time` is not specified, it will default to 0 and the application will be restarted immediately.

`Nodes` is a list of node names where the application may run, in priority from left to right. Node names can be grouped using tuples to indicate that they have the same priority. Example:

`Nodes = [cp1@cave, {cp2@cave, cp3@cave}]`

This means that the application should preferably be started at `cp1@cave`. If `cp1@cave` is down, the application should be started at either `cp2@cave` or `cp3@cave`.

If `Distributed` is `default`, the value for the application in the Kernel configuration parameter `distributed` will be used.

`loaded_applications() -> [{Application, Description, Vsn}]`

Types:
- `Application = atom()`
- `Description = string()`
- `Vsn = string()`

Returns a list with information about the applications which have been loaded using `load/1,2`, also included applications. `Application` is the application name. `Description` and `Vsn` are the values of its `description` and `vsn` application specification keys, respectively.

`permit(Application, Bool) -> ok | {error, Reason}`

Types:
Changes the permission for `Application` to run at the current node. The application must have been loaded using `load/1,2` for the function to have effect.

If the permission of a loaded, but not started, application is set to `false`, `start` will return `ok` but the application will not be started until the permission is set to `true`.

If the permission of a running application is set to `false`, the application will be stopped. If the permission later is set to `true`, it will be restarted.

If the application is distributed, setting the permission to `false` means that the application will be started at, or moved to, another node according to how its distribution is configured (see `load/2` above).

The function does not return until the application is started, stopped or successfully moved to another node. However, in some cases where permission is set to `true` the function may return `ok` even though the application itself has not started. This is true when an application cannot start because it has dependencies to other applications which have not yet been started. When they have been started, `Application` will be started as well.

By default, all applications are loaded with permission `true` on all nodes. The permission is configurable by using the Kernel configuration parameter `permissions`.

### set_env/3

```erlang
set_env(Application, Par, Val) -> ok
set_env(Application, Par, Val, Timeout) -> ok
```

Types:
- `Application = atom()`
- `Par = atom()`
- `Val = term()`
- `Timeout = int() | infinity`

Sets the value of the configuration parameter `Par` for `Application`. `set_env/3` uses the standard `gen_server` timeout value (5000 ms). A `Timeout` argument can be provided if another timeout value is useful, for example, in situations where the application controller is heavily loaded.

**Warning:**

Use this function only if you know what you are doing, that is, on your own applications. It is very application and configuration parameter dependent when and how often the value is read by the application, and careless use of this function may put the application in a weird, inconsistent, and malfunctioning state.

### start/2

```erlang
start(Application) -> ok | {error, Reason}
start(Application, Type) -> ok | {error, Reason}
```

Types:
- `Application = atom()`
- `Type = permanent | transient | temporary`
application

- Reason = \text{term()}

Starts Application. If it is not loaded, the application controller will first load it using \text{load/1}. It will make sure any included applications are loaded, but will not start them. That is assumed to be taken care of in the code for Application.

The application controller checks the value of the application specification key \text{applications}, to ensure that all applications that should be started before this application are running. If not, \{\text{error,\ not\_started,\ App}\} is returned, where \text{App} is the name of the missing application.

The application controller then creates an application master for the application. The application master is the group leader of all the processes in the application. The application master starts the application by calling the application callback function \text{Module:start/2} as defined by the application specification key \text{mod}.

The Type argument specifies the type of the application. If omitted, it defaults to temporary.

- If a permanent application terminates, all other applications and the entire Erlang node are also terminated.
- If a transient application terminates with \text{Reason == normal}, this is reported but no other applications are terminated. If a transient application terminates abnormally, all other applications and the entire Erlang node are also terminated.
- If a temporary application terminates, this is reported but no other applications are terminated.

Note that it is always possible to stop an application explicitly by calling \text{stop/1}. Regardless of the type of the application, no other applications will be affected.

Note also that the transient type is of little practical use, since when a supervision tree terminates, the reason is set to shutdown, not normal.

\begin{verbatim}
start_type() -> StartType | local | undefined
Types:
    - StartType = normal | \{\text{takeover,Node} | \{\text{failover,Node}\}
    - Node = \text{node()}

This function is intended to be called by a process belonging to an application, when the application is being started, to determine the start type which is either StartType or local.

See \text{Module:start/2} for a description of StartType.
local is returned if only parts of the application is being restarted (by a supervisor), or if the function is called outside a startup.
If the process executing the call does not belong to any application, the function returns undefined.
\end{verbatim}

\begin{verbatim}
stop(Application) -> ok | \{error, Reason\}
Types:
    - Application = \text{atom()}
    - Reason = \text{term()}
\end{verbatim}
Stops Application. The application master calls `Module:prep_stop/1`, if such a function is defined, and then tells the top supervisor of the application to shutdown (see `supervisor(3)`). This means that the entire supervision tree, including included applications, is terminated in reversed start order. After the shutdown, the application master calls `Module:stop/1`. `Module` is the callback module as defined by the application specification key `mod`.

Last, the application master itself terminates. Note that all processes with the application master as group leader, i.e. processes spawned from a process belonging to the application, thus are terminated as well.

When stopped, the application is still loaded.

In order to stop a distributed application, `stop/1` has to be called on all nodes where it can execute (that is, on all nodes where it has been started). The call to `stop/1` on the node where the application currently executes will stop its execution. The application will not be moved between nodes due to `stop/1` being called on the node where the application currently executes before `stop/1` is called on the other nodes.

takeover(Application, Type) -> ok | {error, Reason}

Types:
- Application = atom()
- Type = permanent | transient | temporary
- Reason = term()

Performs a takeover of the distributed application `Application`, which executes at another node `Node`. At the current node, the application is restarted by calling `Module:start(takeover, Node, StartArgs)`. `Module` and `StartArgs` are retrieved from the loaded application specification. The application at the other node is not stopped until the startup is completed, i.e. when `Module:start/2` and any calls to `Module:start_phase/3` have returned.

Thus two instances of the application will run simultaneously during the takeover, which makes it possible to transfer data from the old to the new instance. If this is not acceptable behavior, parts of the old instance may be shut down when the new instance is started. Note that the application may not be stopped entirely however, at least the top supervisor must remain alive.

See `start/1,2` for a description of `Type`.

unload(Application) -> ok | {error, Reason}

Types:
- Application = atom()
- Reason = term()

Unloads the application specification for `Application` from the application controller. It will also unload the application specifications for any included applications. Note that the function does not purge the actual Erlang object code.

unset_env(Application, Par) -> ok
unset_env(Application, Par, Timeout) -> ok

Types:
- Application = atom()
- Par = atom()
- Timeout = int() | infinity

Removes the configuration parameter `Par` and its value for `Application`.

`unset_env/2` uses the standard `gen_server` timeout value (5000 ms). A `Timeout` argument can be provided if another timeout value is useful, for example, in situations where the application controller is heavily loaded.

**Warning:**
Use this function only if you know what you are doing, that is, on your own applications. It is very application and configuration parameter dependent when and how often the value is read by the application, and careless use of this function may put the application in a weird, inconsistent, and malfunctioning state.

```erlang
call which_applications() -> [{Application, Description, Vsn}].
call which_applications(Timeout) -> [{Application, Description, Vsn}].
```

Types:
- Application = atom()
- Description = string()
- Vsn = string()
- Timeout = int() | infinity

Returns a list with information about the applications which are currently running. `Application` is the application name. `Description` and `Vsn` are the values of its `description` and `vsn` application specification keys, respectively.

`which_applications/0` uses the standard `gen_server` timeout value (5000 ms). A `Timeout` argument can be provided if another timeout value is useful, for example, in situations where the application controller is heavily loaded.

**CALLBACK MODULE**

The following functions should be exported from an application callback module.

**Exports**

```erlang
Module:start(StartType, StartArgs) -> {ok, Pid} | {ok, Pid, State} | {error, Reason}.
```

Types:
- StartType = normal | {takeover, Node} | {failover, Node}
- Node = node()
- StartArgs = term()
- Pid = pid()
- State = term()
This function is called whenever an application is started using `application:start/1,2`, and should start the processes of the application. If the application is structured according to the OTP design principles as a supervision tree, this means starting the top supervisor of the tree.

**StartType** defines the type of start:

- **normal** if it’s a normal startup.
- **normal** also if the application is distributed and started at the current node due to a failover from another node, and the application specification key `start_phases == undefined`.
- `{takeover, Node}` if the application is distributed and started at the current node due to a takeover from Node, either because `application:takeover/2` has been called or because the current node has higher priority than Node.
- `{failover, Node}` if the application is distributed and started at the current node due to a failover from Node, and the application specification key `start_phases /= undefined`.

**StartArgs** is the StartArgs argument defined by the application specification key `mod`.

The function should return `{ok, Pid}` or `{ok, Pid, State}` where Pid is the pid of the top supervisor and State is any term. If omitted, State defaults to `[]`. If later the application is stopped, State is passed to `Module:prep_stop/1`.

```erlang
Module:start_phase(Phase, StartType, PhaseArgs) -> ok | {error, Reason}
```

**Types:**
- `Phase = atom()`
- `StartType = normal | {takeover, Node} | {failover, Node}`
- `Node = node()`
- `PhaseArgs = term()`
- `Pid = pid()`
- `State = state()`

This function is used to start an application with included applications, when there is a need for synchronization between processes in the different applications during startup. The start phases is defined by the application specification key `start_phases == [{Phase, PhaseArgs}]`. For included applications, the set of phases must be a subset of the set of phases defined for the including application.

The function is called for each start phase (as defined for the primary application) for the primary application and all included applications, for which the start phase is defined. See `Module:start/2` for a description of `StartType`.

```erlang
Module:prep_stop(State) -> NewState
```

**Types:**
- `State = NewState = term()`
This function is called when an application is about to be stopped, before shutting down the processes of the application.

State is the state returned from Module:start/2, or [ ] if no state was returned.

NewState is any term and will be passed to Module:stop/1.

The function is optional. If it is not defined, the processes will be terminated and then Module:stop(State) is called.

**Module:stop(State)**

Types:
- State = term()

This function is called whenever an application has stopped. It is intended to be the opposite of Module:start/2 and should do any necessary cleaning up. The return value is ignored.

State is the return value of Module:prep_stop/1, if such a function exists. Otherwise State is taken from the return value of Module:start/2.

**Module:config_change(Changed, New, Removed) -> ok**

Types:
- Changed = [{Par,Val}]  
- New = [{Par,Val}]  
- Removed = [Par]  
- Par = atom()  
- Val = term()

This function is called by an application after a code replacement, if there are any changes to the configuration parameters.

Changed is a list of parameter-value tuples with all configuration parameters with changed values. New is a list of parameter-value tuples with all configuration parameters that have been added, and Removed is a list of all parameters that have been removed.

**SEE ALSO**

[OTP Design Principles], kernel(6) [page 32], app(4) [page 294]
auth

Erlang Module

This module is deprecated. For a description of the Magic Cookie system, refer to [Distributed Erlang] in the Erlang Reference Manual.

Exports

is_auth(Node) -> yes | no

Types:
- Node = node()
Returns yes if communication with Node is authorized. Note that a connection to Node will be established in this case. Returns no if Node does not exist or communication is not authorized (it has another cookie than auth thinks it has).
Use net_adm:ping(Node) [page 252] instead.

cookie() -> Cookie

Types:
- Cookie = atom()
Use erlang:get_cookie() [page 105] instead.

cookie(TheCookie) -> true

Types:
- TheCookie = Cookie | [Cookie]
  The cookie may also be given as a list with a single atom element
- Cookie = atom()
Use erlang:set_cookie(node(), Cookie) [page 140] instead.

node_cookie([Node, Cookie]) -> yes | no

Types:
- Node = node()
- Cookie = atom()
Equivalent to node_cookie(Node, Cookie) [page 45].

node_cookie(Node, Cookie) -> yes | no

Types:
- Node = node()
- `Cookie = atom()`

Sets the magic cookie of Node to Cookie, and verifies the status of the authorization. Equivalent to calling `erlang:set_cookie(Node, Cookie)` [page 140], followed by `auth:is_auth(Node)` [page 45].
This module contains the interface to the Erlang code server, which deals with the loading of compiled code into a running Erlang runtime system.

The runtime system can be started in either embedded or interactive mode. Which one is decided by the command line flag `-mode`.

```
% erl -mode interactive
```

Default mode is `interactive`.

- In embedded mode, all code is loaded during system start-up according to the boot script. (Code can also be loaded later by explicitly ordering the code server to do so).
- In interactive mode, only some code is loaded during system startup-up, basically the modules needed by the runtime system itself. Other code is dynamically loaded when first referenced. When a call to a function in a certain module is made, and the module is not loaded, the code server searches for and tries to load the module.

To prevent accidently reloading modules affecting the Erlang runtime system itself, the `kernel`, `stdlib` and `compiler` directories are considered sticky. This means that the system issues a warning and rejects the request if a user tries to reload a module residing in any of them. The feature can be disabled by using the command line flag `-nostick`.

**Code Path**

In interactive mode, the code server maintains a search path – usually called the code path – consisting of a list of directories, which it searches sequentially when trying to load a module.

Initially, the code path consists of the current working directory and all Erlang object code directories under the library directory `$OTPROOT/lib`, where `$OTPROOT` is the installation directory of Erlang/OTP, `code:root_dir()`. Directories can be named `Name[-Vsn]` and the code server, by default, chooses the directory with the highest version number among those which have the same `Name`. The `-Vsn` suffix is optional. If an `ebin` directory exists under `Name[-Vsn]`, it is this directory which is added to the code path.

The environment variable `ERL_LIBS` (defined in the operating system) can be used to define additional library directories that will be handled in the same way as the standard OTP library directory described above, except that directories that do not have an `ebin` directory will be ignored.

All application directories found in the additional directories will appear before the standard OTP applications, except for the Kernel and STDLIB applications, which will be placed before any additional applications. In other words, modules found in any of...
the additional library directories will override modules with the same name in OTP, except for modules in Kernel and STDLIB.

The environment variable ERL_LIBS (if defined) should contain a colon-separated (for Unix-like systems) or semicolon-separated (for Windows) list of additional libraries.

Example: On an Unix-like system, ERL_LIBS could be set to /usr/local/jungerl:/home/some_user/my_erlang_lib. (On Windows, use semi-colon as separator.)

**Code Path Cache**

The code server incorporates a code path cache. The cache functionality is disabled by default. To activate it, start the emulator with the command line flag -code_path_cache or call code:rehash(). When the cache is created (or updated), the code server searches for modules in the code path directories. This may take some time if the code path is long. After the cache creation, the time for loading modules in a large system (one with a large directory structure) is significantly reduced compared to having the cache disabled. The code server is able to look up the location of a module from the cache in constant time instead of having to search through the code path directories.

Application resource files (.app files) are also stored in the code path cache. This feature is used by the application controller (see application(3) [page 36]) to load applications efficiently in large systems.

Note that when the code path cache is created (or updated), any relative directory names in the code path are converted to absolute.

**Current and Old Code**

The code of a module can exists in two variants in a system: current code and old code. When a module is loaded into the system for the first time, the code of the module becomes ‘current’ and the global export table is updated with references to all functions exported from the module.

If then a new instance of the module is loaded (perhaps because of the correction of an error), then the code of the previous instance becomes ‘old’, and all export entries referring to the previous instance are removed. After that the new instance is loaded as if it was loaded for the first time, as described above, and becomes ‘current’.

Both old and current code for a module are valid, and may even be evaluated concurrently. The difference is that exported functions in old code are unavailable. Hence there is no way to make a global call to an exported function in old code, but old code may still be evaluated because of processes lingering in it.

If a third instance of the module is loaded, the code server will remove (purge) the old code and any processes lingering in it will be terminated. Then the third instance becomes ‘current’ and the previously current code becomes ‘old’.

For more information about old and current code, and how to make a process switch from old to current code, refer to [Erlang Reference Manual].
Argument Types and Invalid Arguments

Generally, module and application names are atoms, while file and directory names are strings. For backward compatibility reasons, some functions accept both strings and atoms, but a future release will probably only allow the arguments that are documented.

From the R12B release, functions in this module will generally fail with an exception if they are passed an incorrect type (for instance, an integer or a tuple where an atom was expected). An error tuple will be returned if type of argument was correct, but there was some other error (for instance, a non-existing directory given to `set_path/1`.

Exports

`set_path(Path)` → `true` | `{error, What}`

Types:
- `Path = [Dir]`
- `Dir = string()`
- `What = bad_directory | bad_path`

Sets the code path to the list of directories `Path`.

Returns `true` if successful, or `{error, bad_directory}` if any `Dir` is not the name of a directory, or `{error, bad_path}` if the argument is invalid.

`get_path()` → `Path`

Types:
- `Path = [Dir]`
- `Dir = string()`

Returns the code path.

`add_path(Dir)` → `true` | `{error, What}`

`add_pathz(Dir)` → `true` | `{error, What}`

Types:
- `Dir = string()`
- `What = bad_directory`

Adds `Dir` to the code path. The directory is added as the last directory in the new path. If `Dir` already exists in the path, it is not added.

Returns `true` if successful, or `{error, bad_directory}` if `Dir` is not the name of a directory.

`add_patha(Dir)` → `true` | `{error, What}`

Types:
- `Dir = string()`
- `What = bad_directory`

Returns
Adds Dir to the beginning of the code path. If Dir already exists, it is removed from the old position in the code path.
Returns true if successful, or \{error, bad_directory\} if Dir is not the name of a directory.

\[\text{add\_paths}(\text{Dirs}) \rightarrow \text{ok}\]
\[\text{add\_pathsz}(\text{Dirs}) \rightarrow \text{ok}\]
Types:
- \text{Dirs} = [\text{Dir}]
- \text{Dir} = \text{string()}

Adds the directories in \text{Dirs} to the beginning of the code path. If a \text{Dir} already exists, it is removed from the old position in the code path. This function always returns \text{ok}, regardless of the validity of each individual \text{Dir}.

\[\text{add\_pathsa}(\text{Dirs}) \rightarrow \text{ok}\]
Types:
- \text{Dirs} = [\text{Dir}]
- \text{Dir} = \text{string()}

Adds the directories in \text{Dirs} to the end of the code path. If a \text{Dir} already exists, it is not added. This function always returns \text{ok}, regardless of the validity of each individual \text{Dir}.

\[\text{del\_path}(\text{Name} | \text{Dir}) \rightarrow \text{true} | \text{false} | \{\text{error, What}\}\]
Types:
- \text{Name} = \text{atom()}
- \text{Dir} = \text{string()}
- \text{What} = \text{bad\_name}

Deletes a directory from the code path. The argument can be an atom \text{Name}, in which case the directory with the name \text{.../Name[-Vsn]/ebin} is deleted from the code path. It is also possible to give the complete directory name \text{Dir} as argument.
Returns true if successful, or false if the directory is not found, or \{error, bad\_name\} if the argument is invalid.

\[\text{replace\_path}(\text{Name}, \text{Dir}) \rightarrow \text{true} | \{\text{error, What}\}\]
Types:
- \text{Name} = \text{atom()}
- \text{Dir} = \text{string()}
- \text{What} = \text{bad\_name} | \text{bad\_directory} | \{\text{badarg, term()}\}

This function replaces an old occurrence of a directory named \text{.../Name[-Vsn]/ebin}, in the code path, with \text{Dir}. If \text{Name} does not exist, it adds the new directory \text{Dir} last in the code path. The new directory must also be named \text{.../Name[-Vsn]/ebin}. This function should be used if a new version of the directory (library) is added to a running system.
Returns true if successful, or \{error, bad\_name\} if \text{Name} is not found, or \{error, bad\_directory\} if \text{Dir} does not exist, or \{error, \{badarg, [Name, Dir]\}\} if \text{Name} or \text{Dir} is invalid.
load_file(Module) -> {module, Module} | {error, What}

Types:
- Module = atom()
- What = nofile | sticky_directory | badarg | term()

Tries to load the Erlang module Module, using the code path. It looks for the object code file with an extension that corresponds to the Erlang machine used, for example Module.beam. The loading fails if the module name found in the object code differs from the name Module. load_binary/3 [page 51] must be used to load object code with a module name that is different from the file name.

Returns {module, Module} if successful, or {error, nofile} if no object code is found, or {error, sticky_directory} if the object code resides in a sticky directory, or {error, badarg} if the argument is invalid. Also if the loading fails, an error tuple is returned. See erlang:load_module/2 [page 114] for possible values of What.

load_abs(Filename) -> {module, Module} | {error, What}

Types:
- Filename = string()
- Module = atom()
- What = nofile | sticky_directory | badarg | term()

Does the same as load_file(Module), but Filename is either an absolute file name, or a relative file name. The code path is not searched. It returns a value in the same way as load_file/1 [page 51]. Note that Filename should not contain the extension (for example ".beam"); load_abs/1 adds the correct extension itself.

ensure_loaded(Module) -> {module, Module} | {error, What}

Types:
- Module = atom()
- What = nofile | sticky_directory | embedded | badarg | term()

Tries to to load a module in the same way as load_file/1 [page 51], unless the module is already loaded. In embedded mode, however, it does not load a module which is not already loaded, but returns {error, embedded} instead.

load_binary(Module, Filename, Binary) -> {module, Module} | {error, What}

Types:
- Module = atom()
- Filename = string()
- What = sticky_directory | badarg | term()
This function can be used to load object code on remote Erlang nodes. It can also be used to load object code where the file name and module name differ. This, however, is a very unusual situation and not recommended. The parameter `Binary` must contain object code for `Module`. `Filename` is only used by the code server to keep a record of from which file the object code for `Module` comes. Accordingly, `Filename` is not opened and read by the code server.

Returns `{module, Module}` if successful, or `{error, sticky_directory}` if the object code resides in a sticky directory, or `{error, badarg}` if any argument is invalid. Also if the loading fails, an error tuple is returned. See `erlang:load_module/2` [page 114] for possible values of `What`.

`delete(Module)` -> true | false

Types:
- `Module` = atom()

Removes the current code for `Module`, that is, the current code for `Module` is made old. This means that processes can continue to execute the code in the module, but that no external function calls can be made to it.

Returns true if successful, or false if there is old code for `Module` which must be purged first, or if `Module` is not a (loaded) module.

`purge(Module)` -> true | false

Types:
- `Module` = atom()

Purges the code for `Module`, that is, removes code marked as old. If some processes still linger in the old code, these processes are killed before the code is removed.

Returns true if successful and any process needed to be killed, otherwise false.

`soft_purge(Module)` -> true | false

Types:
- `Module` = atom()

Purges the code for `Module`, that is, removes code marked as old, but only if no processes linger in it.

Returns false if the module could not be purged due to processes lingering in old code, otherwise true.

`is_loaded(Module)` -> `{file, Loaded} | false`

Types:
- `Module` = atom()
- `Loaded` = Absname | preloaded | cover_compiled
- `Absname` = string()

Checks if `Module` is loaded. If it is, `{file, Loaded}` is returned, otherwise false.

Normally, `Loaded` is the absolute file name `Absname` from which the code was obtained. If the module is preloaded (see `script(4)`), `Loaded==preloaded`. If the module is Cover compiled (see `cover(3)`), `Loaded==cover_compiled`. 
all_loaded() -> [{Module, Loaded}]

Types:
- Module = atom()
- Loaded = Absname | preloaded | cover_compiled
- Absname = string()

Returns a list of tuples {Module, Loaded} for all loaded modules. Loaded is normally the absolute file name, as described for is_loaded/1 [page 52].

which(Module) -> Which

Types:
- Module = atom()
- Which = Filename | non_exising | preloaded | cover_compiled
- Filename = string()

If the module is not loaded, this function searches the code path for the first file which contains object code for Module and returns the absolute file name. If the module is loaded, it returns the name of the file which contained the loaded object code. If the module is pre-loaded, preloaded is returned. If the module is Cover compiled, cover_compiled is returned. non_exising is returned if the module cannot be found.

get_object_code(Module) -> {Module, Binary, Filename} | error

Types:
- Module = atom()
- Binary = binary()
- Filename = string()

Searches the code path for the object code of the module Module. It returns {Module, Binary, Filename} if successful, and error if not. Binary is a binary data object which contains the object code for the module. This can be useful if code is to be loaded on a remote node in a distributed system. For example, loading module Module on a node Node is done as follows:

    ...
    {_, Module, Binary, Filename} = code:get_object_code(Module),
    rpc:call(Node, code, load_binary, [Module, Filename, Binary]),
    ...

root_dir() -> string()

Returns the root directory of Erlang/OTP, which is the directory where it is installed.

    > code:root_dir().
    "/usr/local/otp"

lib_dir() -> string()

Returns the library directory, $OTPROOT/lib, where $OTPROOT is the root directory of Erlang/OTP.

    > code:lib_dir().
    "/usr/local/otp/lib"
lib_dir(Name) -> string() | {error, bad_name}

Types:
- Name = atom()

This function is mainly intended for finding out the path for the "library directory", the top directory, for an application Name located under $OTPROOT/lib.

If there is a directory called Name in the code path, optionally with a -Vsn suffix and/or an ebin subdirectory, the name of this directory is returned.

```erlang
> code:lib_dir(mnesia).
"/usr/local/otp/lib/mnesia-4.2.2"
```

Returns {error, bad_name} if Name is not the name of an application under $OTPROOT/lib. Fails with an exception if Name has the wrong type.

**Warning:**
For backward compatibiliy, Name is also allowed to be a string. That will probably change in a future release.

compiler_dir() -> string()

Returns the compiler library directory. Equivalent to code:lib_dir(compiler).

priv_dir(Name) -> string() | {error, bad_name}

Types:
- Name = atom()

This function is mainly intended for finding out the path for the priv directory for an application Name located under $OTPROOT/lib.

If there is a directory called Name in the code path, optionally with a -Vsn suffix and/or an ebin subdirectory, the function returns the name of this directory with priv appended. It is not checked if this directory really exists.

```erlang
> code:priv_dir(mnesia).
"/usr/local/otp/lib/mnesia-4.2.2/priv"
```

Returns {error, bad_name} if Name is not the name of an application under $OTPROOT/lib. Fails with an exception if Name has the wrong type.

**Warning:**
For backward compatibiliy, Name is also allowed to be a string. That will probably change in a future release.

objfile_extension() -> ".beam"

Returns the object code file extension that corresponds to the Erlang machine used, namely ".beam".
stick_dir(Dir) -> ok | error

Types:
- Dir = string()
- What = term()

This function marks Dir as sticky.
Returns ok if successful or error if not.

unstick_dir(Dir) -> ok | error

Types:
- Dir = string()
- What = term()

This function unsticks a directory which has been marked as sticky.
Returns ok if successful or error if not.

rehash() -> ok

This function creates or rehashes the code path cache.

where_is_file(Filename) -> Absname | non_existing

Types:
- Filename = Absname = string()

Searches the code path for Filename, a file of arbitrary type. If found, the full name is returned. non_existing is returned if the file cannot be found. The function can be useful, for example, to locate application resource files. If the code path cache is used, the code server will efficiently read the full name from the cache, provided that Filename is an object code file or an .app file.

clash() -> ok

Searches the entire code space for module names with identical names and writes a report to stdout.
**disk_log**

**Erlang Module**

disk_log is a disk based term logger which makes it possible to efficiently log items on files. Two types of logs are supported, halt logs and wrap logs. A halt log appends items to a single file, the size of which may or may not be limited by the disk log module, whereas a wrap log utilizes a sequence of wrap log files of limited size. As a wrap log file has been filled up, further items are logged onto to the next file in the sequence, starting all over with the first file when the last file has been filled up. For the sake of efficiency, items are always written to files as binaries.

Two formats of the log files are supported, the internal format and the external format. The internal format supports automatic repair of log files that have not been properly closed, and makes it possible to efficiently read logged items in chunks using a set of functions defined in this module. In fact, this is the only way to read internally formatted logs. The external format leaves it up to the user to read the logged deep byte lists. The disk_log module cannot repair externally formatted logs. An item logged to an internally formatted log must not occupy more than 4 GB of disk space (the size must fit in 4 bytes).

For each open disk log there is one process that handles requests made to the disk log; the disk log process is created when open/1 is called, provided there exists no process handling the disk log. A process that opens a disk log can either be an owner or an anonymous user of the disk log. Each owner is linked to the disk log process, and the disk log is closed by the owner should the owner terminate. Owners can subscribe to notifications, messages of the form \{disk_log, Node, Log, Info\} that are sent from the disk log process when certain events occur, see the commands below and in particular the open/1 option notify [page 66]. There can be several owners of a log, but a process cannot own more than one log more than once. One and the same process may, however, open the log as a user more than once. For a disk log process to properly close its file and terminate, it must be closed by its owners and once by some non-owner process for each time the log was used anonymously; the users are counted, and there must not be any users left when the disk log process terminates.

Items can be logged synchronously by using the functions log/2, log_terms/2 and blog_terms/2. For each of these functions, the caller is put on hold until the items have been logged (but not necessarily written, use sync/1 to ensure that). By adding an a to each of the mentioned function names we get functions that log items asynchronously. Asynchronous functions do not wait for the disk log process to actually write the items to the file, but return the control to the caller more or less immediately.

When using the internal format for logs, the functions log/2, log_terms/2, alog/2, and alog_terms/2 should be used. These functions log one or more Erlang terms. By prefixing each of the functions with a b (for "binary") we get the corresponding blog functions for the external format. These functions log one or more deep lists of bytes or, alternatively, binaries of deep lists of bytes. For example, to log the string "hello" in ASCII format, we can use disk_log:blog(Log, "hello"), or disk_log:blog(Log, list_to_binary("hello")). The two alternatives are equally efficient. The blog
functions can be used for internally formatted logs as well, but in this case they must be called with binaries constructed with calls to `term_to_binary/1`. There is no check to ensure this; it is entirely the responsibility of the caller. If these functions are called with binaries that do not correspond to Erlang terms, the `chunk/2,3` and automatic repair functions will fail. The corresponding terms (not the binaries) will be returned when `chunk/2,3` is called.

A collection of open disk logs with the same name running on different nodes is said to be a a distributed disk log if requests made to any one of the logs are automatically made to the other logs as well. The members of such a collection will be called individual distributed disk logs, or just distributed disk logs if there is no risk of confusion. There is no order between the members of such a collection. For instance, logged terms are not necessarily written onto the node where the request was made before written onto the other nodes. One could note here that there are a few functions that do not make requests to all members of distributed disk logs, namely `info`, `chunk`, `bchunk`, `chunk_step` and `lclose`. An open disk log that is not a distributed disk log is said to be a local disk log. A local disk log is accessible only from the node where the disk log process runs, whereas a distributed disk log is accessible from all nodes in the Erlang system, with exception for those nodes where a local disk log with the same name as the distributed disk log exists. All processes on nodes that have access to a local or distributed disk log can log items or otherwise change, inspect or close the log.

It is not guaranteed that all log files of a distributed disk log contain the same log items; there is no attempt made to synchronize the contents of the files. However, as long as at least one of the involved nodes is alive at each time, all items will be logged. When logging items to a distributed log, or otherwise trying to change the log, the replies from individual logs are ignored. If all nodes are down, the disk log functions reply with a `nonode` error.

**Note:**
In some applications it may not be acceptable that replies from individual logs are ignored. An alternative in such situations is to use several local disk logs instead of one distributed disk log, and implement the distribution without use of the disk log module.

Errors are reported differently for asynchronous log attempts and other uses of the disk log module. When used synchronously the disk log module replies with an error message, but when called asynchronously, the disk log module does not know where to send the error message. Instead, owners subscribing to notifications will receive an `error_status` message.

The disk log module itself does not report errors to the `error_logger` module; it is up to the caller to decide whether the error logger should be employed or not. The function `format_error/1` can be used to produce readable messages from error replies. Information events are however sent to the error logger in two situations, namely when a log is repaired, or when a file is missing while reading chunks.

The error message `no_such_log` means that the given disk log is not currently open. Nothing is said about whether the disk log files exist or not.
Note:
If an attempt to reopen or truncate a log fails (see reopen and truncate) the disk log process immediately terminates. Before the process terminates links to to owners and blocking processes (see block) are removed. The effect is that the links work in one direction only; any process using a disk log has to check for the error message no_such_log if some other process might truncate or reopen the log simultaneously.

Exports

accessible_logs() -> {[LocalLog], [DistributedLog]}

Types:
  - LocalLog = DistributedLog = term()

The accessible_logs/0 function returns the names of the disk logs accessible on the current node. The first list contains local disk logs, and the second list contains distributed disk logs.

alog(Log, Term)
balog(Log, Bytes) -> ok | {error, Reason}

Types:
  - Log = term()
  - Term = term()
  - Bytes = binary() | [Byte]
  - Byte = [Byte] | 0 <= integer() <= 255
  - Reason = no_such_log

The alog/2 and balog/2 functions asynchronously append an item to a disk log. The function alog/2 is used for internally formatted logs, and the function balog/2 for externally formatted logs. balog/2 can be used for internally formatted logs as well provided the binary was constructed with a call to term_to_binary/1.

The owners that subscribe to notifications will receive the message read_only, blocked_log or format_external in case the item cannot be written on the log, and possibly one of the messages wrap, full and error_status if an item was written on the log. The message error_status is sent if there is something wrong with the header function or a file error occurred.

alog_terms(Log, TermList)
balog_terms(Log, BytesList) -> ok | {error, Reason}

Types:
  - Log = term()
  - TermList = [term()]
  - BytesList = [Bytes]
  - Bytes = binary() | [Byte]
  - Byte = [Byte] | 0 <= integer() <= 255
  - Reason = no_such_log
The `alog_terms/2` and `balog_terms/2` functions asynchronously append a list of items to a disk log. The function `alog_terms/2` is used for internally formatted logs, and the function `balog_terms/2` for externally formatted logs. `balog_terms/2` can be used for internally formatted logs as well provided the binaries were constructed with calls to `term_to_binary/1`.

The owners that subscribe to notifications will receive the message `read_only`, `blocked_log` or `format_external` in case the items cannot be written on the log, and possibly one or more of the messages `wrap`, `full` and `error_status` if items were written on the log. The message `error_status` is sent if there is something wrong with the header function or a file error occurred.

```
block(Log)
block(Log, QueueLogRecords) -> ok | {error, Reason}
```

Types:
- Log = term()
- QueueLogRecords = bool()
- Reason = no_such_log | nonode | {blocked_log, Log}

With a call to `block/1,2` a process can block a log. If the blocking process is not an owner of the log, a temporary link is created between the disk log process and the blocking process. The link is used to ensure that the disk log is unblocked should the blocking process terminate without first closing or unblocking the log.

Any process can probe a blocked log with `info/1` or close it with `close/1`. The blocking process can also use the functions `chunk/2,3`, `bchunk/2,3`, `chunk_step/3`, and `unblock/1` without being affected by the block. Any other attempt than those hitherto mentioned to update or read a blocked log suspends the calling process until the log is unblocked or returns an error message `{blocked_log, Log}`, depending on whether the value of `QueueLogRecords` is true or false. The default value of `QueueLogRecords` is true, which is used by `block/1`.

```
change_header(Log, Header) -> ok | {error, Reason}
```

Types:
- Log = term()
- Header = {head, Head} | {head_func, {M,F,A}}
- Head = none | term() | binary() | [Byte]
- Byte = [Byte] | 0 =< integer() =< 255
- Reason = no_such_log | nonode | {read_only_mode, Log} | {blocked_log, Log} | {badarg, head}

The `change_header/2` function changes the value of the `head` or `head_func` option of a disk log.

```
change_notify(Log, Owner, Notify) -> ok | {error, Reason}
```

Types:
- Log = term()
- Owner = pid()
- Notify = bool()
- Reason = no_such_log | nonode | {blocked_log, Log} | {badarg, notify} | {not_owner, Owner}
The change_notify/3 function changes the value of the notify option for an owner of a disk log.

```prolog
change_size(Log, Size) -> ok | error, Reason
```

Types:
- Log = term()
- Size = integer() > 0 | infinity | {MaxNumberOfBytes, MaxNumberOfFiles}
- MaxNumberOfBytes = integer() > 0
- MaxNumberOfFiles = integer() > 0
- Reason = no_such_log | nonode | {read_only_mode, Log} | {blocked_log, Log} |
  {new_size_too_small, CurrentSize} | {badarg, size} | {file_error, FileName, FileError}

The `change_size/2` function changes the size of an open log. For a halt log it is always possible to increase the size, but it is not possible to decrease the size to something less than the current size of the file.

For a wrap log it is always possible to increase both the size and number of files, as long as the number of files does not exceed 65000. If the maximum number of files is decreased, the change will not be valid until the current file is full and the log wraps to the next file. The redundant files will be removed next time the log wraps around, i.e. starts to log to file number 1.

As an example, assume that the old maximum number of files is 10 and that the new maximum number of files is 6. If the current file number is not greater than the new maximum number of files, the files 7 to 10 will be removed when file number 6 is full and the log starts to write to file number 1 again. Otherwise the files greater than the current file will be removed when the current file is full (e.g. if the current file is 8, the files 9 and 10); the files between new maximum number of files and the current file (i.e. files 7 and 8) will be removed next time file number 6 is full.

If the size of the files is decreased the change will immediately affect the current log. It will not of course change the size of log files already full until next time they are used.

If the log size is decreased for instance to save space, the function `inc_wrap_file/1` can be used to force the log to wrap.

```prolog
chunk(Log, Continuation)
chunk(Log, Continuation, N) -> {Continuation2, Terms} | {Continuation2, Terms, Badbytes} | eof | error, Reason
```

```prolog
bchunk(Log, Continuation)
bchunk(Log, Continuation, N) -> {Continuation2, Binaries} | {Continuation2, Binaries, Badbytes} | eof | error, Reason
```

Types:
- Log = term()
- Continuation = start | cont()
- N = integer() > 0 | infinity
- Continuation2 = cont()
- Terms = [term()]
- Badbytes = integer()
- Reason = no_such_log | {format_external, Log} | {blocked_log, Log} | {badarg, continuation} |
  {not_internal_wrap, Log} | {corrupt_log_file, FileName} | {file_error, FileName, FileError}
The chunk/2,3 and bchunk/2,3 functions make it possible to efficiently read the terms which have been appended to an internally formatted log. It minimizes disk I/O by reading 64 kilobyte chunks from the file. The bchunk/2,3 functions return the binaries read from the file; they do not call binary_to_term. Otherwise the work just like chunk/2,3.

The first time chunk (or bchunk) is called, an initial continuation, the atom start, must be provided. If there is a disk log process running on the current node, terms are read from that log, otherwise an individual distributed log on some other node is chosen, if such a log exists.

When chunk/3 is called, N controls the maximum number of terms that are read from the log in each chunk. Default is infinity, which means that all the terms contained in the 64 kilobyte chunk are read. If less than N terms are returned, this does not necessarily mean that the end of the file has been reached.

The chunk function returns a tuple \( \text{Continuation2, Terms} \), where Terms is a list of terms found in the log. Continuation2 is yet another continuation which must be passed on to any subsequent calls to chunk. With a series of calls to chunk it is possible to extract all terms from a log.

The chunk function returns a tuple \( \text{Continuation2, Terms, Badbytes} \) if the log is opened in read-only mode and the read chunk is corrupt. Badbytes is the number of bytes in the file which were found not to be Erlang terms in the chunk. Note also that the log is not repaired. When trying to read chunks from a log opened in read-write mode, the tuple \( \text{corrupt_log_file, FileName} \) is returned if the read chunk is corrupt.

chunk returns \text{eof} when the end of the log is reached, or \{error, Reason\} if an error occurs. Should a wrap log file be missing, a message is output on the error log.

When chunk/2,3 is used with wrap logs, the returned continuation may or may not be valid in the next call to chunk. This is because the log may wrap and delete the file into which the continuation points. To make sure this does not happen, the log can be blocked during the search.

\[ \text{chunk_info(Continuation) -> InfoList | \{error, Reason\}} \]

Types:
- Continuation = cont()
- Reason = \{no_continuation, Continuation\}

The \text{chunk_info/1} function returns the following pair describing the chunk continuation returned by chunk/2,3, bchunk/2,3, or chunk_step/3:
- \{node, Node\}. Terms are read from the disk log running on Node.

\[ \text{chunk_step(Log, Continuation, Step) -> \{ok, Continuation2\} | \{error, Reason\}} \]

Types:
- Log = term()
- Continuation = start | cont()
- Step = integer()
- Continuation2 = cont()
The function `chunk_step` can be used in conjunction with `chunk/2,3` and `bchunk/2,3` to search through an internally formatted wrap log. It takes as argument a continuation as returned by `chunk/2,3`, `bchunk/2,3`, or `chunk_step/3`, and steps forward (or backward) step files in the wrap log. The continuation returned points to the first log item in the new current file.

If the atom `start` is given as continuation, a disk log to read terms from is chosen. A local or distributed disk log on the current node is preferred to an individual distributed log on some other node.

If the wrap log is not full because all files have not been used yet, `{error, end_of_log}` is returned if trying to step outside the log.

close(Log) -> ok | {error, Reason}

Types:
- Reason = no_such_log | nonode | {file_error, FileName, FileError}

The function `close/1` closes a local or distributed disk log properly. An internally formatted log must be closed before the Erlang system is stopped, otherwise the log is regarded as unclosed and the automatic repair procedure will be activated next time the log is opened.

The disk log process in not terminated as long as there are owners or users of the log. It should be stressed that each and every owner must close the log, possibly by terminating, and that any other process - not only the processes that have opened the log anonymously - can decrement the users counter by closing the log. Attempts to close a log by a process that is not an owner are simply ignored if there are no users.

If the log is blocked by the closing process, the log is also unblocked.

format_error(Error) -> Chars

Types:
- Chars = [char() | Chars]

Given the error returned by any function in this module, the function `format_error` returns a descriptive string of the error in English. For file errors, the function `format_error/1` in the `file` module is called.

inc_wrap_file(Log) -> ok | {error, Reason}

Types:
- Reason = no_such_log | nonode | {read_only_mode, Log} | {blocked_log, Log} | {halt_log, Log} | {invalid_header, InvalidHeader} | {file_error, FileName, FileError}

The `inc_wrap_file/1` function forces the internally formatted disk log to start logging to the next log file. It can be used, for instance, in conjunction with `change_size/2` to reduce the amount of disk space allocated by the disk log. The owners that subscribe to notifications will normally receive a `wrap` message, but in case of an error with a reason tag of `invalid_header` or `file_error` an `error_status` message will be sent.

info(Log) -> InfoList | {error, no_such_log}
The `info/1` function returns a list of `{Tag, Value}` pairs describing the log. If there is a disk log process running on the current node, that log is used as source of information, otherwise an individual distributed log on some other node is chosen, if such a log exists.

The following pairs are returned for all logs:

- `{name, Log}`, where `Log` is the name of the log as given by the `open/1` option `name`.
- `{file, File}`, For halt logs `File` is the filename, and for wrap logs `File` is the base name.
- `{type, Type}`, where `Type` is the type of the log as given by the `open/1` option `type`.
- `{format, Format}`, where `Format` is the format of the log as given by the `open/1` option `format`.
- `{size, Size}`, where `Size` is the size of the log as given by the `open/1` option `size`, or the size set by `change_size/2`. The value set by `change_size/2` is reflected immediately.
- `{mode, Mode}`, where `Mode` is the mode of the log as given by the `open/1` option `mode`.
- `{owners, [{pid(), Notify}]}`, where `Notify` is the value set by the `open/1` option `notify` or the function `change_notify/3` for the owners of the log.
- `{users, Users}` where `Users` is the number of anonymous users of the log, see the `open/1` option linkto [page 66].
- `{status, Status}`, where `Status` is `ok` or `{blocked, QueueLogRecords}` as set by the functions `block/1,2` and `unblock/1`.
- `{node, Node}`. The information returned by the current invocation of the `info/1` function has been gathered from the disk log process running on `Node`.
- `{distributed, Dist}`. If the log is local on the current node, then `Dist` has the value `local`, otherwise all nodes where the log is distributed are returned as a list.

The following pairs are returned for all logs opened in `read_write` mode:

- `{head, Head}`. Depending of the value of the `open/1` options `head` and `head_func` or set by the function `change_header/2`, the value of `Head` is `none` (default), `{head, H}` (head option) or `{M,F,A}` (head_func option).
- `{no_written_items, NoWrittenItems}`, where `NoWrittenItems` is the number of items written to the log since the disk log process was created.

The following pair is returned for halt logs opened in `read_write` mode:

- `{full, Full}`, where `Full` is true or false depending on whether the halt log is full or not.

The following pairs are returned for wrap logs opened in `read_write` mode:

- `{no_current_bytes, integer() >= 0}` is the number of bytes written to the current wrap log file.
- `{no_current_items, integer() >= 0}` is the number of items written to the current wrap log file, header inclusive.
- `{no_items, integer() >= 0}` is the total number of items in all wrap log files.
• \{current\_file, integer()\} is the ordinal for the current wrap log file in the range 1..MaxNoFiles, where MaxNoFiles is given by the open/1 option size or set by change\_size/2.

• \{no\_overflows, \{SinceLogWasOpened, SinceLastInfo\}\}, where SinceLogWasOpened (SinceLastInfo) is the number of times a wrap log file has been filled up and a new one opened or inc\_wrap\_file/1 has been called since the disk log was last opened (info/1 was last called). The first time info/2 is called after a log was (re)opened or truncated, the two values are equal.

Note that the chunk/2,3, bchunk/2,3, and chunk\_step/3 functions do not affect any value returned by info/1.

\[\text{lclose(Log)}\]
\[\text{lclose(Log, Node)} \Rightarrow \text{ok | \{error, Reason\}}\]

Types:
• \text{Node} = \text{node()}
• \text{Reason} = \text{no\_such\_log | \{file\_error, FileName, FileError\}}

The function lclose/1 closes a local log or an individual distributed log on the current node. The function lclose/2 closes an individual distributed log on the specified node if the node is not the current one. lclose(Log) is equivalent to lclose(Log, node()). See also close/1 [page 62].

If there is no log with the given name on the specified node, \text{no\_such\_log} is returned.

\[\text{log(Log, Term)}\]
\[\text{blog(Log, Bytes)} \Rightarrow \text{ok | \{error, Reason\}}\]

Types:
• \text{Log} = \text{term()}
• \text{Term} = \text{term()}
• \text{Bytes} = \text{binary()} | \{Byte\}
• \text{Byte} = \text{[Byte]} | 0 =< \text{integer()} =< 255
• \text{Reason} = \text{no\_such\_log | nonode | \{read\_only\_mode, Log\} | \{format\_external, Log\} | \{blocked\_log, Log\} | \{full, Log\} | \{invalid\_header, InvalidHeader\} | \{file\_error, FileName, FileError\}}

The log/2 and blog/2 functions synchronously append a term to a disk log. They return \text{ok} or \{error, Reason\} when the term has been written to disk. If the log is distributed, \text{ok} is always returned, unless all nodes are down. Terms are written by means of the ordinary write() function of the operating system. Hence, there is no guarantee that the term has actually been written to the disk, it might linger in the operating system kernel for a while. To make sure the item is actually written to disk, the sync/1 function must be called.

The log/2 function is used for internally formatted logs, and blog/2 for externally formatted logs. blog/2 can be used for internally formatted logs as well provided the binary was constructed with a call to term\_to\_binary/1.

The owners that subscribe to notifications will be notified of an error with an error\_status message if the error reason tag is invalid\_header or file\_error.

\[\text{log\_terms(Log, TermList)}\]
**Kernel Reference Manual**

**diskLog**

```prolog
diskLog

blog_terms(Log, BytesList) -> ok | {error, Reason}  
Types:  
  - Log = term()  
  - TermList = [term()]  
  - BytesList = [Bytes]  
  - Bytes = binary() | [Byte]  
  - Byte = [Byte] | 0 =< integer() =< 255  
  - Reason = no_such_log | nonode | {read_only_mode, Log} | {format_external, Log} | {blocked_log, Log} | {full, Log} | {invalid_header, InvalidHeader} | {file_error, FileName, FileError}  

The `log_terms/2` and `blog_terms/2` functions synchronously append a list of items to  
the log. The benefit of using these functions rather than the  
`log/2` and `blog/2` functions is that of efficiency: the given list is split into as large sublists as possible  
(limited by the size of wrap log files), and each sublist is logged as one single item,  
which reduces the overhead.  

The `log_terms/2` function is used for internally formatted logs, and `blog_terms/2` for  
externally formatted logs. `blog_terms/2` can be used for internally formatted logs as  
well provided the binaries were constructed with calls to `term_to_binary/1`.  

The owners that subscribe to notifications will be notified of an error with an  
`error_status` message if the error reason tag is `invalid_header` or `file_error`.  

open(ArgL) -> OpenRet | DistOpenRet  
Types:  
  - ArgL = [Opt]  
  - Opt = name, term() | file, FileName | linkto, LinkTo | repair, Repair | type, Type | format, Format | size, Size | distributed, [Node] | notify, bool() | head, Head | head_func, [M,F,A] | mode, Mode  
  - FileName = string() | atom()  
  - LinkTo = pid() | none  
  - Repair = true | false | truncate  
  - Type = halt | wrap  
  - Format = internal | external  
  - Size = integer() > 0 | infinity | {MaxNBytes, MaxNFiles}  
  - MaxNBytes = integer() > 0  
  - MaxNFiles = 0 < integer() < 65000  
  - Rec = integer()  
  - Bad = integer()  
  - Head = none | term() | binary() | [Byte]  
  - Byte = [Byte] | 0 =< integer() =< 255  
  - Mode = read_write | read_only  
  - OpenRet = Ret | {error, Reason}  
  - DistOpenRet = [[Node, Ret]], [[BadNode, {error, DistReason}]]  
  - Node = BadNode = atom()  
  - Ret = {ok, Log} | {repaired, Log, {recovered, Rec}, {badbytes, Bad}}  
  - DistReason = nodedown | Reason```
- Reason = no_such_log | {badarg, Arg} | {size_mismatch, CurrentSize, NewSize} | {arg_mismatch, OptionName, CurrentValue, Value} | {name_already_open, Log} | {open_read_write, Log} | {open_read_only, Log} | {need_repair, Log} | {not_a_log_file, FileName} | {invalid_index_file, FileName} | {invalid_header, InvalidHeader} | {file_error, FileName, FileError} | {node_already_open, Log}

The ArgL parameter is a list of options which have the following meanings:

* {name, Log} specifies the name of the log. This is the name which must be passed
  on as a parameter in all subsequent logging operations. A name must always be
  supplied.

* {file, FileName} specifies the name of the file which will be used for logged
  terms. If this value is omitted and the name of the log is either an atom or a string,
  the file name will default to lists:concat([Log, ".LOG"] for halt logs. For
  wrap logs, this will be the base name of the files. Each file in a wrap log will be
  called <base_name>.N, where N is an integer. Each wrap log will also have two
  files called <base_name>.idx and <base_name>.siz.

* {linkto, LinkTo}. If LinkTo is a pid, that pid becomes an owner of the log. If
  LinkTo is none the log records that it is used anonymously by some process by
  incrementing the users counter. By default, the process which calls open/1 owns
  the log.

* {repair, Repair}. If Repair is true, the current log file will be repaired, if
  needed. As the restoration is initiated, a message is output on the error log. If
  false is given, no automatic repair will be attempted. Instead, the tuple {error,
  need_repair, Log} is returned if an attempt is made to open a corrupt log file.
  If truncate is given, the log file will be truncated, creating an empty log. Default
  is true, which has no effect on logs opened in read-only mode.

* {type, Type} is the type of the log. Default is halt.

* {format, Format} specifies the format of the disk log. Default is internal.

* {size, Size} specifies the size of the log. When a halt log has reached its
  maximum size, all attempts to log more items are rejected. The default size is
  infinity, which for halt implies that there is no maximum size. For wrap logs, the
  Size parameter may be either a pair {MaxNoBytes, MaxNoFiles} or infinity. In
  the latter case, if the files of an already existing wrap log with the same name can
  be found, the size is read from the existing wrap log, otherwise an error is
  returned. Wrap logs write at most MaxNoBytes bytes on each file and use
  MaxNoFiles files before starting all over with the first wrap log file. Regardless of
  MaxNoBytes, at least the header (if there is one) and one item is written on each
  wrap log file before wrapping to the next file. When opening an existing wrap log,
  it is not necessary to supply a value for the option Size, but any supplied value
  must equal the current size of the log, otherwise the tuple {error,
  size_mismatch, CurrentSize, NewSize} is returned.

* {distributed, Nodes}. This option can be used for adding members to a
  distributed disk log. The default value is [], which means that the log is local on
  the current node.

* {notify, bool()}. If true, the owners of the log are notified when certain events
  occur in the log. Default is false. The owners are sent one of the following
  messages when an event occurs:

  - {disk_log, Node, Log, {wrap, NoLostItems}} is sent when a wrap log has
    filled up one of its files and a new file is opened. NoLostItems is the number
    of previously logged items that have been lost when truncating existing files.
- \{disk\_log, Node, Log, \{truncated, NoLostItems\}\} is sent when a log has been truncated or reopened. For halt logs NoLostItems is the number of items written on the log since the disk log process was created. For wrap logs NoLostItems is the number of items on all wrap log files.
- \{disk\_log, Node, Log, \{read\_only, Items\}\} is sent when an asynchronous log attempt is made to a log file opened in read-only mode. Items is the items from the log attempt.
- \{disk\_log, Node, Log, \{blocked\_log, Items\}\} is sent when an asynchronous log attempt is made to a blocked log that does not queue log attempts. Items is the items from the log attempt.
- \{disk\_log, Node, Log, \{format\_external, Items\}\} is sent when alog/2 or alog\_terms/2 is used for internally formatted logs. Items is the items from the log attempt.
- \{disk\_log, Node, Log, full\} is sent when an attempt to log items to a wrap log would write more bytes than the limit set by the size option.
- \{disk\_log, Node, Log, \{error\_status, Status\}\} is sent when the error status changes. The error status is defined by the outcome of the last attempt to log items to a the log or to truncate the log or the last use of sync/1, inc\_wrap\_file/1 or change\_size/2. Status is one of ok and \{error, Error\}, the former being the initial value.

- \{head, Head\} specifies a header to be written first on the log file. If the log is a wrap log, the item Head is written first in each new file. Head should be a term if the format is internal, and a deep list of bytes (or a binary) otherwise. Default is none, which means that no header is written first on the file.
- \{head\_func, \{M,F,A\}\} specifies a function to be called each time a new log file is opened. The call M:F(A) is assumed to return \{ok, Head\}. The item Head is written first in each file. Head should be a term if the format is internal, and a deep list of bytes (or a binary) otherwise.
- \{mode, Mode\} specifies if the log is to be opened in read-only or read-write mode. It defaults to read\_write.

The \texttt{open/1} function returns \{ok, Log\} if the log file was successfully opened. If the file was successfully repaired, the tuple \{repaired, Log, \{recovered, Rec\}, \{badbytes, Bad\}\} is returned, where Rec is the number of whole Erlang terms found in the file and Bad is the number of bytes in the file which were non-Erlang terms. If the distributed parameter was given, open/1 returns a list of successful replies and a list of erroneous replies. Each reply is tagged with the node name.

When a disk log is opened in read-write mode, any existing log file is checked for. If there is none a new empty log is created, otherwise the existing file is opened at the position after the last logged item, and the logging of items will commence from there. If the format is internal and the existing file is not recognized as an internally formatted log, a tuple \{error, \{not\_a\_log\_file, FileName\}\} is returned.

The \texttt{open/1} function cannot be used for changing the values of options of an already open log; when there are prior owners or users of a log, all option values except name, linkto and notify are just checked against the values that have been supplied before as option values to open/1, change\_header/2, change\_notify/3 or change\_size/2. As a consequence, none of the options except name is mandatory. If some given value differs from the current value, a tuple \{error, \{arg\_mismatch, OptionName, CurrentValue, Value\}\} is returned. Caution: an owner's attempt to open a log as owner once again is acknowledged with the return value \{ok, Log\}, but the state of the disk log is not affected in any way.
If a log with a given name is local on some node, and one tries to open the log distributed on the same node, then the tuple \{\text{error}, \{\text{node\ already\ open}, \text{Name}\}\} is returned. The same tuple is returned if the log is distributed on some node, and one tries to open the log locally on the same node. Opening individual distributed disk logs for the first time adds those logs to a (possibly empty) distributed disk log. The option values supplied are used on all nodes mentioned by the \text{distributed} option. Individual distributed logs know nothing about each other's option values, so each node can be given unique option values by creating a distributed log with several calls to \text{open/1}.

It is possible to open a log file more than once by giving different values to the option name or by using the same file when distributing a log on different nodes. It is up to the user of the \text{disk\ log} module to ensure that no more than one disk log process has write access to any file, or the the file may be corrupted.

If an attempt to open a log file for the first time fails, the disk log process terminates with the \text{EXIT message} \{(\text{failed},\text{Reason}),[\text{disk\ log,open,1}]\}. The function returns \{\text{error}, \text{Reason}\} for all other errors.

\text{pid2name(Pid)} \rightarrow \{\text{ok, Log}\ | \text{undefined}\}

\text{Types:}
- \text{Log} = \text{term()}
- \text{Pid} = \text{pid()}

The \text{pid2name/1} function returns the name of the log given the pid of a disk log process on the current node, or \text{undefined} if the given pid is not a disk log process.

This function is meant to be used for debugging only.

\text{reopen(Log, File)}
\text{reopen(Log, File, Head)}
\text{breopen(Log, File, BHead)} \rightarrow \text{ok | \{error, Reason\}}

\text{Types:}
- \text{Log} = \text{term()}
- \text{File} = \text{string()}
- \text{Head} = \text{term()}
- \text{BHead} = \text{binary()} | [\text{Byte}]
- \text{Byte} = [\text{Byte}] | 0 <= \text{integer()} <= 255
- \text{Reason} = \text{no\ such\ log} | \text{nonode} | \{\text{read\ only\ mode, Log}\} | \{\text{blocked\ log, Log}\} | \{\text{same\ file\ name, Log}\} | \{\text{invalid\ index\ file, FileName}\} | \{\text{invalid\ header, InvalidHeader}\} | \{\text{file\ error, FileName, FileError}\}

The \text{reopen} functions first rename the log file to \text{File} and then re-create a new log file. In case of a wrap log, \text{File} is used as the base name of the renamed files. By default the header given to \text{open/1} is written first in the newly opened log file, but if the \text{Head} or the \text{BHead} argument is given, this item is used instead. The header argument is used once only; next time a wrap log file is opened, the header given to \text{open/1} is used.

The \text{reopen/2,3} functions are used for internally formatted logs, and \text{breopen/3} for externally formatted logs.

The owners that subscribe to notifications will receive a \text{truncate} message.

Upon failure to reopen the log, the disk log process terminates with the \text{EXIT message} \{(\text{failed,Error}),[\text{disk\ log,Fun,Arity}]\}, and other processes that have requests queued receive the message \{\text{disk\ log, Node, \{error, disk\ log\ stopped\}}\}. 
sync(Log) -> ok | {error, Reason}

Types:
- Log = term()
- Reason = no_such_log | node | {read_only_mode, Log} | {blocked_log, Log} | {file_error, FileName, FileError}

The sync/1 function ensures that the contents of the log are actually written to the disk. This is usually a rather expensive operation.

truncation(Log)
truncation(Log, Head)
btruncation(Log, BHead) -> ok | {error, Reason}

Types:
- Log = term()
- Head = term()
- BHead = binary() | [Byte]
- Byte = [Byte] | 0 <= integer() =< 255
- Reason = no_such_log | node | {read_only_mode, Log} | {blocked_log, Log} | {invalid_header, InvalidHeader} | {file_error, FileName, FileError}

The truncate functions remove all items from a disk log. If the Head or the BHead argument is given, this item is written first in the newly truncated log, otherwise the header given to open/1 is used. The header argument is only used once; next time a wrap log file is opened, the header given to open/1 is used.

The truncate/1,2 functions are used for internally formatted logs, and btruncate/2 for externally formatted logs.

The owners that subscribe to notifications will receive a truncate message.

If the attempt to truncate the log fails, the disk log process terminates with the EXIT message {{failed,Reason},[[disk_log, Fun, Arity]]}, and other processes that have requests queued receive the message {disk_log, Node, {error, disk_log_stopped}}.

unblock(Log) -> ok | {error, Reason}

Types:
- Log = term()
- Reason = no_such_log | node | {not_blocked, Log} | {not_blocked_by_pid, Log}

The unblock/1 function unblocks a log. A log can only be unblocked by the blocking process.

See Also

file(3) [page 176], pg2(3) [page 264], wrap_log_reader(3) [page 283]
erl_boot_server

Erlang Module

This server is used to assist diskless Erlang nodes which fetch all Erlang code from another machine.

This server is used to fetch all code, including the start script, if an Erlang runtime system is started with the `-loader inet` command line flag. All hosts specified with the `-hosts Host` command line flag must have one instance of this server running.

This server can be started with the kernel configuration parameter `start_boot_server`.

Exports

start(Slaves) -> {ok, Pid} | {error, What}

Types:
- Slaves = [Host]
- Host = atom()
- Pid = pid()
- What = term()

Starts the boot server. Slaves is a list of IP addresses for hosts which are allowed to use this server as a boot server.

start_link(Slaves) -> {ok, Pid} | {error, What}

Types:
- Slaves = [Host]
- Host = atom()
- Pid = pid()
- What = term()

Starts the boot server and links to the caller. This function is used to start the server if it is included in a supervision tree.

add_slave(Slave) -> ok | {error, What}

Types:
- Slave = Host
- Host = atom()
- What = term()

Adds a Slave node to the list of allowed slave hosts.

delete_slave(Slave) -> ok | {error, What}
Types:
- Slave = Host
- Host = atom()
- What = void()

Deletes a Slave node from the list of allowed slave hosts.

which_slaves() -> Slaves

Types:
- Slaves = [Host]
- Host = atom()

Returns the current list of allowed slave hosts.

SEE ALSO

init(3) [page 246], erl_prj_loader(3) [page 87]
The `erl_ddll` module provides an interface for loading and unloading Erlang linked in drivers in runtime.

**Note:**
This is a large reference document. For casual use of the module, as well as for most real world applications, the descriptions of the functions `load/2` [page 75] and `unload/1` [page 85] are enough to get going.

The driver should be provided as a dynamically linked library in an object code format specific for the platform in use, i.e. `.so` files on most Unix systems and `.dll` files on Windows. An Erlang linked in driver has to provide specific interfaces to the emulator, so this module is not designed for loading arbitrary dynamic libraries. For further information about Erlang drivers, refer to the ERTS reference manual section [erl_driver].

When describing a set of functions, (i.e. a module, a part of a module or an application) executing in a process and wanting to use a dll-driver, we use the term user. There can be several users in one process (different modules needing the same driver) and several processes running the same code, making up several users of a driver. In the basic scenario, each user loads the driver before starting to use it and unloads the driver when done. The reference counting keeps track of processes as well as the number of loads by each process, so that the driver will only be unloaded when no one wants it (it has no user). The driver also keeps track of ports that are opened towards it, so that one can delay unloading until all ports are closed or kill all ports using the driver when it is unloaded.

The interface supports two basic scenarios of loading and unloading. Each scenario can also have the option of either killing ports when the driver is unloading, or waiting for the ports to close themselves. The scenarios are:

**Load and unload on a “when needed basis”**
This (most common) scenario simply supports that each user [page 72] of the driver loads it when it is needed and unloads it when the user [page 72] no longer have any use for it. The driver is always reference counted and as long as a process keeping the driver loaded is still alive, the driver is present in the system.

Each user [page 72] of the driver use literally the same pathname for the driver when demanding load, but the users [page 72] are not really concerned with if the driver is already loaded from the filesystem or if the object code has to be loaded from filesystem.

Two pairs of functions support this scenario:
load/2 and unload/1 When using the load/unload interfaces, the driver will not actually get unloaded until the last port using the driver is closed. The function unload/1 can return immediately, as the users [page 72] are not really concerned with when the actual unloading occurs. The driver will actually get unloaded when no one needs it any longer.

If a process having the driver loaded dies, it will have the same effect as if unloading was done.

When loading, the function load/2 returns ok as soon as there is any instance of the driver present, so that if a driver is waiting to get unloaded (due to open ports), it will simply change state to no longer need unloading.

load_driver/2 and unload_driver/1 These interfaces is intended to be used when it is considered an error that ports are open towards a driver that no user [page 72] has loaded. The ports still open when the last user [page 72] calls unload_driver/1 or when the last process having the driver loaded dies, will get killed with reason driver_unloaded.

The function names load_driver and unload_driver are kept for backward compatibility.

Loading and reloading for code replacement This scenario occurs when the driver code might need replacement during operation of the Erlang emulator.

Implementing driver code replacement is somewhat more tedious than beam code replacement, as one driver cannot be loaded as both “old” and “new” code. All users [page 72] of a driver must have it closed (no open ports) before the old code can be unloaded and the new code can be loaded.

The actual unloading/loading is done as one atomic operation, blocking all processes in the system from using the driver concerned while in progress.

The preferred way to do driver code replacement is to let one single process keep track of the driver. When the process start, the driver is loaded. When replacement is required, the driver is reloaded. Unload is probably never done, or done when the process exits. If more than one user [page 72] has a driver loaded when code replacement is demanded, the replacement cannot occur until the last “other” user [page 72] has unloaded the driver.

Demanding reload when a reload is already in progress is always an error. Using the high level functions, it is also an error to demand reloading when more than one user [page 72] has the driver loaded. To simplify driver replacement, avoid designing your system so that more than than one user [page 72] has the driver loaded.

The two functions for reloading drivers should be used together with corresponding load functions, to support the two different behaviors concerning open ports:

load/2 and reload/2 This pair of functions is used when reloading should be done after the last open port towards the driver is closed.

As reload/2 actually waits for the reloading to occur, a misbehaving process keeping open ports towards the driver (or keeping the driver loaded) might cause infinite waiting for reload. Timeouts has to be provided outside of the process demanding the reload or by using the low-level interface try_load/3 [page 80] in combination with driver monitors (see below).

load_driver/2 and reload_driver/2 This pair of functions are used when open ports towards the driver should be killed with reason driver_unloaded to allow for new driver code to get loaded.

If, however, another process has the driver loaded, calling reload_driver returns the error code pending_process. As stated earlier, the recommended
design is to not allow other users than the "driver reloader" to actually demand loading of the concerned driver.

Exports

demonitor(MonitorRef) -> ok

Types:
- MonitorRef = ref()

Removes a driver monitor in much the same way as erlang:demonitor/1 does with process monitors. See monitor/2, try_load/3 [page 80] and try_unload/2 [page 83] for details about how to create driver monitors.

The function throws a badarg exception if the parameter is not a ref().

info() -> AllInfoList

Types:
- AllInfoList = [ DriverInfo ]
- DriverInfo = {DriverName, InfoList}
- DriverName = string()
- InfoList = [ InfoItem ]
- InfoItem = {Tag, Value}
- Tag = atom()
- Value = term()

Returns a list of tuples {DriverName, InfoList}, where InfoList is the result of calling info/1 for that DriverName. Only dynamically linked in drivers are included in the list.

info(Name) -> InfoList

Types:
- Name = string() | atom()
- InfoList = [ InfoItem ]
- InfoItem = {Tag, Value}
- Tag = atom()
- Value = term()

Returns a list of tuples {Tag, Value}, where Tag is the information item and Value is the result of calling info/2 with this driver name and this tag. The result being a tuple list containing all information available about a driver.

The different tags that will appear in the list are:
- processes
- driver_options
- port_count
- linked_in_driver
- permanent
• awaiting_load
• awaiting_unload

For a detailed description of each value, please read the description of info/2 [page 75] below.
The function throws a badarg exception if the driver is not present in the system.

info(Name, Tag) -> Value

Types:
• Name = string() | atom()
• Tag = processes | driver_options | port_count | linked_in_driver | permanent | awaiting_load | awaiting_unload
• Value = term()

This function returns specific information about one aspect of a driver. The Tag parameter specifies which aspect to get information about. The Value return differs between different tags:

processes Return all processes containing users [page 72] of the specific drivers as a list of tuples {pid(),int()}, where the int() denotes the number of users in the process pid().
driver_options Return a list of the driver options provided when loading, as well as any options set by the driver itself during initialization. The currently only valid option being kill_ports.
port_count Return the number of ports (an int()) using the driver.
linked_in_driver Return a bool(), being true if the driver is a statically linked in one and false otherwise.
permanent Return a bool(), being true if the driver has made itself permanent (and is not a statically linked in driver). false otherwise.
awaiting_load Return a list of all processes having monitors for loading active, each process returned as {pid(),int()}, where the int() is the number of monitors held by the process pid().
awaiting_unload Return a list of all processes having monitors for unloading active, each process returned as {pid(),int()}, where the int() is the number of monitors held by the process pid().

If the options linked_in_driver or permanent return true, all other options will return the value linked_in_driver or permanent respectively.
The function throws a badarg exception if the driver is not present in the system or the tag is not supported.

load(Path, Name) -> ok | {error, ErrorDesc}

Types:
• Path = Name = string() | atom()
• ErrorDesc = term()
Loads and links the dynamic driver Name. Path is a file path to the directory containing the driver. Name must be a sharable object/dynamic library. Two drivers with different Path parameters cannot be loaded under the same name. The Name is a string or atom containing at least one character.

The Name given should correspond to the filename of the actual dynamically loadable object file residing in the directory given as Path, but without the extension (i.e. .so). The driver name provided in the driver initialization routine must correspond with the filename, in much the same way as erlang module names correspond to the names of the .beam files.

If the driver has been previously unloaded, but is still present due to open ports against it, a call to load/2 will stop the unloading and keep the driver (as long as the Path is the same) and ok is returned. If one actually wants the object code to be reloaded, one uses reload/2 [page 78] or the low-level interface try_load/3 [page 80] instead. Please refer to the description of different scenarios [page 72] for loading/unloading in the introduction.

If more than one process tries to load an already loaded driver with the same Path, or if the same process tries to load it several times, the function will return ok. The emulator will keep track of the load/2 calls, so that a corresponding number of unload/2 calls will have to be done from the same process before the driver will actually get unloaded. It is therefore safe for an application to load a driver that is shared between processes or applications when needed. It can safely be unloaded without causing trouble for other parts of the system.

It is not allowed to load several drivers with the same name but with different Path parameters.

**Note:**

Note especially that the Path is interpreted literally, so that all loaders of the same driver needs to give the same literal Path string, even though different paths might point out the same directory in the filesystem (due to use of relative paths and links).

On success, the function returns ok. On failure, the return value is \{error, ErrorDesc\}, where ErrorDesc is an opaque term to be translated into human readable form by the format_error/1 [page 86] function.

For more control over the error handling, again use the try_load/3 [page 80] interface instead.

The function throws a badarg exception if the parameters are not given as described above.

\[\text{load_driver(Path, Name)} \rightarrow \text{ok } \mid \text{error, ErrorDesc}\]

Types:

- Path = Name = string() | atom()
- ErrorDesc = term()
Works essentially as `load/2`, but will load the driver with options other options. All ports that are using the driver will get killed with the reason `driver_unloaded` when the driver is to be unloaded.

The number of loads and unloads by different users influence the actual loading and unloading of a driver file. The port killing will therefore only happen when the last user unloads the driver, or the last process having loaded the driver exits.

This interface (or at least the name of the functions) is kept for backward compatibility. Using `try_load/3` with `{driver_options, [kill_ports]}` in the option list will give the same effect regarding the port killing.

The function throws a `badarg` exception if the parameters are not given as described above.

```
monitor(Tag, Item) -> MonitorRef
```

Types:
- `Tag = driver`
- `Item = {Name, When}`
- `Name = atom() | string()`
- `When = loaded | unloaded | unloaded_only`
- `MonitorRef = ref()`

This function creates a driver monitor and works in many ways as the function `erlang:monitor/2`, does for processes. When a driver changes state, the monitor results in a monitor-message being sent to the calling process. The `MonitorRef` returned by this function is included in the message sent.

As with process monitors, each driver monitor set will only generate one single message. The monitor is “destroyed” after the message is sent and there is then no need to call `demonitor/1`.

The `MonitorRef` can also be used in subsequent calls to `demonitor/1` to remove a monitor.

The function accepts the following parameters:

- **Tag** The monitor tag is always `driver` as this function can only be used to create driver monitors. In the future, driver monitors will be integrated with process monitors, why this parameter has to be given for consistence.

- **Item** The `Item` parameter specifies which driver one wants to monitor (the name of the driver) as well as which state change one wants to monitor. The parameter is a tuple of arity two whose first element is the driver name and second element is either of:
  - **loaded** Notify me when the driver is reloaded (or loaded if loading is underway). It only makes sense to monitor drivers that are in the process of being loaded or reloaded. One cannot monitor a future-to-be driver name for loading, that will only result in a `DOWN` message being immediately sent. Monitoring for loading is therefore most useful when triggered by the `try_load/3` function, where the monitor is created because the driver is in such a pending state. Setting a driver monitor for loading will eventually lead to one of the following messages being sent:
{'UP', ref(), driver, Name, loaded} This message is sent, either immediately if the driver is already loaded and no reloading is pending, or when reloading is executed if reloading is pending. The user [page 72] is expected to know if reloading is demanded prior to creating a monitor for loading.

{'UP', ref(), driver, Name, permanent} This message will be sent if reloading was expected, but the (old) driver made itself permanent prior to reloading. It will also be sent if the driver was permanent or statically linked in when trying to create the monitor.

{'DOWN', ref(), driver, Name, load_cancelled} This message will arrive if reloading was underway, but the user [page 72] having requested reload cancelled it by either dying or calling try_unload/2 [page 83] (or unload/1/unload_driver/1) again before it was reloaded.

{'DOWN', ref(), driver, Name, load_failure, Failure} This message will arrive if reloading was underway but the loading for some reason failed. The Failure term is one of the errors that can be returned from try_load/3 [page 80]. The error term can be passed to format_error/1 [page 86] for translation into human readable form. Note that the translation has to be done in the same running erlang virtual machine as the error was detected in.

unloaded Monitor when a driver gets unloaded. If one monitors a driver that is not present in the system, one will immediately get notified that the driver got unloaded. There is no guarantee that the driver was actually ever loaded. A driver monitor for unload will eventually result in one of the following messages being sent:

{'DOWN', ref(), driver, Name, unloaded} The driver instance monitored is now unloaded. As the unload might have been due to a reload/2 request, the driver might once again have been loaded when this message arrives.

{'UP', ref(), driver, Name, unload_cancelled} This message will be sent if unloading was expected, but while the driver was waiting for all ports to get closed, a new user [page 72] of the driver appeared and the unloading was cancelled. This message appears when an {ok, pending_driver} was returned from try_unload/2 [page 83]) for the last user [page 72] of the driver and then a {ok, already_loaded} is returned from a call to try_load/3 [page 80]. If one wants to really monitor when the driver gets unloaded, this message will distort the picture, no unloading was really done. The unloaded_only option creates a monitor similar to an unloaded monitor, but does never result in this message.

{'UP', ref(), driver, Name, permanent} This message will be sent if unloading was expected, but the driver made itself permanent prior to unloading. It will also be sent if trying to monitor a permanent or statically linked in driver.

unloaded_only A monitor created as unloaded_only behaves exactly as one created as unloaded with the exception that the {'UP', ref(), driver, Name, unload_cancelled} message will never be sent, but the monitor instead persists until the driver really gets unloaded.

The function throws a badarg exception if the parameters are not given as described above.

reload(Path, Name) -> ok | {error, ErrorDesc}
Types:
- Path = Name = string() | atom()
- ErrorDesc = pending_process | OpaqueError
- OpaqueError = term()

Reloads the driver named Name from a possibly different Path than was previously used. This function is used in the code change scenario [page 72] described in the introduction.

If there are other users [page 72] of this driver, the function will return {error, pending_process}, but if there are no more users, the function call will hang until all open ports are closed.

**Note:**
Avoid mixing several users [page 72] with driver reload requests.

If one wants to avoid hanging on open ports, one should use the try_load/3 [page 80] function instead.

The Name and Path parameters have exactly the same meaning as when calling the plain load/2 [page 75] function.

**Note:**
Avoid mixing several users [page 72] with driver reload requests.

On success, the function returns ok. On failure, the function returns an opaque error, with the exception of the pending_process error described above. The opaque errors are to be translated into human readable form by the format_error/1 [page 86] function.

For more control over the error handling, again use the try_load/3 [page 80] interface instead.

The function throws a badarg exception if the parameters are not given as described above.

```
reload_driver(Path, Name) -> ok | {error, ErrorDesc}
```

**Types:**
- Path = Name = string() | atom()
- ErrorDesc = pending_process | OpaqueError
- OpaqueError = term()
Works exactly as reload/2 [page 78], but for drivers loaded with the load_driver/2 [page 76] interface.

As this interface implies that ports are being killed when the last user disappears, the function won't hang waiting for ports to get closed.

For further details, see the scenarios [page 72] in the module description and refer to the reload/2 [page 78] function description.

The function throws a badarg exception if the parameters are not given as described above.

\[
\text{try_load(Path, Name, OptionList)} \rightarrow \{\text{ok,Status} \} \mid \{\text{ok, PendingStatus, Ref} \} \mid \{\text{error, ErrorDesc} \}
\]

Types:
- \(\text{Path} = \text{Name} = \text{string()} \mid \text{atom()}\)
- \(\text{OptionList} = [ \text{Option} ]\)
- \(\text{Option} = \{ \text{driver options, DriverOptionList} \} \mid \{ \text{monitor, MonitorOption} \} \mid \{ \text{reload, ReloadOption} \}\)
- \(\text{DriverOptionList} = [ \text{DriverOption} ]\)
- \(\text{DriverOption} = \text{kill_ports}\)
- \(\text{MonitorOption} = \text{pending_driver} \mid \text{pending}\)
- \(\text{ReloadOption} = \text{pending}\)
- \(\text{Status} = \text{loaded} \mid \text{already_loaded} \mid \text{PendingStatus}\)
- \(\text{PendingStatus} = \text{pending_driver} \mid \text{pending_process}\)
- \(\text{Ref} = \text{ref()}\)
- \(\text{ErrorDesc} = \text{ErrorAtom} \mid \text{OpaqueError}\)

\(\text{ErrorAtom} = \text{linked_in_driver} \mid \text{inconsistent} \mid \text{permanent}\)
- \(\text{not_loaded_by_this_process} \mid \text{not_loaded} \mid \text{pending_reload} \mid \text{pending_process}\)

This function provides more control than the load/2/reload/2 and load_driver/2/reload_driver/2 interfaces. It will never wait for completion of other operations related to the driver, but immediately return the status of the driver as either:

- \(\{\text{ok, loaded}\}\) The driver was actually loaded and is immediately usable.
- \(\{\text{ok, already_loaded}\}\) The driver was already loaded by another process and/or is in use by a living port. The load by you is registered and a corresponding \text{tryUnload} is expected sometime in the future.
- \(\{\text{ok, pending_driver}\}\) or \(\{\text{ok, pending_driver, ref()}\}\) The load request is registered, but the loading is delayed due to the fact that an earlier instance of the driver is still waiting to get unloaded (there are open ports using it). Still, unload is expected when you are done with the driver. This return value will mostly happen when the \{\text{reload, pending_driver}\} or \{\text{reload, pending}\} options are used, but can happen when another user [page 72] is unloading a driver in parallel and the \text{kill_ports} driver option is set. In other words, this return value will always need to be handled!
- \(\{\text{ok, pending_process}\}\) or \(\{\text{ok, pending_process, ref()}\}\) The load request is registered, but the loading is delayed due to the fact that an earlier instance of the driver is still waiting to get unloaded by another user [page 72] (not only by a port, in which case \{\text{ok, pending_driver}\} would have been returned). Still, unload is expected when you are done with the driver. This return value will only happen when the \{\text{reload, pending}\} option is used.
When the function returns `ok, pending_driver` or `ok, pending_process`, one might want to get information about when the driver is actually loaded. This can be achieved by using the `{monitor, PendingOption}` option.

When monitoring is requested, and a corresponding `ok, pending_driver` or `ok, pending_process` would be returned, the function will instead return a tuple `ok, PendingStatus, ref()`, and the process will, at a later time when the driver actually gets loaded, get a monitor message. The monitor message one can expect is described in the monitor/2 [page 77] function description.

**Note:**
Note that in case of loading, monitoring can not only get triggered by using the `{reload, ReloadOption}` option, but also in special cases where the load-error is transient, why `{monitor, pending_driver}` should be used under basically all real world circumstances!

The function accepts the following parameters:

**Path** The filesystem path to the directory where the driver object file is situated. The filename of the object file (minus extension) must correspond to the driver name (used in the name parameter) and the driver must identify itself with the very same name. The Path might be provided as an io_list, meaning it can be a list of other io_lists, characters (eight bit integers) or binaries, all to be flattened into a sequence of characters.

The (possibly flattened) Path parameter must be consistent throughout the system, a driver should, by all users [page 72], be loaded using the same literal Path. The exception is when reloading is requested, in which case the Path may be specified differently. Note that all users [page 72] trying to load the driver at a later time will need to use the newPath if the Path is changed using a reload option. This is yet another reason to have only one loader of a driver one wants to upgrade in a running system!

**Name** The name parameter is the name of the driver to be used in subsequent calls to open_port [page 123]. The name can be specified either as an io_list() or as an atom(). The name given when loading is used to find the actual object file (with the help of the Path and the system implied extension suffix, i.e. .so). The name by which the driver identifies itself must also be consistent with this Name parameter, much as a beam-file's module name much correspond to it's filename.

**OptionList** A number of options can be specified to control the loading operation. The options are given as a list of two-tuples, the tuples having the following values and meanings:

*(driver_options, DriverOptionsList)*  This option is to provide options that will change it’s general behavior and will “stick” to the driver throughout it’s lifespan.

The driver options for a given driver name need always to be consistent, even when the driver is reloaded, meaning that they are as much a part of the driver as the actual name.

Currently the only allowed driver option is kill_ports, which means that all ports opened towards the driver are killed with the exit-reason driver_unloaded when no process any longer has the driver loaded. This situation arises either when the last user [page 72] calls try_unload/2 [page 83], or the last process having loaded the driver exits.
**{monitor, MonitorOption}** A MonitorOption tells try_load/3 to trigger a driver monitor under certain conditions. When the monitor is triggered, the function will return a three-tuple \{ok, PendingStatus, ref()\}, where the ref() is the monitor ref for the driver monitor.

Only one MonitorOption can be specified and it is either the atom pending, which means that a monitor should be created whenever a load operation is delayed, and the atom pending\_driver, in which a monitor is created whenever the operation is delayed due to open ports towards an otherwise unused driver. The pending\_driver option is of little use, but is present for completeness, it is very well defined which reload-options might give rise to which delays. It might, however, be a good idea to use the same MonitorOption as the ReloadOption if present.

If reloading is not requested, it might still be useful to specify the monitor option, as forced unloads (kill\_ports driver option or the kill\_ports option to try\_unload/2 [page 83]) will trigger a transient state where driver loading cannot be performed until all closing ports are actually closed. So, as try\_unload can, in almost all situations, return \{ok, pending\_driver\}, one should always specify at least \{monitor, pending\_driver\} in production code (see the monitor discussion above).

**{reload,ReloadOption}** This option is used when one wants to reload a driver from disk, most often in a code upgrade scenario. Having a reload option also implies that the Path parameter need not be consistent with earlier loads of the driver.

To reload a driver, the process needs to have previously loaded the driver, i.e. there has to be an active user [page 72] of the driver in the process.

The reload option can be either the atom pending, in which reloading is requested for any driver and will be effectuated when all ports opened against the driver are closed. The replacement of the driver will in this case take place regardless of if there are still pending users [page 72] having the driver loaded! The option also triggers port-killing (if the kill\_ports driver option is used) even though there are pending users, making it usable for forced driver replacement, but laying a lot of responsibility on the driver users [page 72].

The pending option is seldom used as one does not want other users [page 72] to have loaded the driver when code change is underway.

The more useful option is pending\_driver, which means that reloading will be queued if the driver is not loaded by any other users [page 72], but the driver has opened ports in which case \{ok, pending\_driver\} will be returned (a monitor option is of course recommended).

If the driver is unloaded (not present in the system), the error code not\_loaded will be returned. The reload option is intended for when the user has already loaded the driver in advance.

The function might return numerous errors, of which some only can be returned given a certain combination of options.

A number of errors are opaque and can only be interpreted by passing them to the format\_error/1 [page 86] function, but some can be interpreted directly:

**{error,linked_in_driver}** The driver with the specified name is an erlang statically linked in driver, which cannot be manipulated with this API.

**{error,inconsistent}** The driver has already been loaded with either other DriverOptions or a different literalPath argument.

This can happen even if a reload option is given, if the DriverOptions differ from the current.
(error, permanent) The driver has requested itself to be permanent, making it behave like an erlang linked in driver and it can no longer be manipulated with this API.

(error, pending_process) The driver is loaded by other users [page 72] when the (reload, pending_driver) option was given.

(error, pending_reload) Driver reload is already requested by another user [page 72] when the (reload, ReloadOption) option was given.

(error, not_loaded_by_this_process) Appears when the reload option is given. The driver Name is present in the system, but there is no user [page 72] of it in this process.

(error, not_loaded) Appears when the reload option is given. The driver Name is not in the system. Only drivers loaded by this process can be reloaded.

All other error codes are to be translated by the format_error/1 [page 86] function.

Note that calls to format_error should be performed from the same running instance of the erlang virtual machine as the error was detected in, due to system dependent behavior concerning error values.

If the arguments or options are malformed, the function will throw a badarg exception.

try_unload(Name, OptionList) -> {ok, Status} | {ok, PendingStatus, Ref} | {error, ErrorAtom}

Types:
- Name = string() | atom()
- OptionList = [ Option ]
- Option = {monitor, MonitorOption} | kill_ports
- MonitorOption = pending_driver | pending
- Status = unloaded | PendingStatus
- PendingStatus = pending_driver | pending_process
- Ref = ref()
- ErrorAtom = linked_in_driver | not_loaded | not_loaded_by_this_process | permanent

This is the low level function to unload (or decrement reference counts of) a driver. It can be used to force port killing, in much the same way as the driver option kill_ports implicitly does, and it can trigger a monitor either due to other users [page 72] still having the driver loaded or that there are open ports using the driver.

Unloading can be described as the process of telling the emulator that this particular part of the code in this particular process (i.e. this user [page 72]) no longer needs the driver. That can, if there are no other users, trigger actual unloading of the driver, in which case the driver name disappears from the system and (if possible) the memory occupied by the driver executable code is reclaimed. If the driver has the kill_ports option set, or if kill_ports was specified as an option to this function, all pending ports using this driver will get killed when unloading is done by the last user [page 72]. If no port-killing is involved and there are open ports, the actual unloading is delayed until there are no more open ports using the driver. If, in this case, another user [page 72] (or even this user) loads the driver again before the driver is actually unloaded, the unloading will never take place.

To allow the user [page 72] that requests unloading to wait for actual unloading to take place, monitor triggers can be specified in much the same way as when loading. As users [page 72] of this function however seldom are interested in more than decrementing the reference counts, monitoring is more seldom needed. If the
The possible monitor messages that can be expected are the same as when using the unloaded option to the monitor/2 [page 77] function.

The function will return one of the following statuses upon success:

- **{ok, unloaded}** The driver was immediately unloaded, meaning that the driver name is now free to use by other drivers and, if the underlying OS permits it, the memory occupied by the driver object code is now reclaimed.
  The driver can only be unloaded when there are no open ports using it and there are no more users [page 72] requiring it to be loaded.

- **{ok, pending_driver} or {ok, pending_driver, ref()}** This return value indicates that this call removed the last user [page 72] from the driver, but there are still open ports using it. When all ports are closed and no new users [page 72] have arrived, the driver will actually be unloaded and the name and memory reclaimed.
  This return value is valid even when the option kill_ports was used, as killing ports may not be a process that completes immediately. The condition is, in that case, however transient. Monitors are always useful to detect when the driver is really unloaded.

- **{ok, pending_process} or {ok, pending_process, ref()}** The unload request is registered, but there are still other users [page 72] holding the driver. Note that the term pending_process might refer to the running process, there might be more than one user [page 72] in the same process.
  This is a normal, healthy return value if the call was just placed to inform the emulator that you have no further use of the driver. It is actually the most common return value in the most common scenario [page 72] described in the introduction.

The function accepts the following parameters:

- **Name** The name parameter is the name of the driver to be unloaded. The name can be specified either as an io_list() or as an atom().

- **OptionList** The OptionList argument can be used to specify certain behavior regarding ports as well as triggering monitors under certain conditions:
  - **kill_ports** Force killing of all ports opened using this driver, with the exit reason driver_unloaded, if you are the last user [page 72] of the driver.
    If there are other users [page 72] having the driver loaded, this option will have no effect.
    If one wants the consistent behavior of killing ports when the last user [page 72] unloads, one should use the driver option kill_ports when loading the driver instead.
  - **{monitor, MonitorOption}** This option creates a driver monitor if the condition given in MonitorOptions is true. The valid options are:
    - **pending_driver** Create a driver monitor if the return value is to be {ok, pending_driver}.
    - **pending** Create a monitor if the return value will be either {ok, pending_driver} or {ok, pending_process}.  


The pending driverMonitorOption is by far the most useful and it has to be used to ensure that the driver has really been unloaded and the ports closed whenever the kill_ports option is used or the driver may have been loaded with the kill_ports driver option. By using the monitor-triggers in the call to try_unload one can be sure that the monitor is actually added before the unloading is executed, meaning that the monitor will always get properly triggered, which would not be the case if one called erl_ddll:monitor/2 separately.

The function may return several error conditions, of which all are well specified (no opaque values):

{error, linked_in_driver} You were trying to unload an erlang statically linked in driver, which cannot be manipulated with this interface (and cannot be unloaded at all).

{error, not_loaded} The driver Name is not present in the system.

{error, not_loaded_by_this_process} The driver Name is present in the system, but there is no user [page 72] of it in this process.

As a special case, drivers can be unloaded from processes that has done no corresponding call to try_load/3 if, and only if, there are no users of the driver at all, which may happen if the process containing the last user dies.

{error, permanent} The driver has made itself permanent, in which case it can no longer be manipulated by this interface (much like a statically linked in driver).

The function throws a badarg exception if the parameters are not given as described above.

unload(Name) -> ok | {error, ErrorDesc}

Types:
- Name = string() | atom()
- ErrorDesc = term()

Unloads, or at least dereferences the driver named Name. If the caller is the last user [page 72] of the driver, and there are no more open ports using the driver, the driver will actually get unloaded. In all other cases, actual unloading will be delayed until all ports are closed and there are no remaining users [page 72]. If there are other users [page 72] of the driver, the reference counts of the driver is merely decreased, so that the caller is no longer considered a user of the driver. For usage scenarios, see the description [page 72] in the beginning of this document.

The ErrorDesc returned is an opaque value to be passed further on to the format_error/1 [page 86] function. For more control over the operation, use the try_unload/2 [page 83] interface.

The function throws a badarg exception if the parameters are not given as described above.

unload_driver(Name) -> ok | {error, ErrorDesc}

Types:
- Name = string() | atom()
- ErrorDesc = term()
Unloads, or at least dereferences the driver named \texttt{Name}. If the caller is the last user [page 72] of the driver, all remaining open ports using the driver will get killed with the reason \texttt{driver\_unloaded} and the driver will eventually get unloaded.

If there are other users [page 72] of the driver, the reference counts of the driver is merely decreased, so that the caller is no longer considered a user [page 72]. For usage scenarios, see the description [page 72] in the beginning of this document.

The \texttt{ErrorDesc} returned is an opaque value to be passed further on to the \texttt{format\_error/1} [page 86] function. For more control over the operation, use the \texttt{try\_unload/2} [page 83] interface.

The function throws a \texttt{badarg} exception if the parameters are not given as described above.

\begin{verbatim}
loaded\_drivers() \rightarrow \{ok, Drivers\}

Types:
  \begin{itemize}
    \item Drivers = [Driver()]
    \item Driver = string()
  \end{itemize}

Returns a list of all the available drivers, both (statically) linked-in and dynamically loaded ones.

The driver names are returned as a list of strings rather than a list of atoms for historical reasons.

More information about drivers can be obtained using one of the info [page 74] functions.

\end{verbatim}

\begin{verbatim}
format\_error(ErrorDesc) \rightarrow string()

Types:
  \begin{itemize}
    \item ErrorDesc - see below
  \end{itemize}

Takes an \texttt{ErrorDesc} returned by load, unload or reload functions and returns a string which describes the error or warning.

\begin{note}
Due to peculiarities in the dynamic loading interfaces on different platform, the returned string is only guaranteed to describe the correct error if \texttt{format\_error/1} is called in the same instance of the erlang virtual machine as the error appeared in (meaning the same operating system process)!
\end{note}

\end{verbatim}

**SEE ALSO**

\texttt{erl\_driver(4), driver\_entry(4)}
erl_prim_loader

Erlang Module

erl_prim_loader is used to load all Erlang modules into the system. The start script is also fetched with this low level loader.
erl_prim_loader knows about the environment and how to fetch modules. The loader could, for example, fetch files using the file system (with absolute file names as input), or a database (where the binary format of a module is stored).
The -loader Loader command line flag can be used to choose the method used by the erl_prim_loader. Two Loader methods are supported by the Erlang runtime system: efile and inet. If another loader is required, then it has to be implemented by the user. The Loader provided by the user must fulfill the protocol defined below, and it is started with the erl_prim_loader by evaluating open_port([{spawn,Loader},[binary]}).

Exports

start(Id, Loader, Hosts) -> {ok, Pid} | {error, What}

Types:
- Id = term()
- Loader = atom() | string()
- Hosts = [Host]
- Host = atom()
- Pid = pid()
- What = term()

Starts the Erlang low level loader. This function is called by the init process (and module). The init process reads the command line flags -id Id, -loader Loader, and -hosts Hosts. These are the arguments supplied to the start/3 function.
If -loader is not given, the default loader is efile which tells the system to read from the file system.
If -loader is inet, the -id Id, -hosts Hosts, and -setcookie Cookie flags must also be supplied. Hosts identifies hosts which this node can contact in order to load modules. One Erlang runtime system with a erl_boot_server process must be started on each of hosts given in Hosts in order to answer the requests. See erl_boot_server(3).
If -loader is something else, the given port program is started. The port program is supposed to follow the protocol specified below.

get_file(File) -> {ok, Bin, FullName} | error
Types:
- File = string()
- Bin = binary()
- FullName = string()

This function fetches a file using the low level loader. File is either an absolute file name or just the name of the file, for example "lists.beam". If an internal path is set to the loader, this path is used to find the file. If a user supplied loader is used, the path can be stripped off if it is obsolete, and the loader does not use a path. FullName is the complete name of the fetched file. Bin is the contents of the file as a binary.

get_path() -> {ok, Path}

Types:
- Path = [Dir]
- Dir = string()

This function gets the path set in the loader. The path is set by the init process according to information found in the start script.

set_path(Path) -> ok

Types:
- Path = [Dir]
- Dir = string()

This function sets the path of the loader if init interprets a path command in the start script.

Protocol

The following protocol must be followed if a user provided loader port program is used. The Loader port program is started with the command `open_port([{spawn,Loader},[binary]])`. The protocol is as follows:

<table>
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<tr>
<th>Function</th>
<th>Send</th>
<th>Receive</th>
</tr>
</thead>
<tbody>
<tr>
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<td>[102</td>
<td>FileName]</td>
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<td></td>
<td></td>
<td>[122]</td>
</tr>
<tr>
<td>stop</td>
<td>eof</td>
<td>terminate</td>
</tr>
</tbody>
</table>
Command Line Flags

The `erl_prim_loader` module interprets the following command line flags:

- `-loader Loader` Specifies the name of the loader used by `erl_prim_loader`. `Loader` can be `efile` (use the local file system), or `inet` (load using the `boot_server` on another Erlang node). If `Loader` is user defined, the defined `Loader` port program is started.
  If the `-loader` flag is omitted, it defaults to `efile`.
- `-hosts Hosts` Specifies which other Erlang nodes the `inet` loader can use. This flag is mandatory if the `-loader inet` flag is present. On each host, there must be on Erlang node with the `erl_boot_server` which handles the load requests. `Hosts` is a list of IP addresses (hostnames are not acceptable).
- `-id Id` Specifies the identity of the Erlang runtime system. If the system runs as a distributed node, `Id` must be identical to the name supplied with the `-sname` or `-name` distribution flags.
- `-setcookie Cookie` Specifies the cookie of the Erlang runtime system. This flag is mandatory if the `-loader inet` flag is present.

SEE ALSO

`init(3)` [page 246], `erl_boot_server(3)` [page 70]
erlang

Erlang Module

By convention, most built-in functions (BIFs) are seen as being in the module `erlang`. A number of the BIFs are viewed more or less as part of the Erlang programming language and are auto-imported. Thus, it is not necessary to specify the module name and both the calls `atom_to_list(Erlang)` and `erlang:atom_to_list(Erlang)` are identical.

In the text, auto-imported BIFs are listed without module prefix. BIFs listed with module prefix are not auto-imported.

BIFs may fail for a variety of reasons. All BIFs fail with reason `badarg` if they are called with arguments of an incorrect type. The other reasons that may make BIFs fail are described in connection with the description of each individual BIF.

Some BIFs may be used in guard tests, these are marked with "Allowed in guard tests".

DATA TYPES

`ext_binary()`
- a binary data object, structured according to the Erlang external term format

`iodata() = iolist() | binary()`

`iolist() = [char() | binary() | iolist()]`
- a binary is allowed as the tail of the list

Exports

```erlang
abs(Number) -> int() | float()
```

Types:
- `Number = number()`

Returns an integer or float which is the arithmetical absolute value of `Number`.

```erlang
> abs(-3.33).
3.33
> abs(-3).
3
```

Allowed in guard tests.

```erlang
adler32(Data) -> int()
```
Types:
- Data = iodata()

Computes and returns the adler32 checksum for Data.

adler32(OldAdler, Data) -> int()

Types:
- OldAdler = int()
- Data = iodata()

Continue computing the adler32 checksum by combining the previous checksum, OldAdler, with the checksum of Data.

The following code:

\[ X = \text{adler32}(\text{Data1}), \]
\[ Y = \text{adler32}(X, \text{Data2}). \]

- would assign the same value to \( Y \) as this would:

\[ Y = \text{adler32}([\text{Data1}, \text{Data2}]). \]

adler32_combine(FirstAdler, SecondAdler, SecondSize) -> int()

Types:
- FirstAdler = SecondAdler = int()
- SecondSize = int()

Combines two previously computed adler32 checksums. This computation requires the size of the data object for the second checksum to be known.

The following code:

\[ Y = \text{adler32}(\text{Data1}), \]
\[ Z = \text{adler32}(Y, \text{Data2}). \]

- would assign the same value to \( Z \) as this would:

\[ X = \text{adler32}(\text{Data1}), \]
\[ Y = \text{adler32}(\text{Data2}), \]
\[ Z = \text{adler32}.combine(X, Y, iolist.size(\text{Data2})). \]

erlang:append_element(Tuple1, Term) -> Tuple2

Types:
- Tuple1 = Tuple2 = tuple()
- Term = term()

Returns a new tuple which has one element more than Tuple1, and contains the elements in Tuple1 followed by Term as the last element. Semantically equivalent to list_to_tuple(tuple_to_list(Tuple ++ [Term]), but much faster.

\[ \text{erlang:append_element}([\text{one, two}], \text{three}) \]
\[ \{\text{one, two, three}\}\]

apply(Fun, Args) -> term() | empty()

Types:
Fun = fun()
Arg = [term()]

Call a fun, passing the elements in Args as arguments.

Note: If the number of elements in the arguments are known at compile-time, the call is better written as Fun(Arg1, Arg2, ... ArgN).

**Warning:**
Earlier, Fun could also be given as {Module, Function}, equivalent to apply(Module, Function, Args). This usage is deprecated and will stop working in a future release of Erlang/OTP.

```erlang
apply(Module, Function, Args) -> term() | empty()
```

Types:
- Module = Function = atom()
- Args = [term()]

Returns the result of applying Function in Module to Args. The applied function must be exported from Module. The arity of the function is the length of Args.

```erlang
> apply(lists, reverse, [[a, b, c]]). [c,b,a]
```

apply can be used to evaluate BIFs by using the module name erlang.

```erlang
> apply(erlang, atom_to_list, ['Erlang']). "Erlang"
```

Note: If the number of arguments are known at compile-time, the call is better written as Module:Function(Arg1, Arg2, ..., ArgN).

Failure: error_handler:undefined_function/3 is called if the applied function is not exported. The error handler can be redefined (see process_flag/2 [page 129]). If the error_handler is undefined, or if the user has redefined the default error_handler so the replacement module is undefined, an error with the reason undefined is generated.

```erlang
atom_to_list(Atom) -> string()
```

Types:
- Atom = atom()

Returns a string which corresponds to the text representation of Atom.

```erlang
> atom_to_list('Erlang'). "Erlang"
```

```erlang
binary_to_list(Binary) -> [char()]
```

Types:
- Binary = binary()

Returns a list of integers which correspond to the bytes of Binary.
binary_to_list(Binary, Start, Stop) -> [char()]

Types:
- Binary = binary()
- Start = Stop = 1..byte_size(Binary)

As binary_to_list/1, but returns a list of integers corresponding to the bytes from position Start to position Stop in Binary. Positions in the binary are numbered starting from 1.

bitstring_to_list(Bitstring) -> [char()]|bitstring()]

Types:
- Bitstring = bitstring()

Returns a list of integers which correspond to the bytes of Bitstring. If the number of bits in the binary is not divisible by 8, the last element of the list will be a bitstring containing the remaining bits (1 up to 7 bits).

binary_to_term(Binary) -> term()

Types:
- Binary = ext_binary()

Returns an Erlang term which is the result of decoding the binary object Binary, which must be encoded according to the Erlang external term format. See also term_to_binary/1 [page 156].

bit_size(Bitstring) -> int()

Types:
- Bitstring = bitstring()

Returns an integer which is the size in bits of Bitstring.

> bit_size([<<433:16,3:3>>]).
19
> bit_size([<<1,2,3>>]).
24

Allowed in guard tests.

erlang:bump_reductions(Reductions) -> void()

Types:
- Reductions = int()
This implementation-dependent function increments the reduction counter for the calling process. In the Beam emulator, the reduction counter is normally incremented by one for each function and BIF call, and a context switch is forced when the counter reaches 1000.

**Warning:**
This BIF might be removed in a future version of the Beam machine without prior warning. It is unlikely to be implemented in other Erlang implementations.

byte_size(Bitstring) -> int()

Types:
- Bitstring = bitstring()

Returns an integer which is the number of bytes needed to contain Bitstring. (That is, if the number of bits in Bitstring is not divisible by 8, the resulting number of bytes will be rounded up.)

```erlang
> byte_size(<<433:16,3:3>>).
3
> byte_size(<<1,2,3>>).
3
```

Allowed in guard tests.

erlang:cancel_timer(TimerRef) -> Time | false

Types:
- TimerRef = ref()
- Time = int()

Cancels a timer, where TimerRef was returned by either erlang:send_after/3 [page 138] or erlang:start_timer/3 [page 145]. If the timer is there to be removed, the function returns the time in milliseconds left until the timer would have expired, otherwise false (which means that TimerRef was never a timer, that it has already been cancelled, or that it has already delivered its message).

See also erlang:send_after/3 [page 138], erlang:start_timer/3 [page 145], and erlang:read_timer/1 [page 136].

Note: Cancelling a timer does not guarantee that the message has not already been delivered to the message queue.

check_process_code(Pid, Module) -> bool()

Types:
- Pid = pid()
- Module = atom()

Returns true if the process Pid is executing old code for Module. That is, if the current call of the process executes old code for this module, or if the process has references to old code for this module, or if the process contains funs that references old code for this module. Otherwise, it returns false.
check_process_code(Pid, lists).
false
See also code(3) [page 47].

concat_binary(ListOfBinaries)
Do not use; use list_to_binary/1 [page 112] instead.

crc32(Data) -> int()
Types:
  • Data = iodata()
Computes and returns the crc32 (IEEE 802.3 style) checksum for Data.

crc32(OldCrc, Data) -> int()
Types:
  • OldCrc = int()
  • Data = iodata()
Continue computing the crc32 checksum by combining the previous checksum,
OldCrc, with the checksum of Data.
The following code:
  X = crc32(Data1),
  Y = crc32(X,Data2).
- would assign the same value to Y as this would:
  Y = crc32([Data1,Data2]).

crc32_combine(FirstCrc, SecondCrc, SecondSize) -> int()
Types:
  • FirstCrc = SecondCrc = int()
  • SecondSize = int()
Combines two previously computed crc32 checksums. This computation requires the
size of the data object for the second checksum to be known.
The following code:
  Y = crc32(Data1),
  Z = crc32(Y,Data2).
- would assign the same value to Z as this would:
  X = crc32(Data1),
  Y = crc32(Data2),
  Z = crc32_combine(X,Y,iolist_size(Data2)).

date() -> {Year, Month, Day}
Types:
  • Year = Month = Day = int()
Returns the current date as \{Year, Month, Day\}. The time zone and daylight saving time correction depend on the underlying OS.

\[
> \text{date()}. \\
\{1995,2,19\}
\]

decode\_packet(Type,Bin,Options) -\> \{ok,Packet,Rest\} | \{more,Length\} | \{error,Reason\}

Types:
- Bin = binary()
- Options = [Opt]
- Packet = binary() | HttpPacket
- Rest = binary()
- Length = int() | undefined
- Reason = term()
- Type, Opt – see below

- HttpPacket = HttpRequest | HttpResponse | http\_eh | HttpError
- HttpRequest = \{http\_request, HttpMethod, HttpUri, HttpVersion\}
- HttpResponse = \{http\_response, HttpVersion, integer(), string()\}
- HttpHeader = \{http\_header, int(), HttpField, Reserved=term(), Value=string()\}
- HttpError = \{http\_error, string()\}
- HttpMethod = HttpMethodAtom | string()
- HttpMethodAtom = 'OPTIONS' | 'GET' | 'HEAD' | 'POST' | 'PUT' | 'DELETE' | 'TRACE'
- HttpUri = '*' | \{absoluteURI, http, Host=string(), Port=int() undefined, Path=string()\} | \{scheme, Scheme=string(), string()\} | \{abs_path, string\} | string()
- HttpVersion = \{Major=int(), Minor=int()\}
- HttpField = HttpFieldAtom | string()
- HttpFieldAtom = 'Cache-Control' | 'Connection' | 'Date' | 'Pragma' | 'Transfer-Encoding' | 'Upgrade' | 'Via' | 'Accept' | 'Accept-Charset' | 'Accept-Encoding' | 'Accept-Language' | 'Authorization' | 'From' | 'Host' | 'If-Modified-Since' | 'If-Match' | 'If-None-Match' | 'If-Range' | 'If-Unmodified-Since' | 'Max-Forwards' | 'Proxy-Authorization' | 'Range' | 'Referer' | 'User-Agent' | 'Age' | 'Location' | 'Proxy-Authenticate' | 'Public' | 'Retry-After' | 'Server' | 'Vary' | 'Warning' | 'WWW-Authenticate' | 'Allow' | 'Content-Base' | 'Content-Encoding' | 'Content-Language' | 'Content-Location' | 'Content-MD5' | 'Content-Range' | 'Content-Type' | 'Etag' | 'Expires' | 'Last-Modified' | 'Accept-Ranges' | 'Set-Cookie' | 'Set-Cookie2' | 'X-Forwarded-For' | 'Cookie' | 'Keep-Alive' | 'Proxy-Connection'

Decodes the binary Bin according to the packet protocol specified by Type. Very similar to the packet handling done by sockets with the option \{packet,Type\}.

If an entire packet is contained in Bin it is returned together with the remainder of the binary as \{ok,Packet,Rest\}.

If Bin does not contain the entire packet, \{more,Length\} is returned. Length is either the expected total size of the packet or undefined if the expected packet size is not known. \text{decode\_packet} can then be called again with more data added.

If the packet does not conform to the protocol format \{error,Reason\} is returned.
The following values of Type are valid:

- **raw | 0** No packet handling is done. Entire binary is returned unless it is empty.
- **1 | 2 | 4** Packets consist of a header specifying the number of bytes in the packet, followed by that number of bytes. The length of header can be one, two, or four bytes; the order of the bytes is big-endian. The header will be stripped off when the packet is returned.

- **line** A packet is a line terminated with newline. The newline character is included in the returned packet unless the line was truncated according to the option line_length.

- **asn1 | cdr | sunrm | fcgi | tpkt** The header is not stripped off.

  The meanings of the packet types are as follows:
  - **asn1** - **ASN.1 BER**
  - **sunrm** - **Sun's RPC encoding**
  - **cdr** - **CORBA (GIOP 1.1)**
  - **fcgi** - **Fast CGI**
  - **tpkt** - **TPKT format [RFC 1006]**

- **http | httph** The Hypertext Transfer Protocol. The packets are returned with the format according to HttpPacket described above. A packet is either a request, a response, a header or an end of header mark. Invalid lines are returned as HttpError.

  Recognized request methods and header fields are returned as atoms. Others are returned as strings.

  The protocol type http should only be used for the first line when a HttpRequest or a HttpResponse is expected. The following calls should use httph to get HttpHeader’s until http_eoh is returned that marks the end of the headers and the beginning of any following message body.

The following options are available:

- **{packet_size, int()}** Sets the max allowed size of the packet body. If the packet header indicates that the length of the packet is longer than the max allowed length, the packet is considered invalid. Default is 0 which means no size limit.
- **{line_length, int()}** Applies only to line oriented protocols (line, http). Lines longer than this will be truncated.

```erlang
> erlang:decode_packet(1,<<3,"abcd">>,[]).
{ok,<<"abc">>,<<"d">>}
> erlang:decode_packet(1,<<5,"abcd">>,[]).
{more,8}
```

`delete_module(Module)` -> true | undefined

Types:
- Module = atom()
Makes the current code for Module become old code, and deletes all references for this module from the export table. Returns undefined if the module does not exist, otherwise true.

**Warning:**
This BIF is intended for the code server ([see code(3)](page 47)) and should not be used elsewhere.

Failure: badarg if there is already an old version of Module.

```
erlang:demonitor(MonitorRef) -> true
```

Types:
- `MonitorRef = ref()`

If `MonitorRef` is a reference which the calling process obtained by calling `erlang:monitor/2` (page 119), this monitoring is turned off. If the monitoring is already turned off, nothing happens.

Once `erlang:demonitor(MonitorRef)` has returned it is guaranteed that no `{'DOWN', MonitorRef, _, _, _}` message due to the monitor will be placed in the callers message queue in the future. A `{'DOWN', MonitorRef, _, _, _}` message might have been placed in the callers message queue prior to the call, though. Therefore, in most cases, it is advisable to remove such a `DOWN` message from the message queue after monitoring has been stopped. `erlang:demonitor(MonitorRef, [flush])` (page 98) can be used instead of `erlang:demonitor(MonitorRef)` if this cleanup is wanted.

**Note:**
Prior to OTP release R11B (erts version 5.5) `erlang:demonitor/1` behaved completely asynchronously, i.e., the monitor was active until the “demonitor signal” reached the monitored entity. This had one undesirable effect, though. You could never know when you were guaranteed not to receive a `DOWN` message due to the monitor.

Current behavior can be viewed as two combined operations: asynchronously send a “demonitor signal” to the monitored entity and ignore any future results of the monitor.

Failure: It is an error if `MonitorRef` refers to a monitoring started by another process. Not all such cases are cheap to check; if checking is cheap, the call fails with badarg (for example if `MonitorRef` is a remote reference).

```
erlang:demonitor(MonitorRef, OptionList) -> true
```

Types:
- `MonitorRef = ref()`
- `OptionList = [Option]`
- `Option = flush`

98 Kernel Application (KERNEL)
erlang:demonitor(MonitorRef, []) is equivalent to erlang:demonitor(MonitorRef) [page 98].

Currently the following Options are valid:

**flush** Remove (one) `{_, MonitorRef, _, _, _}` message, if there is one, from the callers message queue after monitoring has been stopped.

Calling erlang:demonitor(MonitorRef, [flush]) is equivalent to:

```erlang
erlang:demonitor(MonitorRef),
receive
    {_ , MonitorRef , _ , _ , _} ->
true
after 0 ->
true
end
```

**Note:**
More options may be added in the future.

Failure: badarg if OptionList is not a list, or if Option is not a valid option, or the same failure as for erlang:demonitor/1 [page 98]

**disconnect_node(Node)** -> bool() | ignored

Types:
- Node = atom()

Forces the disconnection of a node. This will appear to the node Node as if the local node has crashed. This BIF is mainly used in the Erlang network authentication protocols. Returns true if disconnection succeeds, otherwise false. If the local node is not alive, the function returns ignored.

**erlang:display(Term)** -> true

Types:
- Term = term()

Prints a text representation of Term on the standard output.

**Warning:**
This BIF is intended for debugging only.

**element(N, Tuple)** -> term()

Types:
- N = 1..tuple_size(Tuple)
- Tuple = tuple()

Returns the Nth element (numbering from 1) of Tuple.
> element(2, [a, b, c]).
  b

Allowed in guard tests.

`erase()` -> [{Key, Val}]

Types:
- Key = Val = term()

Returns the process dictionary and deletes it.

```
> put(key1, [1, 2, 3]),
put(key2, [a, b, c]),
erase().
[{key1,[1,2,3]},{key2,[a,b,c]}]
```

`erase(Key)` -> Val | undefined

Types:
- Key = Val = term()

Returns the value Val associated with Key and deletes it from the process dictionary. Returns undefined if no value is associated with Key.

```
> put(key1, {merry, lambs, are, playing}),
X = erase(key1),
{X, erase(key1)}.
[{merry,lambs,are,playing},undefined]
```

`erlang:error(Reason)`

Types:
- Reason = term()

Stops the execution of the calling process with the reason Reason, where Reason is any term. The actual exit reason will be {Reason, Where}, where Where is a list of the functions most recently called (the current function first). Since evaluating this function causes the process to terminate, it has no return value.

```
> catch erlang:error(foobar).
{'EXIT',foobar,[erl_eval,do_apply,5],
  [erl_eval,expr,5],
  [shell,exprs,6],
  [shell,eval_exprs,6],
  [shell,eval_loop,3]}]
```

`erlang:error(Reason, Args)`

Types:
- Reason = term()
- Args = [term()]
Stops the execution of the calling process with the reason Reason, where Reason is any term. The actual exit reason will be {Reason, Where}, where Where is a list of the functions most recently called (the current function first). Args is expected to be the list of arguments for the current function; in Beam it will be used to provide the actual arguments for the current function in the Where term. Since evaluating this function causes the process to terminate, it has no return value.

```
exit(Reason)
Types:
  • Reason = term()
```

Stops the execution of the calling process with the exit reason Reason, where Reason is any term. Since evaluating this function causes the process to terminate, it has no return value.

```
> exit(foobar).
** exception exit: foobar
> catch exit(foobar).
{'EXIT',foobar}
```

```
exit(Pid, Reason) -> true
Types:
  • Pid = pid()
  • Reason = term()

Sends an exit signal with exit reason Reason to the process Pid.

The following behavior apply if Reason is any term except normal or kill:
If Pid is not trapping exits, Pid itself will exit with exit reason Reason. If Pid is trapping exits, the exit signal is transformed into a message {'EXIT', From, Reason} and delivered to the message queue of Pid. From is the pid of the process which sent the exit signal. See also process_flag/2 [page 129].
If Reason is the atom normal, Pid will not exit. If it is trapping exits, the exit signal is transformed into a message {'EXIT', From, normal} and delivered to its message queue.
If Reason is the atom kill, that is if exit(Pid, kill) is called, an untrappable exit signal is sent to Pid which will unconditionally exit with exit reason killed.

```
erlang:fault(Reason)
Types:
  • Reason = term()

This function is deprecated and will be removed in the next release. Used erlang:erlang:erlang:erlang:error(Reason) [page 100] instead.
```

```
erlang:fault(Reason, Args)
Types:
  • Reason = term()
  • Args = [term()]
```
This function is deprecated and will be removed in the next release. Use `erlang:erlang_error(Reason, Args)` instead.

```erlang
float(Number) -> float()
```

Types:
- `Number` = `number()`

Returns a float by converting `Number` to a float.

```erlang
> float(55).
55.0
```

Allowed in guard tests.

**Note:**

Note that if used on the top-level in a guard, it will test whether the argument is a floating point number; for clarity, use `float/1` instead.

When `float/1` is used in an expression in a guard, such as `'float(A) == 4.0'`, it converts a number as described above.

```erlang
float_to_list(Float) -> string()
```

Types:
- `Float` = `float()`

Returns a string which corresponds to the text representation of `Float`.

```erlang
> float_to_list(7.0).
"7.00000000000000000000e+00"
```

```erlang
erlang:fun_info(Fun) -> [{Item, Info}]
```

Types:
- `Fun` = `fun()`
- `Item, Info` - see below

Returns a list containing information about the fun `Fun`. Each element of the list is a tuple. The order of the tuples is not defined, and more tuples may be added in a future release.

**Warning:**

This BIF is mainly intended for debugging, but it can occasionally be useful in library functions that might need to verify, for instance, the arity of a fun.

There are two types of funs with slightly different semantics:

A fun created by `fun M:F/A` is called an external fun. Calling it will always call the function `F` with arity `A` in the latest code for module `M`. Note that module `M` does not even need to be loaded when the fun `fun M:F/A` is created.
All other funs are called local. When a local fun is called, the same version of the code that created the fun will be called (even if newer version of the module has been loaded).

The following elements will always be present in the list for both local and external funs:

\[
\begin{align*}
\{\text{type, Type}\} & \text{ Type is either local or external.} \\
\{\text{module, Module}\} & \text{ Module (an atom) is the module name.} \\
& \quad \text{If Fun is a local fun, Module is the module in which the fun is defined.} \\
& \quad \text{If Fun is an external fun, Module is the module that the fun refers to.} \\
\{\text{name, Name}\} & \text{ Name (an atom) is a function name.} \\
& \quad \text{If Fun is a local fun, Name is the name of the local function that implements the} \\
& \quad \text{fun. (This name was generated by the compiler, and is generally only of} \\
& \quad \text{informational use. As it is a local function, it is not possible to call it directly.)} \\
& \quad \text{If no code is currently loaded for the fun, } [] \text{ will be returned instead of an atom.} \\
& \quad \text{If Fun is an external fun, Name is the name of the exported function that the fun} \\
& \quad \text{refers to.} \\
\{\text{arity, Arity}\} & \text{ Arity is the number of arguments that the fun should be called with.} \\
\{\text{env, Env}\} & \text{ Env (a list) is the environment or free variables for the fun. (For external} \\
& \text{funs, the returned list is always empty.)} 
\end{align*}
\]

The following elements will only be present in the list if Fun is local:

\[
\begin{align*}
\{\text{pid, Pid}\} & \text{ Pid is the pid of the process that originally created the fun.} \\
\{\text{index, Index}\} & \text{ Index (an integer) is an index into the module's fun table.} \\
\{\text{new_index, Index}\} & \text{ Index (an integer) is an index into the module's fun table.} \\
\{\text{new_uniq, Uniq}\} & \text{ Uniq (a binary) is a unique value for this fun.} \\
\{\text{uniq, Uniq}\} & \text{ Uniq (an integer) is a unique value for this fun.} 
\end{align*}
\]

**erlang:fun_info** (Fun, Item) \[\rightarrow\] \{Item, Info\}

Types:
- Fun = fun()
- Item, Info - see below

Returns information about Fun as specified by Item, in the form \{Item, Info\}. For any fun, Item can be any of the atoms module, name, arity, or env.

For a local fun, Item can also be any of the atoms index, new_index, new_uniq, uniq, and pid. For an external fun, the value of any of these items is always the atom undefined.

See erlang:fun_info/1 [page 102].

**erlang:fun_to_list** (Fun) \[\rightarrow\] string()

Types:
- Fun = fun()

Returns a string which corresponds to the text representation of Fun.
erlang:function_exported(Module, Function, Arity) -> bool()

Types:
- Module = Function = atom()
- Arity = int()

Returns true if the module Module is loaded and contains an exported function Function/Arity; otherwise false.

Returns false for any BIF (functions implemented in C rather than in Erlang).

garbage_collect() -> true

Forces an immediate garbage collection of the currently executing process. The function should not be used, unless it has been noticed – or there are good reasons to suspect – that the spontaneous garbage collection will occur too late or not at all. Improper use may seriously degrade system performance.

Compatibility note: In versions of OTP prior to R7, the garbage collection took place at the next context switch, not immediately. To force a context switch after a call to `erlang:garbage_collect()`, it was sufficient to make any function call.

garbage_collect(Pid) -> bool()

Types:
- Pid = pid()

Works like `erlang:garbage_collect()` but on any process. The same caveats apply. Returns false if Pid refers to a dead process; true otherwise.

get() -> [{Key, Val}]

Types:
- Key = Val = term()

Returns the process dictionary as a list of {Key, Val} tuples.

get(Key) -> Val | undefined

Types:
- Key = Val = term()

Returns the value Val associated with Key in the process dictionary, or undefined if Key does not exist.

```erlang
garbage_collect().
get().
get().
```
erlang:get_cookie() -> Cookie | nocookie

Types:
- Cookie = atom()

Returns the magic cookie of the local node, if the node is alive; otherwise the atom nocookie.

geret_keys(Val) -> [Key]

Types:
- Val = Key = term()

Returns a list of keys which are associated with the value Val in the process dictionary.

```erlang
> put(mary, [1, 2]),
put(had, [1, 2]),
put(a, [1, 2]),
put(little, [1, 2]),
put(dog, [1, 3]),
put(lamb, [1, 2]),
geret_keys([1, 2]).
[mary, had, a, little, lamb]
```

erlang:get_stacktrace() -> [{Module, Function, Arity | Args}]

Types:
- Module = Function = atom()
- Arity = int()
- Args = [term()]

Get the call stack back-trace (stacktrace) of the last exception in the calling process as a list of {Module, Function, Arity} tuples. The Arity field in the first tuple may be the argument list of that function call instead of an arity integer, depending on the exception.

If there has not been any exceptions in a process, the stacktrace is []. After a code change for the process, the stacktrace may also be reset to [].

The stacktrace is the same data as the catch operator returns, for example:

```erlang
'EXIT', [{badarg, Stacktrace}] = catch abs(x)
```

See also erlang:error/1 [page 100] and erlang:error/2 [page 100].

group_leader() -> GroupLeader

Types:
- GroupLeader = pid()

Returns the pid of the group leader for the process which evaluates the function.

Every process is a member of some process group and all groups have a group leader. All IO from the group is channeled to the group leader. When a new process is spawned, it gets the same group leader as the spawning process. Initially, at system start-up, init is both its own group leader and the group leader of all processes.

group_leader(GroupLeader, Pid) -> true
Types:
- GroupLeader = Pid = pid()

Sets the group leader of Pid to GroupLeader. Typically, this is used when a processes started from a certain shell should have another group leader than init.
See also group_leader/0 [page 105].

halt()

Halts the Erlang runtime system and indicates normal exit to the calling environment. Has no return value.

> halt()
o$s:prompt%

halt(Status)

Types:
- Status = int() \( \geq 0 \) | string()

Status must be a non-negative integer, or a string. Halts the Erlang runtime system. Has no return value. If Status is an integer, it is returned as an exit status of Erlang to the calling environment. If Status is a string, produces an Erlang crash dump with String as slogan, and then exits with a non-zero status code.
Note that on many platforms, only the status codes 0-255 are supported by the operating system.

erlang:hash(Term, Range) -> Hash

Returns a hash value for Term within the range \( 1..\text{Range} \). The allowed range is \( 1..2^{27}-1 \).

Warning:
This BIF is deprecated as the hash value may differ on different architectures. Also the hash values for integer terms larger than \( 2^{27} \) as well as large binaries are very poor. The BIF is retained for backward compatibility reasons (it may have been used to hash records into a file), but all new code should use one of the BIFs erlang:phash/2 or erlang:phash2/1,2 instead.

hd(List) -> term()

Types:
- List = [term()]

Returns the head of List, that is, the first element.

> hd([1,2,3,4,5])
1

Allowed in guard tests.
Failure: badarg if List is the empty list [].
erlang:hibernate(Module, Function, Args)

Types:
- Module = Function = atom()
- Args = [term()]

Puts the calling process into a wait state where its memory allocation has been reduced as much as possible, which is useful if the process does not expect to receive any messages in the near future.

The process will be awakened when a message is sent to it, and control will resume in Module:Function with the arguments given by Args with the call stack emptied, meaning that the process will terminate when that function returns. Thus erlang:hibernate/3 will never return to its caller.

If the process has any message in its message queue, the process will be awakened immediately in the same way as described above.

In more technical terms, what erlang:hibernate/3 does is the following. It discards the call stack for the process. Then it garbage collects the process. After the garbage collection, all live data is in one continuous heap. The heap is then shrunk to the exact same size as the live data which it holds (even if that size is less than the minimum heap size for the process).

If the size of the live data in the process is less than the minimum heap size, the first garbage collection occurring after the process has been awakened will ensure that the heap size is changed to a size not smaller than the minimum heap size.

Note that emptying the call stack means that any surrounding catch is removed and has to be re-inserted after hibernation. One effect of this is that processes started using proc_lib (also indirectly, such as gen_server processes), should use [proc_lib:hibernate/3] instead to ensure that the exception handler continues to work when the process wakes up.

integer_to_list(Integer) -> string()

Types:
- Integer = int()

Returns a string which corresponds to the text representation of Integer.

> integer_to_list(77).
"77"

erlang:integer_to_list(Integer, Base) -> string()

Types:
- Integer = int()
- Base = 2..36

Returns a string which corresponds to the text representation of Integer in base Base.

> erlang:integer_to_list(1023, 16).
"3FF"

iolist_to_binary(IoListOrBinary) -> binary()

Types:
- IoListOrBinary = iolist() | binary()
Returns a binary which is made from the integers and binaries in IolListOrBinary.

\[
\begin{align*}
\text{Bin1} & = \langle\langle1,2,3\rangle\rangle. \\
& \langle\langle1,2,3\rangle\rangle \\
\text{Bin2} & = \langle\langle4,5\rangle\rangle. \\
& \langle\langle4,5\rangle\rangle \\
\text{Bin3} & = \langle\langle6\rangle\rangle. \\
& \langle\langle6\rangle\rangle \\
\text{iolist_to_binary([Bin1,1,[2,3,Bin2],4|Bin3]).} \\
& \langle\langle1,2,3,1,2,3,4,5,4,6\rangle\rangle
\end{align*}
\]

\[
iolist\_size(\text{Item}) \to \text{int()}
\]
Types:
\begin{itemize}
  \item Item = iolist() \mid \text{binary()}
\end{itemize}
Returns an integer which is the size in bytes of the binary that would be the result of \text{iolist\_to\_binary(\text{Item})}.

\[
\begin{align*}
\text{iolist\_size([1,2|\langle\langle3,4\rangle\rangle])}. \\
4
\end{align*}
\]

\text{is\_alive()} \to \text{bool()}

Returns true if the local node is alive; that is, if the node can be part of a distributed system. Otherwise, it returns false.

\text{is\_atom(\text{Term})} \to \text{bool()}

Types:
\begin{itemize}
  \item Term = term()
\end{itemize}
Returns true if Term is an atom; otherwise returns false. Allowed in guard tests.

\text{is\_binary(\text{Term})} \to \text{bool()}

Types:
\begin{itemize}
  \item Term = term()
\end{itemize}
Returns true if Term is a binary; otherwise returns false. A binary always contains a complete number of bytes. Allowed in guard tests.

\text{is\_bitstring(\text{Term})} \to \text{bool()}

Types:
\begin{itemize}
  \item Term = term()
\end{itemize}
Returns true if Term is a bitstring (including a binary); otherwise returns false. Allowed in guard tests.

\text{is\_boolean(\text{Term})} \to \text{bool()}

Types:
- Term = term()
  Returns true if Term is either the atom true or the atom false (i.e. a boolean); otherwise returns false.
  Allowed in guard tests.

erlang:is_builtin(Module, Function, Arity) -> bool()

Types:
  - Module = Function = atom()
  - Arity = int()
Returns true if Module:Function/Arity is a BIF implemented in C; otherwise returns false. This BIF is useful for builders of cross reference tools.

is_float(Term) -> bool()

Types:
  - Term = term()
Returns true if Term is a floating point number; otherwise returns false.
  Allowed in guard tests.

is_function(Term) -> bool()

Types:
  - Term = term()
Returns true if Term is a fun; otherwise returns false.
  Allowed in guard tests.

is_function(Term, Arity) -> bool()

Types:
  - Term = term()
  - Arity = int()
Returns true if Term is a fun that can be applied with Arity number of arguments; otherwise returns false.
  Allowed in guard tests.

Warning:
Currently, is_function/2 will also return true if the first argument is a tuple fun (a tuple containing two atoms). In a future release, tuple funs will no longer be supported and is_function/2 will return false if given a tuple fun.

is_integer(Term) -> bool()

Types:
  - Term = term()
Returns true if Term is an integer; otherwise returns false.
Allowed in guard tests.

is_list(Term) -> bool()
Types:
  • Term = term()
Returns true if Term is a list with zero or more elements; otherwise returns false.
Allowed in guard tests.

is_number(Term) -> bool()
Types:
  • Term = term()
Returns true if Term is either an integer or a floating point number; otherwise returns false.
Allowed in guard tests.

is_pid(Term) -> bool()
Types:
  • Term = term()
Returns true if Term is a pid (process identifier); otherwise returns false.
Allowed in guard tests.

is_port(Term) -> bool()
Types:
  • Term = term()
Returns true if Term is a port identifier; otherwise returns false.
Allowed in guard tests.

is_process_alive(Pid) -> bool()
Types:
  • Pid = pid()
Pid must refer to a process at the local node. Returns true if the process exists and is alive, that is, is not exiting and has not exited. Otherwise, returns false.

is_record(Term, RecordTag) -> bool()
Types:
  • Term = term()
  • RecordTag = atom()
Returns true if Term is a tuple and its first element is RecordTag. Otherwise, returns false.

**Note:**
Normally the compiler treats calls to `is_record/2` specially. It emits code to verify that Term is a tuple, that its first element is RecordTag, and that the size is correct. However, if the RecordTag is not a literal atom, the `is_record/2` BIF will be called instead and the size of the tuple will not be verified.

Allowed in guard tests, if RecordTag is a literal atom.

```erlang
is_record(Term, RecordTag, Size) -> bool()
```

Types:
- Term = term()
- RecordTag = atom()
- Size = int()

RecordTag must be an atom. Returns true if Term is a tuple, its first element is RecordTag, and its size is Size. Otherwise, returns false.
Allowed in guard tests, provided that RecordTag is a literal atom and Size is a literal integer.

**Note:**
This BIF is documented for completeness. In most cases `is_record/2` should be used.

```erlang
is_reference(Term) -> bool()
```

Types:
- Term = term()

Returns true if Term is a reference; otherwise returns false.
Allowed in guard tests.

```erlang
is_tuple(Term) -> bool()
```

Types:
- Term = term()

Returns true if Term is a tuple; otherwise returns false.
Allowed in guard tests.

```erlang
length(List) -> int()
```

Types:
- List = [term()]

Returns the length of List.
> length([1,2,3,4,5,6,7,8,9]).
9

Allowed in guard tests.

link(Pid) -> true

Types:
- Pid = pid() | port()

Creates a link between the calling process and another process (or port) Pid, if there is not such a link already. If a process attempts to create a link to itself, nothing is done.

Returns true.

If Pid does not exist, the behavior of the BIF depends on if the calling process is trapping exits or not (see process_flag/2 [page 129]):

- If the calling process is not trapping exits, and checking Pid is cheap – that is, if Pid is local – link/1 fails with reason noproc.
- Otherwise, if the calling process is trapping exits, and/or Pid is remote, link/1 returns true, but an exit signal with reason noproc is sent to the calling process.

list_to_atom(String) -> atom()

Types:
- String = string()

Returns the atom whose text representation is String.

> list_to_atom("Erlang").
'Erlang'

list_to_binary(IoList) -> binary()

Types:
- IoList = iolist()

Returns a binary which is made from the integers and binaries in IoList.

> Bin1 = <<1,2,3>>.
> Bin2 = <<4,5>>.
> Bin3 = <<6>>.
> list_to_binary([Bin1,1,[2,3,Bin2],4|Bin3]).
<<1,2,3,1,2,3,4,5,4,6>>

list_to_bitstring(BitstringList) -> bitstring()

Types:
- BitstringList = [BitstringList | bitstring() | char()]

Returns a bitstring which is made from the integers and bitstrings in BitstringList. (The last tail in BitstringList is allowed to be a bitstring.)
> Bin1 = <<1,2,3>>.
> <<1,2,3>>
> Bin2 = <<4,5>>.
> <<4,5>>
> Bin3 = <<6,7:4,4>,4,6,7:46>>.
> <<6>>
> list_to_binary([Bin1,1,[2,3,Bin2],4|Bin3]).
> <<1,2,3,1,2,3,4,5,4,6,7:46>>

list_to_existing_atom(String) -> atom()
Types:
  • String = string()
Returns the atom whose text representation is String, but only if there already exists such atom.
Failure: badarg if there does not already exist an atom whose text representation is String.

list_to_float(String) -> float()
Types:
  • String = string()
Returns the float whose text representation is String.
> list_to_float("2.2017764e+0").
2.2017764
Failure: badarg if String contains a bad representation of a float.

list_to_integer(String) -> int()
Types:
  • String = string()
Returns an integer whose text representation is String.
> list_to_integer("123").
123
Failure: badarg if String contains a bad representation of an integer.

erlang:list_to_integer(String, Base) -> int()
Types:
  • String = string()
  • Base = 2..36
Returns an integer whose text representation in base Base is String.
> erlang:list_to_integer("3FF", 16).
1023
Failure: badarg if String contains a bad representation of an integer.
Types:

- `String = string()`

Returns a pid whose text representation is `String`.

**Warning:**
This BIF is intended for debugging and for use in the Erlang operating system. It should not be used in application programs.

```erlang
list_to_pid("<0.4.1>").
<0.4.1>
```

Failure: `badarg` if `String` contains a bad representation of a pid.

```
list_to_tuple(List) -> tuple()

Types:

- `List = [term()]`

Returns a tuple which corresponds to `List`. `List` can contain any Erlang terms.

```erlang
list_to_tuple([share, ['Ericsson B', 163]]).
{share, ['Ericsson B', 163]}
```

**load_module(Module, Binary) -> {module, Module} | {error, Reason}**

Types:

- `Module = atom()`
- `Binary = binary()`
- `Reason = badfile | not_purged | badfile`

If `Binary` contains the object code for the module `Module`, this BIF loads that object code. Also, if the code for the module `Module` already exists, all export references are replaced so they point to the newly loaded code. The previously loaded code is kept in the system as old code, as there may still be processes which are executing that code. It returns either `{module, Module}`, or `{error, Reason}` if loading fails. `Reason` is one of the following:

- `badfile` The object code in `Binary` has an incorrect format.
- `not_purged` `Binary` contains a module which cannot be loaded because old code for this module already exists.
- `badfile` The object code contains code for another module than `Module`.

**Warning:**
This BIF is intended for the code server (see `code(3)` [page 47]) and should not be used elsewhere.

```
everlang:loaded() -> [Module]
```
Returns a list of all loaded Erlang modules (current and/or old code), including preloaded modules.
See also code(3) [page 47].

erlang:localtime() \rightarrow \{Date, Time\}

Types:
- Date = \{Year, Month, Day\}
- Time = \{Hour, Minute, Second\}
- Year = Month = Day = Hour = Minute = Second = int()

Returns the current local date and time \{\{Year, Month, Day\}, \{Hour, Minute, Second\}\}. The time zone and daylight saving time correction depend on the underlying OS.

\[
\begin{align*}
> \text{erlang:localtime().} \\
\{\{1996,11,6\},\{14,45,17\}\}
\end{align*}
\]

erlang:localtime_to_universaltime([Date1, Time1]) \rightarrow \{Date2, Time2\}

Types:
- Date1 = Date2 = \{Year, Month, Day\}
- Time1 = Time2 = \{Hour, Minute, Second\}
- Year = Month = Day = Hour = Minute = Second = int()

Converts local date and time to Universal Time Coordinated (UTC), if this is supported by the underlying OS. Otherwise, no conversion is done and \{Date1, Time1\} is returned.

\[
\begin{align*}
> \text{erlang:localtime_to_universaltime([\{1996,11,6\},\{14,45,17\}\]).} \\
\{\{1996,11,6\},\{13,45,17\}\}
\end{align*}
\]

Failure: badarg if Date1 or Time1 do not denote a valid date or time.

erlang:localtime_to_universaltime([Date1, Time1], IsDst) \rightarrow \{Date2, Time2\}

Types:
- Date1 = Date2 = \{Year, Month, Day\}
- Time1 = Time2 = \{Hour, Minute, Second\}
- Year = Month = Day = Hour = Minute = Second = int()
- IsDst = true | false | undefined

Converts local date and time to Universal Time Coordinated (UTC) just like erlang:localtime_to_universaltime/1, but the caller decides if daylight saving time is active or not.

If IsDst == true the \{Date1, Time1\} is during daylight saving time, if IsDst == false it is not, and if IsDst == undefined the underlying OS may guess, which is the same as calling erlang:localtime_to_universaltime([Date1, Time1]).
> erlang: localtime_to_universaltime([1996,11,6],[14,45,17]), true).
> erlang: localtime_to_universaltime([1996,11,6],[14,45,17]), false).
> erlang: localtime_to_universaltime([1996,11,6],[13,45,17])
> erlang: localtime_to_universaltime([1996,11,6],[14,45,17]), undefined).

Failure: badarg if Date1 or Time1 do not denote a valid date or time.

make_ref() -> ref()

Returns an almost unique reference.
The returned reference will re-occur after approximately 2^82 calls; therefore it is
unique enough for practical purposes.

> make_ref()
#Ref<0.0.0.135>

erlang:make_tuple(Arity, InitialValue) -> tuple()

Types:
• Arity = int()
• InitialValue = term()

Returns a new tuple of the given Arity, where all elements are InitialValue.

> erlang:make_tuple(4, []).
 [{[],[],[],[]}]

erlang:md5(Data) -> Digest

Types:
• Data = iodata()
• Digest = binary()

Computes an MD5 message digest from Data, where the length of the digest is 128 bits
(16 bytes). Data is a binary or a list of small integers and binaries.

See The MD5 Message Digest Algorithm (RFC 1321) for more information about
MD5.

Warning:
The MD5 Message Digest Algorithm is not considered safe for code-signing or
software integrity purposes.

erlang:md5_final(Context) -> Digest

Types:
• Context = Digest = binary()

Finishes the update of an MD5 Context and returns the computed MD5 message digest.

erlang:md5_init() -> Context
Types:
- Context = binary()

Creates an MD5 context, to be used in subsequent calls to md5_update/2.

```erlang```
```text
erlang:md5_update(Context, Data) -> NewContext
```
```text
Types:
- Data = iodata()
- Context = NewContext = binary()

Updates an MD5 Context with Data, and returns a NewContext.

```erlang```
```text
erlang:memory() -> [{Type, Size}]
```
```text
Types:
- Type, Size - see below

Returns a list containing information about memory dynamically allocated by the Erlang emulator. Each element of the list is a tuple {Type, Size}. The first element `Type` is an atom describing memory type. The second element `Size` is memory size in bytes. A description of each memory type follows:

- `total` The total amount of memory currently allocated, which is the same as the sum of memory size for `processes` and `system`.
- `processes` The total amount of memory currently allocated by the Erlang processes.
- `processes_used` The total amount of memory currently used by the Erlang processes.
  This memory is part of the memory presented as `processes` memory.
- `system` The total amount of memory currently allocated by the emulator that is not directly related to any Erlang process.
  Memory presented as `processes` is not included in this memory.
- `atom` The total amount of memory currently allocated for atoms.
  This memory is part of the memory presented as `system` memory.
- `atom_used` The total amount of memory currently used for atoms.
  This memory is part of the memory presented as `atom` memory.
- `binary` The total amount of memory currently allocated for binaries.
  This memory is part of the memory presented as `system` memory.
- `code` The total amount of memory currently allocated for Erlang code.
  This memory is part of the memory presented as `system` memory.
- `ets` The total amount of memory currently allocated for ets tables.
  This memory is part of the memory presented as `system` memory.
- `maximum` The maximum total amount of memory allocated since the emulator was started.
  This tuple is only present when the emulator is run with instrumentation.
  For information on how to run the emulator with instrumentation see [instrument(3)] and/or [erl(1)].
Note: The system value is not complete. Some allocated memory that should be part of the system value are not.

When the emulator is run with instrumentation, the system value is more accurate, but memory directly allocated by malloc (and friends) are still not part of the system value. Direct calls to malloc are only done from OS specific runtime libraries and perhaps from user implemented Erlang drivers that do not use the memory allocation functions in the driver interface.

Since the total value is the sum of processes and system the error in system will propagate to the total value.

The different amounts of memory that are summed are not gathered atomically which also introduce an error in the result.

The different values has the following relation to each other. Values beginning with an uppercase letter is not part of the result.

\[
\begin{align*}
    \text{total} & = \text{processes} + \text{system} \\
    \text{processes} & = \text{processes\_used} + \text{ProcessesNotUsed} \\
    \text{system} & = \text{atom} + \text{binary} + \text{code} + \text{ets} + \text{OtherSystem} \\
    \text{atom} & = \text{atom\_used} + \text{AtomNotUsed} \\
    \text{RealTotal} & = \text{processes} + \text{RealSystem} \\
    \text{RealSystem} & = \text{system} + \text{MissedSystem}
\end{align*}
\]

More tuples in the returned list may be added in the future.

Note: The total value is supposed to be the total amount of memory dynamically allocated by the emulator. Shared libraries, the code of the emulator itself, and the emulator stack(s) are not supposed to be included. That is, the total value is not supposed to be equal to the total size of all pages mapped to the emulator.

Furthermore, due to fragmentation and pre-reservation of memory areas, the size of the memory segments which contain the dynamically allocated memory blocks can be substantially larger than the total size of the dynamically allocated memory blocks.

Note: Since erts version 5.6.4 erlang:memory/0 requires that all [erts_alloc(3)] allocators are enabled (default behaviour).

Failure:

notsup If an [erts_alloc(3)] allocator has been disabled.

erlang:memory(Type | [Type]) -> Size | [{Type, Size}]

Types:
- Type, Size - see below

Returns the memory size in bytes allocated for memory of type Type. The argument can also be given as a list of Type atoms, in which case a corresponding list of {Type, Size} tuples is returned.

**Note:**
Since erts version 5.6.4 erlang:memory/1 requires that all [erts_alloc(3)] allocators are enabled (default behaviour).

Failures:
- badarg If Type is not one of the memory types listed in the documentation of erlang:memory/0 [page 117].
- badarg If maximum is passed as Type and the emulator is not run in instrumented mode.
- notsup If an [erts_alloc(3)] allocator has been disabled.

See also erlang:memory/0 [page 117].

**module_loaded(Module) -> bool()**

Types:
- Module = atom()

Returns true if the module Module is loaded, otherwise returns false. It does not attempt to load the module.

**Warning:**
This BIF is intended for the code server (see code(3) [page 47]) and should not be used elsewhere.

**erlang:monitor(Type, Item) -> MonitorRef**

Types:
- Type = process
- Item = pid() | {RegName, Node} | RegName
- RegName = atom()
- Node = node()
- MonitorRef = reference()

The calling process starts monitoring Item which is an object of type Type. Currently only processes can be monitored, i.e. the only allowed Type is process, but other types may be allowed in the future.

Item can be:
- pid() The pid of the process to monitor.
{RegName, Node} A tuple consisting of a registered name of a process and a node name. The process residing on the node Node with the registered name RegName will be monitored.

RegName The process locally registered as RegName will be monitored.

**Note:**
When a process is monitored by registered name, the process that has the registered name at the time when erlang:monitor/2 is called will be monitored. The monitor will not be effected, if the registered name is unregistered.

A 'DOWN' message will be sent to the monitoring process if Item dies, if Item does not exist, or if the connection is lost to the node which Item resides on. A 'DOWN' message has the following pattern:

```
{'DOWN', MonitorRef, Type, Object, Info}
```

where MonitorRef and Type are the same as described above, and:

Object A reference to the monitored object:
- the pid of the monitored process, if Item was specified as a pid.
- {RegName, Node}, if Item was specified as {RegName, Node}.
- {RegName, Node}, if Item was specified as RegName. Node will in this case be the name of the local node (node()).

Info Either the exit reason of the process, noproc (non-existing process), or noconnection (no connection to Node).

**Note:**
If/when erlang:monitor/2 is extended (e.g. to handle other item types than process), other possible values for Object, and Info in the 'DOWN' message will be introduced.

The monitoring is turned off either when the 'DOWN' message is sent, or when erlang:demonitor/1 [page 98] is called.

If an attempt is made to monitor a process on an older node (where remote process monitoring is not implemented or one where remote process monitoring by registered name is not implemented), the call fails with badarg.

Making several calls to erlang:monitor/2 for the same Item is not an error; it results in as many, completely independent, monitorings.
Note:
The format of the 'DOWN' message changed in the 5.2 version of the emulator (OTP release R9B) for monitor by registered name. The Object element of the 'DOWN' message could in earlier versions sometimes be the pid of the monitored process and sometimes be the registered name. Now the Object element is always a tuple consisting of the registered name and the node name. Processes on new nodes (emulator version 5.2 or greater) will always get 'DOWN' messages on the new format even if they are monitoring processes on old nodes. Processes on old nodes will always get 'DOWN' messages on the old format.

monitor_node(Node, Flag) -> true
Types:
- Node = node()
- Flag = bool()
Monitors the status of the node Node. If Flag is true, monitoring is turned on; if Flag is false, monitoring is turned off.
Making several calls to monitor_node(Node, true) for the same Node is not an error; it results in as many, completely independent, monitorings.
If Node fails or does not exist, the message {nodedown, Node} is delivered to the process. If a process has made two calls to monitor_node(Node, true) and Node terminates, two nodedown messages are delivered to the process. If there is no connection to Node, there will be an attempt to create one. If this fails, a nodedown message is delivered.
Nodes connected through hidden connections can be monitored as any other node.
Failure: badarg if the local node is not alive.

erlang:monitor_node(Node, Flag, Options) -> true
Types:
- Node = node()
- Flag = bool()
- Options = [Option]
  - Option = allow_passive_connect
Behaves as monitor_node/2 except that it allows an extra option to be given, namely allow_passive_connect. The option allows the BIF to wait the normal net connection timeout for the monitored node to connect itself, even if it cannot be actively connected from this node (i.e. it is blocked). The state where this might be useful can only be achieved by using the kernel option dist_auto_connect once. If that kernel option is not used, the allow_passive_connect option has no effect.

Note:
The allow_passive_connect option is used internally and is seldom needed in applications where the network topology and the kernel options in effect is known in advance.
Failure: badarg if the local node is not alive or the option list is malformed.

node() -> Node

Types:
- Node = node()

Returns the name of the local node. If the node is not alive, nonode@nohost is returned instead.
Allowed in guard tests.

node(Arg) -> Node

Types:
- Arg = pid() | port() | ref()
- Node = node()

Returns the node where Arg is located. Arg can be a pid, a reference, or a port. If the local node is not alive, nonode@nohost is returned.
Allowed in guard tests.

nodes() -> Nodes

Types:
- Nodes = [node()]

Returns a list of all visible nodes in the system, excluding the local node. Same as nodes(visible).

nodes(Arg | [Arg]) -> Nodes

Types:
- Arg = visible | hidden | connected | this | known
- Nodes = [node()]

Returns a list of nodes according to argument given. The result returned when the argument is a list, is the list of nodes satisfying the disjunction(s) of the list elements. Arg can be any of the following:

visible Nodes connected to this node through normal connections.
hidden Nodes connected to this node through hidden connections.
connected All nodes connected to this node.
this This node.
known Nodes which are known to this node, i.e., connected, previously connected, etc.

Some equalities: [node()] = nodes(this), nodes(connected) = nodes([visible, hidden]), and nodes() = nodes(visible).

If the local node is not alive, nodes(this) == nodes(known) == [nonode@nohost], for any other Arg the empty list [] is returned.

now() -> {MegaSecs, Secs, MicroSecs}

Types:
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- **MegaSecs = Secs = MicroSecs = int()**

  Returns the tuple \{MegaSecs, Secs, MicroSecs\} which is the elapsed time since 00:00 GMT, January 1, 1970 (zero hour) on the assumption that the underlying OS supports this. Otherwise, some other point in time is chosen. It is also guaranteed that subsequent calls to this BIF returns continuously increasing values. Hence, the return value from \texttt{now()} can be used to generate unique time-stamps. It can only be used to check the local time of day if the time-zone info of the underlying operating system is properly configured.

\[
\text{open_port}(\text{PortName}, \text{PortSettings}) \rightarrow \text{port()}
\]

Types:
- \text{PortName} = \{\text{spawn, Command} \mid \{\text{fd, In, Out}\} \}
- \text{Command} = \text{string()}
- \text{In} = \text{Out} = \text{int()}
- \text{PortSettings} = [\text{Opt}]
  - \text{Opt} = \{\text{packet, N} \mid \text{stream} \mid \{\text{line, L}\} \mid \{\text{cd, Dir}\} \mid \{\text{env, Env}\} \mid \text{exit_status}\}
  - \text{use_stdio} \mid \text{nouse_stdio} \mid \text{stderr_to_stdout} \mid \text{in} \mid \text{out} \mid \text{binary} \mid \text{eof}
- \text{N} = 1 \mid 2 \mid 4
- \text{L} = \text{int()}
- \text{Dir} = \text{string()}
- \text{Env} = [\{\text{Name, Val}\}]
- \text{Name} = \text{string()}
- \text{Val} = \text{string()} \mid \text{false}

Returns a port identifier as the result of opening a new Erlang port. A port can be seen as an external Erlang process. \text{PortName} is one of the following:

- \{\text{spawn, Command}\} Starts an external program. \text{Command} is the name of the external program which will be run. \text{Command} runs outside the Erlang work space unless an Erlang driver with the name \text{Command} is found. If found, that driver will be started. A driver runs in the Erlang workspace, which means that it is linked with the Erlang runtime system.
  When starting external programs on Solaris, the system call \textit{vfork} is used in preference to \textit{fork} for performance reasons, although it has a history of being less robust. If there are problems with using \textit{vfork}, setting the environment variable \texttt{ERL_NO_VFORK} to any value will cause \textit{fork} to be used instead.
- \{\text{fd, In, Out}\} Allows an Erlang process to access any currently opened file descriptors used by Erlang. The file descriptor \text{In} can be used for standard input, and the file descriptor \text{Out} for standard output. It is only used for various servers in the Erlang operating system (shell and user). Hence, its use is very limited.

\text{PortSettings} is a list of settings for the port. Valid settings are:

- \{\text{packet, N}\} Messages are preceded by their length, sent in \text{N} bytes, with the most significant byte first. Valid values for \text{N} are 1, 2, or 4.
- \text{stream} Output messages are sent without packet lengths. A user-defined protocol must be used between the Erlang process and the external object.
Messages are delivered on a per line basis. Each line (delimited by the
OS-dependent newline sequence) is delivered in one single message. The message
data format is \{Flag, Line\}, where Flag is either \texttt{eol} or \texttt{noeol} and Line is the
actual data delivered (without the newline sequence).

L specifies the maximum line length in bytes. Lines longer than this will be
delivered in more than one message, with the Flag set to \texttt{noeol} for all but the last
message. If end of file is encountered anywhere else than immediately following a
newline sequence, the last line will also be delivered with the Flag set to \texttt{noeol}. In
all other cases, lines are delivered with Flag set to \texttt{eol}.

The \{packet, N\} and \{line, L\} settings are mutually exclusive.

\{cd, Dir\} This is only valid for \{spawn, Command\}. The external program starts using
Dir as its working directory. Dir must be a string. Not available on VxWorks.

\{env, Env\} This is only valid for \{spawn, Command\}. The environment of the started
process is extended using the environment specifications in Env.
Env should be a list of tuples \{Name, Val\}, where Name is the name of an
environment variable, and Val is the value it is to have in the spawned port
process. Both Name and Val must be strings. The one exception is Val being the
atom \texttt{false} (in analogy with \texttt{os:getenv/1}), which removes the environment
variable. Not available on VxWorks.

\texttt{exit_status} This is only valid for \{spawn, Command\} where Command refers to an
external program.
When the external process connected to the port exits, a message of the form
\{Port, \texttt{exit_status,Status}\} is sent to the connected process, where Status is
the exit status of the external process. If the program aborts, on Unix the same
convention is used as the shells do (i.e., 128+signal).
If the \texttt{eof} option has been given as well, the \texttt{eof} message and the \texttt{exit_status}
message appear in an unspecified order.
If the port program closes its stdout without exiting, the \texttt{exit_status} option will
not work.

\texttt{use_stdio} This is only valid for \{spawn, Command\}. It allows the standard input and
output (file descriptors 0 and 1) of the spawned (UNIX) process for
communication with Erlang.

\texttt{nouse_stdio} The opposite of \texttt{use_stdio}. Uses file descriptors 3 and 4 for
communication with Erlang.

\texttt{stderr_to_stdout} Affects ports to external programs. The executed program gets its
standard error file redirected to its standard output file. \texttt{stderr_to_stdout} and
\texttt{nouse_stdio} are mutually exclusive.

\texttt{in} The port can only be used for input.
\texttt{out} The port can only be used for output.

\texttt{binary} All IO from the port are binary data objects as opposed to lists of bytes.
\texttt{eof} The port will not be closed at the end of the file and produce an exit signal.
Instead, it will remain open and a \{Port, eof\} message will be sent to the process
holding the port.

\texttt{hide} When running on Windows, suppress creation of a new console window when
spawning the port program. (This option has no effect on other platforms.)

The default is \texttt{stream} for all types of port and \texttt{use_stdio} for spawned ports.
Failure: If the port cannot be opened, the exit reason is \texttt{badarg}, \texttt{system_limit}, or the
Posix error code which most closely describes the error, or \texttt{einval} if no Posix code is
appropriate:
badarg  Bad input arguments to open_port.
system_limit  All available ports in the Erlang emulator are in use.
enomem  There was not enough memory to create the port.
eagain  There are no more available operating system processes.
enametoolong  The external command given was too long.
enfile  There are no more available file descriptors (for the operating system process that the Erlang emulator runs in).
enfile  The file table is full (for the entire operating system).

During use of a port opened using \{spawn, Name\}, errors arising when sending messages to it are reported to the owning process using signals of the form \{'EXIT', Port, PosixCode\}. See file(3) for possible values of PosixCode.

The maximum number of ports that can be open at the same time is 1024 by default, but can be configured by the environment variable \texttt{ERL\_MAX\_PORTS}.

\texttt{erlang:phash(Term, Range) -> Hash}

Types:
- Term = term()
- Range = 1..2^32
- Hash = 1..Range

Portable hash function that will give the same hash for the same Erlang term regardless of machine architecture and ERTS version (the BIF was introduced in ERTS 4.9.1.1). Range can be between 1 and 2^32, the function returns a hash value for Term within the range 1..Range.

This BIF could be used instead of the old deprecated \texttt{erlang:hash/2} BIF, as it calculates better hashes for all data-types, but consider using \texttt{phash2/1,2} instead.

\texttt{erlang:phash2(Term [, Range]) -> Hash}

Types:
- Term = term()
- Range = 1..2^32
- Hash = 0..Range-1

Portable hash function that will give the same hash for the same Erlang term regardless of machine architecture and ERTS version (the BIF was introduced in ERTS 5.2). Range can be between 1 and 2^32, the function returns a hash value for Term within the range 0..Range-1. When called without the \texttt{Range} argument, a value in the range 0..2^27-1 is returned.

This BIF should always be used for hashing terms. It distributes small integers better than \texttt{phash/2}, and it is faster for bignums and binaries.

Note that the range 0..Range-1 is different from the range of \texttt{phash/2} (1..Range).

\texttt{pid_to_list(Pid) -> string()}

Types:
- Pid = pid()
Returns a string which corresponds to the text representation of \texttt{Pid}.

**Warning:**
This BIF is intended for debugging and for use in the Erlang operating system. It should not be used in application programs.

\begin{verbatim}
port_close(Port) -> true

Types:
- \texttt{Port} = \texttt{port()} \mid \texttt{atom()}

Closes an open port. Roughly the same as \texttt{Port ! \{self(), close\}} except for the error behaviour (see below), and that the port does not reply with \{\texttt{Port, closed}\}. Any process may close a port with \texttt{port_close/1}, not only the port owner (the connected process).

For comparison: \texttt{Port ! \{self(), close\}} fails with \texttt{badarg} if \texttt{Port} cannot be sent to (i.e., \texttt{Port} refers neither to a port nor to a process). If \texttt{Port} is a closed port nothing happens. If \texttt{Port} is an open port and the calling process is the port owner, the port replies with \{\texttt{Port, closed}\} when all buffers have been flushed and the port really closes, but if the calling process is not the port owner the port owner fails with \texttt{badsig}.

Note that any process can close a port using \texttt{Port ! \{PortOwner, close\}} just as if it itself was the port owner, but the reply always goes to the port owner.

In short: \texttt{port_close(Port)} has a cleaner and more logical behaviour than \texttt{Port ! \{self(), close\}}.

Failure: \texttt{badarg} if \texttt{Port} is not an open port or the registered name of an open port.
\end{verbatim}

\begin{verbatim}
port_command(Port, Data) -> true

Types:
- \texttt{Port} = \texttt{port()} \mid \texttt{atom()}
- \texttt{Data} = \texttt{iodata()}

Sends data to a port. Same as \texttt{Port ! \{self(), \{command, Data\}\}} except for the error behaviour (see below). Any process may send data to a port with \texttt{port_command/2}, not only the port owner (the connected process).

For comparison: \texttt{Port ! \{self(), \{command, Data\}\}} fails with \texttt{badarg} if \texttt{Port} cannot be sent to (i.e., \texttt{Port} refers neither to a port nor to a process). If \texttt{Port} is a closed port the data message disappears without a sound. If \texttt{Port} is open and the calling process is not the port owner, the port owner fails with \texttt{badsig}. The port owner fails with \texttt{badsig} also if \texttt{Data} is not a valid IO list.

Note that any process can send to a port using \texttt{Port ! \{PortOwner, \{command, Data\}\}} just as if it itself was the port owner.

In short: \texttt{port_command(Port, Data)} has a cleaner and more logical behaviour than \texttt{Port ! \{self(), \{command, Data\}\}}.

Failure: \texttt{badarg} if \texttt{Port} is not an open port or the registered name of an open port.
\end{verbatim}

\begin{verbatim}
port_connect(Port, Pid) -> true
\end{verbatim}
Types:
- Port = port() | atom()
- Pid = pid()

Sets the port owner (the connected port) to Pid. Roughly the same as Port ! {self(), {connect, Pid}} except for the following:

- The error behavior differs, see below.
- The port does not reply with {Port, connected}.
- The new port owner gets linked to the port.

The old port owner stays linked to the port and have to call unlink(Port) if this is not desired. Any process may set the port owner to be any process with port:connect/2.

For comparison: Port ! {self(), {connect, Pid}} fails with badarg if Port cannot be sent to (i.e., Port refers neither to a port nor to a process). If Port is a closed port nothing happens. If Port is an open port and the calling process is the port owner, the port replies with {Port, connected} to the old port owner. Note that the old port owner is still linked to the port, and that the new is not. If Port is an open port and the calling process is not the port owner, the port owner fails with badsig. The port owner fails with badsig also if Pid is not an existing local pid.

Note that any process can set the port owner using Port ! {PortOwner, {connect, Pid}} just as if it itself was the port owner, but the reply always goes to the port owner.

In short: port:connect(Port, Pid) has a cleaner and more logical behaviour than Port ! {self(), {connect, Pid}}.

Failure: badarg if Port is not an open port or the registered name of an open port, or if Pid is not an existing local pid.

port_control(Port, Operation, Data) -> Res

Types:
- Port = port() | atom()
- Operation = int()
- Data = Res = iodata()

Performs a synchronous control operation on a port. The meaning of Operation and Data depends on the port, i.e., on the port driver. Not all port drivers support this control feature.

Returns: a list of integers in the range 0 through 255, or a binary, depending on the port driver. The meaning of the returned data also depends on the port driver.

Failure: badarg if Port is not an open port or the registered name of an open port, if Operation cannot fit in a 32-bit integer, if the port driver does not support synchronous control operations, or if the port driver so decides for any reason (probably something wrong with Operation or Data).

erlang:port_call(Port, Operation, Data) -> term()

Types:
- Port = port() | atom()
- Operation = int()
- Data = term()
Performs a synchronous call to a port. The meaning of Operation and Data depends on the port, i.e., on the port driver. Not all port drivers support this feature.

Port is a port identifier, referring to a driver.

Operation is an integer, which is passed on to the driver.

Data is any Erlang term. This data is converted to binary term format and sent to the port.

Returns: a term from the driver. The meaning of the returned data also depends on the port driver.

Failure: badarg if Port is not an open port or the registered name of an open port, if Operation cannot fit in a 32-bit integer, if the port driver does not support synchronous control operations, or if the port driver so decides for any reason (probably something wrong with Operation or Data).

```
erlang:port_info(Port) -> [{Item, Info}] | undefined
```

Types:
- Port = port() | atom()
- Item, Info - see below

Returns a list containing tuples with information about the Port, or undefined if the port is not open. The order of the tuples is not defined, nor are all the tuples mandatory.

- {registered_name, RegName} RegName (an atom) is the registered name of the port. If the port has no registered name, this tuple is not present in the list.
- {id, Index} Index (an integer) is the internal index of the port. This index may be used to separate ports.
- {connected, Pid} Pid is the process connected to the port.
- {links, Pids} Pids is a list of pids to which processes the port is linked.
- {name, String} String is the command name set by open_port.
- {input, Bytes} Bytes is the total number of bytes read from the port.
- {output, Bytes} Bytes is the total number of bytes written to the port.

Failure: badarg if Port is not a local port.

```
erlang:port_info(Port, Item) -> {Item, Info} | undefined | []
```

Types:
- Port = port() | atom()
- Item, Info - see below

Returns information about Port as specified by Item, or undefined if the port is not open. Also, if Item == registered_name and the port has no registered name, [] is returned.

For valid values of Item, and corresponding values of Info, see erlang:port_info/1 [page 128].

Failure: badarg if Port is not a local port.

```
erlang:port_to_list(Port) -> string()
```

Types:
- Port = port()

Returns a string which corresponds to the text representation of the port identifier Port.

**Warning:**
This BIF is intended for debugging and for use in the Erlang operating system. It should not be used in application programs.

```erlang
erlang:ports() -> [port()]

Returns a list of all ports on the local node.
```

```erlang
pre_loaded() -> [Module]

Types:
- Module = atom()

Returns a list of Erlang modules which are pre-loaded in the system. As all loading of code is done through the file system, the file system must have been loaded previously. Hence, at least the module init must be pre-loaded.
```

```erlang
erlang:process_display(Pid, Type) -> void()

Types:
- Pid = pid()
- Type = backtrace

 Writes information about the local process Pid on standard error. The currently allowed value for the atom Type is backtrace, which shows the contents of the call stack, including information about the call chain, with the current function printed first. The format of the output is not further defined.
```

```erlang
process_flag(Flag, Value) -> oldValue

Types:
- Flag, Value, OldValue – see below

Sets certain flags for the process which calls this function. Returns the old value of the flag.

process_flag(trap_exit, Boolean) When trap_exit is set to true, exit signals arriving to a process are converted to {'EXIT', From, Reason} messages, which can be received as ordinary messages. If trap_exit is set to false, the process exits if it receives an exit signal other than normal and the exit signal is propagated to its linked processes. Application processes should normally not trap exits. See also exit/2 [page 101].

process_flag(error_handler, Module) This is used by a process to redefine the error handler for undefined function calls and undefined registered processes. Inexperienced users should not use this flag since code auto-loading is dependent on the correct operation of the error handling module.

process_flag(min_heap_size, MinHeapSize) This changes the minimum heap size for the calling process.
```
process_flag(priority, Level) This sets the process priority. Level is an atom.
There are currently four priority levels: low, normal, high, and max. The default priority level is normal. NOTE: The max priority level is reserved for internal use in the Erlang runtime system, and should not be used by others.
Internally in each priority level processes are scheduled in a round robin fashion. Execution of processes on priority normal and priority low will be interleaved. Processes on priority low will be selected for execution less frequently than processes on priority normal.
When there are runnable processes on priority high no processes on priority low, or normal will be selected for execution. Note, however, that this does not mean that no processes on priority low, or normal will be able to run when there are processes on priority high running. On the runtime system with SMP support there might be more processes running in parallel than processes on priority high, i.e., a low, and a high priority process might execute at the same time.
When there are runnable processes on priority max no processes on priority low, normal, or high will be selected for execution. As with the high priority, processes on lower priorities might execute in parallel with processes on priority max.
Scheduling is preemptive. Regardless of priority, a process is preempted when it has consumed more than a certain amount of reductions since the last time it was selected for execution.
NOTE: You should not depend on the scheduling to remain exactly as it is today. Scheduling, at least on the runtime system with SMP support, is very likely to be modified in the future in order to better utilize available processor cores.
There is currently no automatic mechanism for avoiding priority inversion, such as priority inheritance, or priority ceilings. When using priorities you have to take this into account and handle such scenarios by yourself.
Making calls from a high priority process into code that you don’t have control over may cause the high priority process to wait for a processes with lower priority, i.e., effectively decreasing the priority of the high priority process during the call. Even if this isn’t the case with one version of the code that you don’t have under your control, it might be the case in a future version of it. This might, for example, happen if a high priority process triggers code loading, since the code server runs on priority normal.
Other priorities than normal are normally not needed. When other priorities are used, they need to be used with care, especially the high priority must be used with care. A process on high priority should only perform work for short periods of time. Busy looping for long periods of time in a high priority process will most likely cause problems, since there are important servers in OTP running on priority normal.

process_flag(save_calls, N) When there are runnable processes on priority max no processes on priority low, normal, or high will be selected for execution. As with the high priority, processes on lower priorities might execute in parallel with processes on priority max.
N must be an integer in the interval 0..10000. If N > 0, call saving is made active for the process, which means that information about the N most recent global function calls, BIF calls, sends and receives made by the process are saved in a list, which can be retrieved with process_info(Pid, last_calls). A global function call is one in which the module of the function is explicitly mentioned. Only a fixed amount of information is saved: a tuple [Module, Function, Arity] for function calls, and the mere atoms send, ’receive’ and timeout for sends and receives (’receive’ when a message is received and timeout when a receive times
out). If \( N = 0 \), call saving is disabled for the process, which is the default. Whenever the size of the call saving list is set, its contents are reset.

**process_flag**

\[
\text{process\_flag(sensitive, Boolean)} \quad \text{Set or clear the sensitive flag for the current process. When a process has been marked as sensitive by calling process\_flag(sensitive, true), features in the run-time system that can be used for examining the data and/or inner working of the process are silently disabled. Features that are disabled include (but are not limited to) the following:}
\]

- **Tracing:** Trace flags can still be set for the process, but no trace messages of any kind will be generated. (If the sensitive flag is turned off, trace messages will again be generated if there are any trace flags set.)
- **Sequential tracing:** The sequential trace token will be propagated as usual, but no sequential trace messages will be generated.
- **process\_info/1,2** cannot be used to read out the message queue or the process dictionary (both will be returned as empty lists).
- Stack back-traces cannot be displayed for the process.
- In crash dumps, the stack, messages, and the process dictionary will be omitted.

If \{save\_calls, N\} has been set for the process, no function calls will be saved to the call saving list. (The call saving list will not be cleared; furthermore, send, receive, and timeout events will still be added to the list.)

**process\_flag**

\[
\text{process\_flag(Pid, Flag, Value) \rightarrow OldValue}
\]

Types:
- \text{Pid = pid()}
- \text{Flag, Value, OldValue - see below}

Sets certain flags for the process \text{Pid}, in the same manner as process\_flag/2 [page 129].

Returns the old value of the flag. The allowed values for \text{Flag} are only a subset of those allowed in process\_flag/2, namely: \text{save\_calls}.

Failure: badarg if Pid is not a local process.

**process\_info**

\[
\text{process\_info(Pid) \rightarrow InfoResult}
\]

Types:
- \text{Pid = pid()}
- \text{Item = atom()}
- \text{Info = term()}
- \text{InfoTuple = \{Item, Info\}}
- \text{InfoTupleList = [InfoTuple]}
- \text{InfoResult = InfoTupleList | undefined}

Returns a list containing InfoTuples with miscellaneous information about the process identified by Pid, or undefined if the process is not alive.

The order of the InfoTuples is not defined, nor are all the InfoTuples mandatory. The InfoTuples part of the result may be changed without prior notice. Currently InfoTuples with the following Items are part of the result: current\_function, initial\_call, status, message\_queue\_len, messages, links, dictionary, trap\_exit, error\_handler, priority, group\_leader, total\_heap\_size, heap\_size, stack\_size, reductions, and garbage\_collection. If the process identified by Pid has a registered name also an InfoTuple with Item == registered\_name will appear.
See process_info/2 [page 132] for information about specific InfoTuples.

**Warning:**
This BIF is intended for debugging only, use process_info/2 [page 132] for all other purposes.

Failure: badarg if Pid is not a local process.

process_info(Pid, ItemSpec) -> InfoResult

Types:
- Pid = pid()
- Item = atom()
- Info = term()
- ItemList = [Item]
- ItemSpec = Item | ItemList
- InfoTuple = {Item, Info}
- InfoTupleList = [InfoTuple]
- InfoResult = InfoTuple | InfoTupleList | undefined | []

Returns information about the process identified by Pid as specified by the ItemSpec, or undefined if the process is not alive.

If the process is alive and ItemSpec is a single Item, the returned value is the corresponding InfoTuple unless ItemSpec == registered name and the process has no registered name. In this case [] is returned. This strange behavior is due to historical reasons, and is kept for backward compatibility.

If ItemSpec is an ItemList, the result is an InfoTupleList. The InfoTuples in the InfoTupleList will appear with the corresponding Items in the same order as the Items appeared in the ItemList. Valid Items may appear multiple times in the ItemList.

**Note:**
If registered name is part of an ItemList and the process has no name registered a {registered name, []} InfoTuple will appear in the resulting InfoTupleList. This behavior is different than when ItemSpec == registered name, and than when process_info/1 is used.

Currently the following InfoTuples with corresponding Items are valid:

- {backtrace, Bin} The binary Bin contains the same information as the output from erlang:process_display(Pid, backtrace). Use binary_to_list/1 to obtain the string of characters from the binary.
- {binary, BinInfo} BinInfo is a list containing miscellaneous information about binaries currently being referred to by this process. This InfoTuple may be changed or removed without prior notice.
- {catchlevel, CatchLevel} CatchLevel is the number of currently active catches in this process. This InfoTuple may be changed or removed without prior notice.
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{current_function, {Module, Function, Args}} Module, Function, Args is the current function call of the process.

dictionary, Dictionary Dictionary is the dictionary of the process.

error_handler, Module Module is the error handler module used by the process (for undefined function calls, for example).

garbage_collection, GCInfo GCInfo is a list which contains miscellaneous information about garbage collection for this process. The content of GCInfo may be changed without prior notice.

group_leader, GroupLeader GroupLeader is group leader for the IO of the process.

heap_size, Size Size is the size in words of youngest heap generation of the process. This generation currently include the stack of the process. This information is highly implementation dependent, and may change if the implementation change.

initial_call, {Module, Function, Arity} Module, Function, Arity is the initial function call with which the process was spawned.

links, Pids Pids is a list of pids, with processes to which the process has a link.

last_calls, false|Calls The value is false if call saving is not active for the process (see process_flag/3 [page 131]). If call saving is active, a list is returned, in which the last element is the most recent called.

memory, Size Size is the size in bytes of the process. This includes call stack, heap and internal structures.

message_binary, BinInfo BinInfo is a list containing miscellaneous information about binaries currently being referred to by the message area. This InfoTuple is only valid on an emulator using the hybrid heap type. This InfoTuple may be changed or removed without prior notice.

message_queue_len, MessageQueueLen MessageQueueLen is the number of messages currently in the message queue of the process. This is the length of the list MessageQueue returned as the info item messages (see below).

messages, MessageQueue MessageQueue is a list of the messages to the process, which have not yet been processed.

monitored_by, Pids A list of pids that are monitoring the process (with erlang:monitor/2).

monitors, Monitors A list of monitors (started by erlang:monitor/2) that are active for the process. For a local process monitor or a remote process monitor by pid, the list item is {process, Pid}, and for a remote process monitor by name, the list item is {process, {RegName, Node}}.

priority, Level Level is the current priority level for the process. For more information on priorities see process_flag/priority, Level) [page 130].

reductions, Number Number is the number of reductions executed by the process.

registered_name, Atom Atom is the registered name of the process. If the process has no registered name, this tuple is not present in the list.

sequential_trace_token, [] | SequentialTraceToken SequentialTraceToken the sequential trace token for the process. This InfoTuple may be changed or removed without prior notice.

stack_size, Size Size is the stack size of the process in words.

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{status, Status} Status is the status of the process. Status is waiting (waiting for a message), running, runnable (ready to run, but another process is running), or suspended (suspended on a "busy" port or by the erlang:suspend_process/[1,2] BIF).

{suspending, SuspendeeList} SuspendeeList is a list of {Suspendee, ActiveSuspendCount, OutstandingSuspendCount} tuples. Suspendee is the pid of a process that have been or is to be suspended by the process identified by Pid via the erlang:suspend_process/2 [page 146] BIF, or the erlang:suspend_process/1 [page 148] BIF. ActiveSuspendCount is the number of times the Suspendee has been suspended by Pid. OutstandingSuspendCount is the number of not yet completed suspend requests sent by Pid. That is, if ActiveSuspendCount /= 0, Suspendee is currently in the suspended state, and if OutstandingSuspendCount /= 0 the asynchronous option of erlang:suspend_process/2 has been used and the suspendee has not yet been suspended by Pid. Note that the ActiveSuspendCount and OutstandingSuspendCount are not the total suspend count on Suspendee, only the parts contributed by Pid.

{total_heap_size, Size} Size is the total size in words of all heap fragments of the process. This currently include the stack of the process.

{trace, InternalTraceFlags} InternalTraceFlags is an integer representing internal trace flag for this process. This InfoTuple may be changed or removed without prior notice.

{trap_exit, Boolean} Boolean is true if the process is trapping exits, otherwise it is false.

Note however, that not all implementations support every one of the above Items. Failure: badarg if Pid is not a local process, or if Item is not a valid Item.

processes() -> [pid()]

Returns a list of process identifiers corresponding to all the processes currently existing on the local node.

Note that a process that is exiting, exists but is not alive, i.e., is_process_alive/1 will return false for a process that is exiting, but its process identifier will be part of the result returned from processes/0.

> processes().
[<0.0.0>,<0.2.0>,<0.4.0>,<0.5.0>,<0.7.0>,<0.8.0>]

purge_module(Module) -> void()

Types:
- Module = atom()

Removes old code for Module. Before this BIF is used, erlang:check_process_code/2 should be called to check that no processes are executing old code in the module.

Warning: This BIF is intended for the code server (see code(3) [page 47]) and should not be used elsewhere.
Failure: badarg if there is no old code for Module.

\[ \text{put}(\text{Key}, \text{Val}) \rightarrow \text{OldVal} | \text{undefined} \]

Types:
- \( \text{Key} = \text{Val} = \text{OldVal} = \text{term()} \)

Adds a new \text{Key} to the process dictionary, associated with the value \text{Val}, and returns \text{undefined}. If \text{Key} already exists, the old value is deleted and replaced by \text{Val} and the function returns the old value.

\textbf{Note:}
The values stored when \text{put} is evaluated within the scope of a \text{catch} will not be retracted if a \text{throw} is evaluated, or if an error occurs.

\[ \text{erlang:raise}(\text{Class}, \text{Reason}, \text{Stacktrace}) \]

Types:
- \text{Class} = \text{error} | \text{exit} | \text{throw}
- \text{Reason} = \text{term()}
- \text{Stacktrace} = [\{\text{Module}, \text{Function}, \text{Arity} | \text{Args}\} | \{\text{Fun}, \text{Args}\}]
- \text{Module} = \text{Function} = \text{atom()}
- \text{Arity} = \text{int()}
- \text{Args} = [\text{term()}]
- \text{Fun} = [\text{fun()}]

Stops the execution of the calling process with an exception of given class, reason and call stack backtrace (stacktrace).

\textbf{Warning:}
This BIF is intended for debugging and for use in the Erlang operating system. In general, it should be avoided in applications, unless you know very well what you are doing.

Class is one of error, exit or throw, so if it were not for the stacktrace \text{erlang:raise}(\text{Class}, \text{Reason}, \text{Stacktrace}) is equivalent to \text{erlang:Class}(\text{Reason}). Reason is any term and Stacktrace is a list as returned from \text{get_stacktrace()}, that is a list of 3-tuples \{\text{Module}, \text{Function}, \text{Arity} | \text{Args}\} where Module and Function are atoms and the third element is an integer arity or an argument list. The stacktrace may also contain \{\text{Fun}, \text{Args}\} tuples where Fun is a local fun and Args is an argument list.

The stacktrace is used as the exception stacktrace for the calling process, it will be truncated to the current maximum stacktrace depth.
Because evaluating this function causes the process to terminate, it has no return value - unless the arguments are invalid, in which case the function returns the error reason, that is badarg. If you want to be really sure not to return you can call erlang:error(erlang:raise(Class, Reason, Stacktrace)) and hope to distinguish exceptions later.

```
erlang:read_timer(TimerRef) -> int() | false
Types:
  •  TimerRef = ref()
TimerRef is a timer reference returned by erlang:send_after/3 [page 138] or erlang:start_timer/3 [page 145]. If the timer is active, the function returns the time in milliseconds left until the timer will expire, otherwise false (which means that TimerRef was never a timer, that it has been cancelled, or that it has already delivered its message).
See also erlang:send_after/3 [page 138], erlang:start_timer/3 [page 145], and erlang:cancel_timer/1 [page 94].
```

```
erlang:ref_to_list(Ref) -> string()
Types:
  •  Ref = ref()
Returns a string which corresponds to the text representation of Ref.

Warning:
This BIF is intended for debugging and for use in the Erlang operating system. It should not be used in application programs.
```

```
register(RegName, Pid | Port) -> true
Types:
  •  RegName = atom()
  •  Pid = pid()
  •  Port = port()
Associates the name RegName with a pid or a port identifier. RegName, which must be an atom, can be used instead of the pid / port identifier in the send operator (RegName ! Message).
  > register(db, Pid).
true
Failure: badarg if Pid is not an existing, local process or port, if RegName is already in use, if the process or port is already registered (already has a name), or if RegName is the atom undefined.

registered() -> [RegName]
Types:
  •  RegName = atom()
```
Returns a list of names which have been registered using register/2 [page 136].

```erlang
> registered().
[code_server, file_server, init, user, my_db]
```

erlang:resume_process(Suspendee) -> true

Types:
- Suspendee = pid()

Decreases the suspend count on the process identified by Suspendee. Suspendee should previously have been suspended via erlang:suspend_process/2 [page 146], or erlang:suspend_process/1 [page 148] by the process calling erlang:resume_process(Suspendee). When the suspend count on Suspendee reach zero, Suspendee will be resumed, i.e., the state of the Suspendee is changed from suspended into the state Suspendee was in before it was suspended.

**Warning:**

This BIF is intended for debugging only.

Failures:

- badarg If Suspendee isn’t a process identifier.
- badarg If the process calling erlang:resume_process/1 had not previously increased the suspend count on the process identified by Suspendee.
- badarg If the process identified by Suspendee is not alive.

```erlang
round(Number) -> int()
```

Types:
- Number = number()

Returns an integer by rounding Number.

```erlang
> round(5.5).
6
```

Allowed in guard tests.

```erlang
self() -> pid()
```

Returns the pid (process identifier) of the calling process.

```erlang
> self().
<0.26.0>
```

Allowed in guard tests.

erlang:send(Dest, Msg) -> Msg

Types:
- Dest = pid() | port() | RegName | {RegName, Node}
- Msg = term()
erlang:send(Dest, Msg, [Option]) -> Res

Types:
- Dest = pid() | port() | RegName | {RegName, Node}
- RegName = atom()
- Node = node()
- Msg = term()
- Option = nosuspend | noconnect
- Res = ok | nosuspend | noconnect

Sends a message and returns ok, or does not send the message but returns something else (see below). Otherwise the same as erlang:send/2 [page 137]. See also erlang:send_nosuspend/2,3 [page 139] for more detailed explanation and warnings.

The possible options are:

- nosuspend If the sender would have to be suspended to do the send, nosuspend is returned instead.
- noconnect If the destination node would have to be auto-connected before doing the send, noconnect is returned instead.

Warning:
As with erlang:send_nosuspend/2,3: Use with extreme care!

erlang:send_after(Time, Dest, Msg) -> TimerRef

Types:
- Time = int()
- 0 <= Time <= 4294967295
- Dest = pid() | RegName
- LocalPid = pid() (of a process, alive or dead, on the local node)
- Msg = term()
- TimerRef = ref()
Starts a timer which will send the message \texttt{Msg} to \texttt{Dest} after \texttt{Time} milliseconds.

If \texttt{Dest} is an atom, it is supposed to be the name of a registered process. The process referred to by the name is looked up at the time of delivery. No error is given if the name does not refer to a process.

If \texttt{Dest} is a pid, the timer will be automatically canceled if the process referred to by the pid is not alive, or when the process exits. This feature was introduced in erts version 5.4.11. Note that timers will not be automatically canceled when \texttt{Dest} is an atom.

See also \texttt{erlang:start_timer/3} \texttt{(page 145)}, \texttt{erlang:cancel_timer/1 \texttt{(page 94)}}, and \texttt{erlang:read_timer/1 \texttt{(page 136)}}.

Failure: \texttt{badarg} if the arguments does not satisfy the requirements specified above.

\begin{verbatim}
\texttt{erlang:send_nosuspend(Dest, Msg) \to bool()}
\end{verbatim}

Types:

- \texttt{Dest} = pid() \mid port() \mid RegName \mid \{RegName, Node\}
- \texttt{RegName} = atom()
- \texttt{Node} = node()
- \texttt{Msg} = term()

The same as \texttt{erlang:send(Dest, Msg, [nosuspend]) \texttt{(page 138)}}, but returns \texttt{true} if the message was sent and \texttt{false} if the message was not sent because the sender would have had to be suspended.

This function is intended for send operations towards an unreliable remote node without ever blocking the sending (Erlang) process. If the connection to the remote node (usually not a real Erlang node, but a node written in C or java) is overloaded, this function will not send the message but return \texttt{false} instead.

The same happens, if \texttt{Dest} refers to a local port that is busy. For all other destinations (allowed for the ordinary send operator \texttt{!'}) this function sends the message and returns \texttt{true}.

This function is only to be used in very rare circumstances where a process communicates with Erlang nodes that can disappear without any trace causing the TCP buffers and the drivers queue to be over-full before the node will actually be shut down (due to tick timeouts) by \texttt{net_kernel}. The normal reaction to take when this happens is some kind of premature shutdown of the other node.

Note that ignoring the return value from this function would result in unreliable message passing, which is contradictory to the Erlang programming model. The message is not sent if this function returns \texttt{false}.

Note also that in many systems, transient states of overloaded queues are normal. The fact that this function returns \texttt{false} does not in any way mean that the other node is guaranteed to be non-responsive, it could be a temporary overload. Also a return value of \texttt{true} does only mean that the message could be sent on the (TCP) channel without blocking, the message is not guaranteed to have arrived at the remote node. Also in the case of a disconnected non-responsive node, the return value is \texttt{true} (mimics the behaviour of the \texttt{!'} operator). The expected behaviour as well as the actions to take when the function returns \texttt{false} are application and hardware specific.

\textbf{Warning:}

Use with extreme care!
erlang:send_nosuspend(Dest, Msg, Options) -> bool()

Types:
- Dest = pid() | port() | RegName | {RegName, Node}
- RegName = atom()
- Node = node()
- Msg = term()
- Option = noconnect

The same as erlang:send(Dest, Msg, [nosuspend | Options]) [page 138], but with boolean return value.

This function behaves like erlang:send_nosuspend/2 [page 139], but takes a third parameter, a list of options. The only currently implemented option is noconnect. The option noconnect makes the function return false if the remote node is not currently reachable by the local node. The normal behaviour is to try to connect to the node, which may stall the process for a shorter period. The use of the noconnect option makes it possible to be absolutely sure not to get even the slightest delay when sending to a remote process. This is especially useful when communicating with nodes who expect to always be the connecting part (i.e. nodes written in C or Java).

Whenever the function returns false (either when a suspend would occur or when noconnect was specified and the node was not already connected), the message is guaranteed not to have been sent.

**Warning:**
Use with extreme care!

erlang:set_cookie(Node, Cookie) -> true

Types:
- Node = node()
- Cookie = atom()

Sets the magic cookie of Node to the atom Cookie. If Node is the local node, the function also sets the cookie of all other unknown nodes to Cookie (see [Distributed Erlang] in the Erlang Reference Manual).

Failure: function_clause if the local node is not alive.

setelement(Index, Tuple1, Value) -> Tuple2

Types:
- Index = 1..tuple_size(Tuple1)
- Tuple1 = Tuple2 = tuple()
- Value = term()

Returns a tuple which is a copy of the argument Tuple1 with the element given by the integer argument Index (the first element is the element with index 1) replaced by the argument Value.

> setelement(2, [10, green, bottles], red).
{10,red,bottles}
size(Item) -> int()

Types:
  - Item = tuple() | binary()

Returns an integer which is the size of the argument Item, which must be either a tuple or a binary.

> size([morni, mulle, bwange])
3

Allowed in guard tests

spawn(Fun) -> pid()

Types:
  - Fun = fun()

Returns the pid of a new process started by the application of Fun to the empty list []. Otherwise works like spawn/3 [page 141].

spawn(Node, Fun) -> pid()

Types:
  - Node = node()
  - Fun = fun()

Returns the pid of a new process started by the application of Fun to the empty list [] on Node. If Node does not exist, a useless pid is returned. Otherwise works like spawn/3 [page 141].

spawn(Module, Function, Args) -> pid()

Types:
  - Module = Function = atom()
  - Args = [term()]

Returns the pid of a new process started by the application of Module:Function to Args. The new process created will be placed in the system scheduler queue and be run some time later.

error_handler:undefined_function(Module, Function, Args) is evaluated by the new process if Module:Function/Arity does not exist (where Arity is the length of Args). The error handler can be redefined (see process_flag/2 [page 129]). If error_handler is undefined, or the user has redefined the default error_handler its replacement is undefined, a failure with the reason undef will occur.

> spawn(speed, regulator, [high_speed, thin_cut]).
<0.13.1>

spawn(Node, Module, Function, ArgumentList) -> pid()

Types:
  - Node = node()
  - Module = Function = atom()
  - Args = [term()]

Returns the pid of a new process started by the application of Module:Function to Args on Node. If Node does not exist, a useless pid is returned. Otherwise works like spawn/3 [page 141].

```erlang
spawn_link(Fun) -> pid()

Types:
  • Fun = fun()

Returns the pid of a new process started by the application of Fun to the empty list []. A link is created between the calling process and the new process, atomically. Otherwise works like spawn/3 [page 141].

spawn_link(Node, Fun) ->

Types:
  • Node = node()
  • Fun = fun()

Returns the pid of a new process started by the application of Fun to the empty list [] on Node. A link is created between the calling process and and the new process, atomically. If Node does not exist, a useless pid is returned (and due to the link, an exit signal with exit reason noconnection will be received). Otherwise works like spawn/3 [page 141].

spawn_link(Module, Function, Args) -> pid()

Types:
  • Module = Function = atom()
  • Args = [term()]

Returns the pid of a new process started by the application of Module:Function to Args. A link is created between the calling process and the new process, atomically. Otherwise works like spawn/3 [page 141].

spawn_link(Node, Module, Function, Args) -> pid()

Types:
  • Node = node()
  • Module = Function = atom()
  • Args = [term()]

Returns the pid of a new process started by the application of Module:Function to Args on Node. A link is created between the calling process and and the new process, atomically. If Node does not exist, a useless pid is returned (and due to the link, an exit signal with exit reason noconnection will be received). Otherwise works like spawn/3 [page 141].

spawn_monitor(Fun) -> {pid(), reference()}

Types:
  • Fun = fun()

Returns the pid of a new process started by the application of Fun to the empty list [] and reference for a monitor created to the new process. Otherwise works like spawn/3 [page 141].
spawn_monitor(Module, Function, Args) -> {pid(), reference()}

Types:
- Module = Function = atom()
- Args = [term()]

A new process is started by the application of Module:Function to Args, and the process is monitored at the same time. Returns the pid and a reference for the monitor. Otherwise works like spawn/3 [page 141].

spawn_opt(Fun, [Option]) -> pid() | {pid(), reference()}

Types:
- Fun = fun()
- Option = link | monitor | {priority, Level} | {fullsweep_after, Number} |
  \{min_heap_size, Size\}
- Level = low | normal | high
- Number = int()
- Size = int()

Returns the pid of a new process started by the application of Fun to the empty list []. Otherwise works like spawn_opt/4 [page 143]. If the option monitor is given, the newly created process will be monitored and both the pid and reference for the monitor will be returned.

spawn_opt(Node, Fun, [Option]) -> pid()

Types:
- Node = node()
- Fun = fun()
- Option = link | {priority, Level} | {fullsweep_after, Number} |
  \{min_heap_size, Size\}
- Level = low | normal | high
- Number = int()
- Size = int()

Returns the pid of a new process started by the application of Fun to the empty list [] on Node. If Node does not exist, a useless pid is returned. Otherwise works like spawn_opt/4 [page 143].

spawn_opt(Module, Function, Args, [Option]) -> pid() | {pid(), reference()}

Types:
- Module = Function = atom()
- Args = [term()]
- Option = link | monitor | {priority, Level} | {fullsweep_after, Number} |
  \{min_heap_size, Size\}
- Level = low | normal | high
- Number = int()
- Size = int()
Works exactly like spawn/3 [page 141], except that an extra option list is given when creating the process.

If the option monitor is given, the newly created process will be monitored and both the pid and reference for the monitor will be returned.

link Sets a link to the parent process (like spawn_link/3 does).

monitor Monitor the new process (just like erlang:monitor/2 [page 119] does).

{priority, Level} Sets the priority of the new process. Equivalent to executing process_flag(priority, Level) [page 130] in the start function of the new process, except that the priority will be set before the process is selected for execution for the first time. For more information on priorities see process_flag(priority, Level) [page 130].

{fullsweep_after, Number} This option is only useful for performance tuning. In general, you should not use this option unless you know that there is problem with execution times and/or memory consumption, and you should measure to make sure that the option improved matters.

The Erlang runtime system uses a generational garbage collection scheme, using an “old heap” for data that has survived at least one garbage collection. When there is no more room on the old heap, a fullsweep garbage collection will be done. The fullsweep_after option makes it possible to specify the maximum number of generational collections before forcing a fullsweep even if there is still room on the old heap. Setting the number to zero effectively disables the general collection algorithm, meaning that all live data is copied at every garbage collection.

Here are a few cases when it could be useful to change fullsweep_after. Firstly, if binaries that are no longer used should be thrown away as soon as possible. (Set Number to zero.) Secondly, a process that mostly have short-lived data will be fullsweepe seldom or never, meaning that the old heap will contain mostly garbage. To ensure a fullsweep once in a while, set Number to a suitable value such as 10 or 20. Thirdly, in embedded systems with limited amount of RAM and no virtual memory, one might want to preserve memory by setting Number to zero.

(The value may be set globally, see erlang:system_flag/2 [page 148].)

{min_heap_size, Size} This option is only useful for performance tuning. In general, you should not use this option unless you know that there is problem with execution times and/or memory consumption, and you should measure to make sure that the option improved matters.

Gives a minimum heap size in words. Setting this value higher than the system default might speed up some processes because less garbage collection is done. Setting too high value, however, might waste memory and slow down the system due to worse data locality. Therefore, it is recommended to use this option only for fine-tuning an application and to measure the execution time with various Size values.

\[
\text{spawn_opt(Node, Module, Function, Args, [Option]) -> pid()}
\]

Types:
- Node = node()
- Module = Function = atom()
- Args = [term()]
- Option = link | {priority, Level} | {fullsweep_after, Number} | {min_heap_size, Size}
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- Level = low | normal | high
- Number = int()
- Size = int()

Returns the pid of a new process started by the application of Module:Function to Args on Node. If Node does not exist, a useless pid is returned. Otherwise works like spawn_opt/4 [page 143].

\[
\text{split_binary}(\text{Bin}, \text{Pos}) \rightarrow \{\text{Bin1}, \text{Bin2}\}
\]

Types:
- Bin = Bin1 = Bin2 = binary()
- Pos = 1..byte_size(Bin)

Returns a tuple containing the binaries which are the result of splitting Bin into two parts at position Pos. This is not a destructive operation. After the operation, there will be three binaries altogether.

\[
\begin{align*}
> & \text{B} = \text{list_to_binary}("0123456789"). \\
& \langle\langle0123456789\rangle\rangle \\
& \text{byte_size(B)}. \\
& 10 \\
> & \{\text{B1}, \text{B2}\} = \text{split_binary}(\text{B}, 3). \\
& \langle\langle012\rangle\rangle, \langle\langle3456789\rangle\rangle \\
& \text{byte_size(B1)}. \\
& 3 \\
& \text{byte_size(B2)}. \\
& 7
\end{align*}
\]

\[
\text{erlang:start_timer}(\text{Time}, \text{Dest}, \text{Msg}) \rightarrow \text{TimerRef}
\]

Types:
- Time = int()
- 0 <= Time <= 4294967295
- Dest = LocalPid | RegName
- LocalPid = pid() (of a process, alive or dead, on the local node)
- RegName = atom()
- Msg = term()
- TimerRef = ref()

Starts a timer which will send the message \{timeout, TimerRef, Msg\} to Dest after Time milliseconds.

If Dest is an atom, it is supposed to be the name of a registered process. The process referred to by the name is looked up at the time of delivery. No error is given if the name does not refer to a process.

If Dest is a pid, the timer will be automatically canceled if the process referred to by the pid is not alive, or when the process exits. This feature was introduced in erts version 5.4.11. Note that timers will not be automatically canceled when Dest is an atom.

See also erlang:send_after/3 [page 138], erlang:cancel_timer/1 [page 94], and erlang:read_timer/1 [page 136].

Failure: badarg if the arguments does not satisfy the requirements specified above.
statistics(Type) -> Res

Types:
- Type, Res - see below

Returns information about the system as specified by Type:

context_switches Returns {ContextSwitches, 0}, where ContextSwitches is the total number of context switches since the system started.

exact_reductions Returns {Total_Exact_Reductions, Exact_Reductions_Since_Last_Call}.

NOTE: statistics(exact_reductions) is a more expensive operation than statistics(reductions) [page 146] especially on an Erlang machine with SMP support.

garbage_collection Returns {Number_of_GC, Words_Reclaimed, 0}. This information may not be valid for all implementations.

io Returns {{input, Input}, {output, Output}}, where Input is the total number of bytes received through ports, and Output is the total number of bytes output to ports.

reductions Returns {Total_Reductions, Reductions_Since_Last_Call}.

NOTE: From erts version 5.5 (OTP release R11B) this value does not include reductions performed in current time slices of currently scheduled processes. If an exact value is wanted, use statistics(exact_reductions) [page 146].

run_queue Returns the length of the run queue, that is, the number of processes that are ready to run.

runtime Returns {Total_Run_Time, Time_Since_Last_Call}.

wall_clock Returns {Total_Wallclock_Time, Wallclock_Time_Since_Last_Call}.

wall_clock can be used in the same manner as runtime, except that real time is measured as opposed to runtime or CPU time.

All times are in milliseconds.

> statistics(runtime).
{1690,1620}
> statistics(reductions).
{2046,11}
> statistics(garbage_collection).
{85,23961,0}

erlang:suspend_process(Suspendee, OptList) -> true | false

Types:
- Suspendee = pid()
- OptList = [Opt]
- Opt = atom()
Increases the suspend count on the process identified by Suspendee and puts it in the suspended state if it isn’t already in the suspended state. A suspended process will not be scheduled for execution until the process has been resumed.

A process can be suspended by multiple processes and can be suspended multiple times by a single process. A suspended process will not leave the suspended state until its suspend count reach zero. The suspend count of Suspendee is decreased when erlang:resume_process(Suspendee) [page 137] is called by the same process that called erlang:suspend_process(Suspendee). All increased suspend counts on other processes acquired by a process will automatically be decreased when the process terminates.

Currently the following options (opts) are available:

asynchronous A suspend request is sent to the process identified by Suspendee. Suspendee will eventually suspend unless it is resumed before it was able to suspend. The caller of erlang:suspend_process/2 will return immediately, regardless of whether the Suspendee has suspended yet or not. Note that the point in time when the Suspendee will actually suspend cannot be deduced from other events in the system. The only guarantee given is that the Suspendee will eventually suspend (unless it is resumed). If the asynchronous option has not been passed, the caller of erlang:suspend_process/2 will be blocked until the Suspendee has actually suspended.

unless_suspending The process identified by Suspendee will be suspended unless the calling process already is suspending the Suspendee. If unless_suspending is combined with the asynchronous option, a suspend request will be sent unless the calling process already is suspending the Suspendee or if a suspend request already has been sent and is in transit. If the calling process already is suspending the Suspendee, or if combined with the asynchronous option and a send request already is in transit, false is returned and the suspend count on Suspendee will remain unchanged.

If the suspend count on the process identified by Suspendee was increased, true is returned; otherwise, false is returned.

**Warning:** This BIF is intended for debugging only.

Failures:

badarg If Suspendee isn’t a process identifier.

badarg If the process identified by Suspendee is same the process as the process calling erlang:suspend_process/2.

badarg If the process identified by Suspendee is not alive.

badarg If the process identified by Suspendee resides on another node.

badarg If OptList isn’t a proper list of valid Opt.

system_limit If the process identified by Suspendee has been suspended more times by the calling process than can be represented by the currently used internal data structures. The current system limit is larger than 2 000 000 000 suspends, and it will never be less than that.
erlang:suspend_process(Suspendee) -> true

Types:
- Suspendee = pid()

Suspends the process identified by Suspendee. The same as calling erlang:suspend_process(Suspendee, []) [page 146]. For more information see the documentation of erlang:suspend_process/2 [page 146].

**Warning:**
This BIF is intended for debugging only.

erlang:system_flag(Flag, Value) -> OldValue

Types:
- Flag, Value, OldValue - see below

Sets various system properties of the Erlang node. Returns the old value of the flag.

erlang:system_flag(backtrace_depth, Depth) Sets the maximum depth of call stack back-traces in the exit reason element of ‘EXIT’ tuples.

erlang:system_flag(fullsweep_after, Number) Number is a non-negative integer which indicates how many times generational garbages collections can be done without forcing a fullsweep collection. The value applies to new processes; processes already running are not affected.

In low-memory systems (especially without virtual memory), setting the value to 0 can help to conserve memory.

An alternative way to set this value is through the (operating system) environment variable ERL_FULLSWEEP_AFTER.

erlang:system_flag(min_heap_size, MinHeapSize) Sets the default minimum heap size for processes. The size is given in words. The new min_heap_size only effects processes spawned after the change of min_heap_size has been made. The min_heap_size can be set for individual processes by use of spawn_opt/N [page 143] or process_flag/2 [page 129].

erlang:system_flag(multi_scheduling, BlockState) BlockState = block | unblock

If multi-scheduling is enabled, more than one scheduler thread is used by the emulator. Multi-scheduling can be blocked. When multi-scheduling has been blocked, only one scheduler thread will schedule Erlang processes.

If BlockState := block, multi-scheduling will be blocked. If BlockState := unblock and no-one else is blocking multi-scheduling and this process has only blocked one time, multi-scheduling will be unblocked. One process can block multi-scheduling multiple times. If a process has blocked multiple times, it has to unblock exactly as many times as it has blocked before it has released its multi-scheduling block. If a process that has blocked multi-scheduling exits, it will release its blocking of multi-scheduling.

The return values are disabled, blocked, or enabled. The returned value describes the state just after the call to erlang:system_flag(multi_scheduling, BlockState) has been made. The return values are described in the documentation of erlang:system_info(multi_scheduling) [page 152].
NOTE: Blocking of multi-scheduling should normally not be needed. If you feel that you need to block multi-scheduling, think through the problem at least a couple of times again. Blocking multi-scheduling should only be used as a last resort since it will most likely be a very inefficient way to solve the problem.

See also erlang:system_info(multi_scheduling) [page 152], erlang:system_info(multi_scheduling_blockers) [page 152], and erlang:system_info(schedulers) [page 153].

**erlang:system_flag(trace_control_word, TCW)** Sets the value of the node's trace control word to TCW. TCW should be an unsigned integer. For more information see documentation of the [set_tcw] function in the match specification documentation in the ERTS User's Guide.

**Note:**
The schedulers option has been removed as of erts version 5.5.3. The number of scheduler threads is determined at emulator boot time, and cannot be changed after that.

**erlang:system_info(Type) -> Res**

Types:
- Type, Res - see below

Returns various information about the current system (emulator) as specified by Type:

**allocated_areas** Returns a list of tuples with information about miscellaneous allocated memory areas.

Each tuple contains an atom describing type of memory as first element and amount of allocated memory in bytes as second element. In those cases when there is information present about allocated and used memory, a third element is present. This third element contains the amount of used memory in bytes.

**erlang:system_info(allocated_areas)** is intended for debugging, and the content is highly implementation dependent. The content of the results will therefore change when needed without prior notice.

**Note:** The sum of these values is not the total amount of memory allocated by the emulator. Some values are part of other values, and some memory areas are not part of the result. If you are interested in the total amount of memory allocated by the emulator see erlang:memory/0,1 [page 117].

**allocator** Returns {Allocator, Version, Features, Settings}.

Types:
- Allocator = undefined | elib_malloc | glibc
- Version = [int()]
- Features = [atom()]
- Settings = [{Subsystem, [{Parameter, Value}]}]
- Subsystem = atom()
- Parameter = atom()
- Value = term()

Explanation:
• Allocator corresponds to the malloc() implementation used. If Allocator equals undefined, the malloc() implementation used could not be identified. Currently elib_malloc and glibc can be identified.
• Version is a list of integers (but not a string) representing the version of the malloc() implementation used.
• Features is a list of atoms representing allocation features used.
• Settings is a list of subsystems, their configurable parameters, and used values. Settings may differ between different combinations of platforms, allocators, and allocation features. Memory sizes are given in bytes.

See also “System Flags Effecting erts_alloc” in [erts_alloc(3)].

alloc_util: allocators Returns a list of the names of all allocators using the ERTS internal alloc_util framework as atoms. For more information see the [“the alloc_util framework” section in the erts_alloc(3)] documentation.

{allocator, Alloc} Returns information about the specified allocator. As of erts version 5.6.1 the return value is a list of {instance, InstanceNo, InstanceInfo} tuples where InstanceInfo contains information about a specific instance of the allocator. If Alloc is not a recognized allocator, undefined is returned. If Alloc is disabled, false is returned.

Note: The information returned is highly implementation dependent and may be changed, or removed at any time without prior notice. It was initially intended as a tool when developing new allocators, but since it might be of interest for others it has been briefly documented.

The recognized allocators are listed in [erts_alloc(3)]. After reading the erts_alloc(3) documentation, the returned information should more or less speak for itself. But it can be worth explaining some things. Call counts are presented by two values. The first value is giga calls, and the second value is calls. mbcs, and sbcs are abbreviations for, respectively, multi-block carriers, and single-block carriers. Sizes are presented in bytes. When it is not a size that is presented, it is the amount of something. Sizes and amounts are often presented by three values, the first is current value, the second is maximum value since the last call to erlang:system_info({allocator, Alloc}), and the third is maximum value since the emulator was started. If only one value is present, it is the current value. fix_alloc memory block types are presented by two values. The first value is memory pool size and the second value used memory size.

{allocator:sizes, Alloc} Returns various size information for the specified allocator. The information returned is a subset of the information returned by erlang:system_info({allocator, Alloc}) \[page 150\].

c:compiler:used Returns a two-tuple describing the C compiler used when compiling the runtime system. The first element is an atom describing the name of the compiler, or undefined if unknown. The second element is a term describing the version of the compiler, or undefined if unknown.

check:io Returns a list containing miscellaneous information regarding the emulator’s internal I/O checking. Note, the content of the returned list may vary between platforms and over time. The only thing guaranteed is that a list is returned.

compat:rel Returns the compatibility mode of the local node as an integer. The integer returned represents the Erlang/OTP release which the current emulator has been set to be backward compatible with. The compatibility mode can be configured at startup by using the command line flag +R, see [erl(1)].

creation Returns the creation of the local node as an integer. The creation is changed when a node is restarted. The creation of a node is stored in process identifiers.
port identifiers, and references. This makes it (to some extent) possible to
distinguish between identifiers from different incarnations of a node. Currently
valid creations are integers in the range 1..3, but this may (probably will) change in
the future. If the node is not alive, 0 is returned.

debug_compiled Returns true if the emulator has been debug compiled; otherwise,
false.

dist Returns a binary containing a string of distribution information formatted as in
Erlang crash dumps. For more information see the ["How to interpret the Erlang
crash dumps"] chapter in the ERTS User’s Guide.

dist_ctrl Returns a list of tuples [Node, ControllingEntity], one entry for each
connected remote node. The Node is the name of the node and the
ControllingEntity is the port or pid responsible for the communication to that
node. More specifically, the ControllingEntity for nodes connected via TCP/IP
(the normal case) is the socket actually used in communication with the specific
node.

driver_version Returns a string containing the erlang driver version used by the
runtime system. It will be on the form ["<major ver>..<minor ver>"]

elib_malloc If the emulator uses the elib_malloc memory allocator, a list of
two-element tuples containing status information is returned; otherwise, false is
returned. The list currently contains the following two-element tuples (all sizes are
presented in bytes):

{heap_size, Size} Where Size is the current heap size.
{max_allocated_size, Size} Where Size is the maximum amount of memory
allocated on the heap since the emulator started.
{allocated_size, Size} Where Size is the current amount of memory allocated
on the heap.
{free_size, Size} Where Size is the current amount of free memory on the
heap.
{no_allocated_blocks, No} Where No is the current number of allocated blocks on
the heap.
{no_free_blocks, No} Where No is the current number of free blocks on the
heap.
{smallest_allocated_block, Size} Where Size is the size of the smallest
allocated block on the heap.
{largetest_free_block, Size} Where Size is the size of the largest free block on
the heap.

fullsweep_after Returns {fullsweep_after, int()} which is the fullsweep_after
garbage collection setting used by default. For more information see
garbage_collection described below.

garbage_collection Returns a list describing the default garbage collection settings. A
process spawned on the local node by a spawn or spawn_link will use these
garbage collection settings. The default settings can be changed by use of
system_flag/2 [page 148]. spawn_opt/4 [page 143] can spawn a process that does
not use the default settings.

global_heaps_size Returns the current size of the shared (global) heap.

heap_sizes Returns a list of integers representing valid heap sizes in words. All Erlang
heaps are sized from sizes in this list.

heap_type Returns the heap type used by the current emulator. Currently the
following heap types exist:
private Each process has a heap reserved for its use and no references between heaps of different processes are allowed. Messages passed between processes are copied between heaps.

shared One heap for use by all processes. Messages passed between processes are passed by reference.

hybrid A hybrid of the private and shared heap types. A shared heap as well as private heaps are used.

display Returns a binary containing a string of miscellaneous system information formatted as in Erlang crash dumps. For more information see the ["How to interpret the Erlang crash dumps"] chapter in the ERTS User's Guide.

display_poll Returns true if the emulator uses some kind of display-poll implementation; otherwise, false.

display_loaded Returns a binary containing a string of loaded module information formatted as in Erlang crash dumps. For more information see the ["How to interpret the Erlang crash dumps"] chapter in the ERTS User's Guide.

logical_processors Returns the number of logical processors detected on the system as an integer or the atom unknown if the emulator wasn't able to detect any.

machine Returns a string containing the Erlang machine name.

modified_timing_level Returns the modified timing level (an integer) if modified timing has been enabled; otherwise, undefined. See the +T command line flag in the documentation of the [erl(1)] command for more information on modified timing.

multi_scheduling Returns disabled, blocked, or enabled. A description of the return values:

disabled The emulator has only one scheduler thread. The emulator does not have SMP support, or have been started with only one scheduler thread.

blocked The emulator has more than one scheduler thread, but all scheduler threads but one have been blocked, i.e., only one scheduler thread will schedule Erlang processes and execute Erlang code.

enabled The emulator has more than one scheduler thread, and no scheduler threads have been blocked, i.e., all available scheduler threads will schedule Erlang processes and execute Erlang code.

See also erlang:system_flag(multi_scheduling, BlockState) [page 148], erlang:system_info(multi_scheduling, blockers) [page 152], and erlang:system_info(schedulers) [page 153].

multi_scheduling_blockers Returns a list of PIDs when multi-scheduling is blocked; otherwise, the empty list. The PIDs in the list is PIDs of the processes currently blocking multi-scheduling. A PID will only be present once in the list, even if the corresponding process has blocked multiple times.

See also erlang:system_flag(multi_scheduling, BlockState) [page 148], erlang:system_info(multi_scheduling) [page 152], and erlang:system_info(schedulers) [page 153].

otp_release Returns a string containing the OTP release number.

process_count Returns the number of processes currently existing at the local node as an integer. The same value as length(processes()) returns.

process_limit Returns the maximum number of concurrently existing processes at the local node as an integer. This limit can be configured at startup by using the command line flag +P, see [erl(1)].
**procs**
Returns a binary containing a string of process and port information formatted as in Erlang crash dumps. For more information see the "How to interpret the Erlang crash dumps" chapter in the ERTS User's Guide.

**scheduler_id**
Returns the scheduler id (SchedulerId) of the scheduler thread that the calling process is executing on. SchedulerId is a positive integer; where 1 <= SchedulerId <= erlang:system_info(schedulers). See also erlang:system_info(schedulers) [page 153].

**schedulers**
Returns the number of scheduler threads used by the emulator. A scheduler thread schedules Erlang processes and Erlang ports, and execute Erlang code and Erlang linked in driver code.

The number of scheduler threads is determined at emulator boot time and cannot be changed after that.

See also erlang:system_info(scheduler_id) [page 153], erlang:system_flag(multi_scheduling, BlockState) [page 148], erlang:system_info(multi_scheduling) [page 152], and and erlang:system_info(multi_scheduling_blockers) [page 152].

**smp_support**
Returns true if the emulator has been compiled with smp support; otherwise, false.

**system_version**
Returns a string containing the emulator type and version as well as some important properties such as the size of the thread pool, etc.

**system_architecture**
Returns a string containing the processor and OS architecture the emulator is built for.

**threads**
Returns true if the emulator has been compiled with thread support; otherwise, false is returned.

**thread_pool_size**
Returns the number of async threads in the async thread pool used for asynchronous driver calls ([driver_async()]) as an integer.

**trace_control_word**
Returns the value of the node's trace control word. For more information see documentation of the function get_tcw in "Match Specifications in Erlang", [ERTS User's Guide].

**version**
Returns a string containing the version number of the emulator.

**wordsize**
Returns the word size in bytes as an integer, i.e. on a 32-bit architecture 4 is returned, and on a 64-bit architecture 8 is returned.

---

**Note:**
The scheduler argument has changed name to scheduler_id. This in order to avoid mixup with the schedulers argument. The scheduler argument was introduced in ERTS version 5.5 and renamed in ERTS version 5.5.1.

---

**erlang:system_monitor()**
> MonSettings

**Types:**
- MonSettings -> {MonitorPid, Options} | undefined
- MonitorPid = pid()
- Options = [Option]
- Option = {long_gc, Time} | {large_heap, Size} | busy_port | busy_dist_port
erlang:system_monitor/2 as {MonitorPid, Options}, or undefined if there are no settings. The order of the options may be different from the one that was set.

**erlang:system_monitor(MonitorPid, Options) -> MonSettings**

*Types:*  
- MonitorPid, Options, MonSettings - see below

When called with the argument undefined, all system performance monitoring settings are cleared.

Calling the function with {MonitorPid, Options} as argument, is the same as calling erlang:system_monitor(MonitorPid, Options) [page 154].

Returns the previous system monitor settings just like erlang:system_monitor/0 [page 153].

**erlang:system_monitor(MonitorPid, [Option]) -> MonSettings**

*Types:*  
- MonitorPid = pid()  
- Option = {long gc, Time} | {large_heap, Size} | busy_port | busy_dist_port  
- Time = Size = int()  
- MonSettings = {OldMonitorPid, [Option]}  
- OldMonitorPid = pid()

Sets system performance monitoring options. MonitorPid is a local pid that will receive system monitor messages, and the second argument is a list of monitoring options:

- **{long gc, Time}** If a garbage collection in the system takes at least Time wallclock milliseconds, a message {monitor, GcPid, long gc, Info} is sent to MonitorPid. GcPid is the pid that was garbage collected and Info is a list of two-element tuples describing the result of the garbage collection. One of the tuples is {timeout, GcTime} where GcTime is the actual time for the garbage collection in milliseconds. The other tuples are tagged with heap_size, heap_block_size, stack_size, mbuf_size, old_heap_size, and old_heap_block_size. These tuples are explained in the documentation of the gc_start [page 160] trace message (see erlang:trace/3 [page 157]). New tuples may be added, and the order of the tuples in the Info list may be changed at any time without prior notice.

- **{large_heap, Size}** If a garbage collection in the system results in the allocated size of a heap being at least Size words, a message {monitor, GcPid, large_heap, Info} is sent to MonitorPid. GcPid and Info are the same as for long gc above, except that the tuple tagged with timeout is not present. Note: As of erts version 5.6 the monitor message is sent if the sum of the sizes of all memory blocks allocated for all heap generations is equal to or larger than Size. Previously the monitor message was sent if the memory block allocated for the youngest generation was equal to or larger than Size.

- **busy_port** If a process in the system gets suspended because it sends to a busy port, a message {monitor, SusPid, busy_port, Port} is sent to MonitorPid. SusPid is the pid that got suspended when sending to Port.
busy_dist_port If a process in the system gets suspended because it sends to a process on a remote node whose inter-node communication was handled by a busy port, a message \{monitor, SusPid, busy_dist_port, Port\} is sent to MonitorPid. SusPid is the pid that got suspended when sending through the inter-node communication port Port.

Returns the previous system monitor settings just like erlang:system_monitor/0 [page 153].

**Note:**
If a monitoring process gets so large that it itself starts to cause system monitor messages when garbage collecting, the messages will enlarge the process’s message queue and probably make the problem worse. Keep the monitoring process neat and do not set the system monitor limits too tight.

Failure: badarg if MonitorPid does not exist.

erlang:system_profile() \rightarrow ProfilerSettings

**Types:**
- ProfilerSettings \rightarrow \{ProfilerPid, Options\} | undefined
- ProfilerPid = pid() | port()
- Options = [Option]
- Option = runnable_procs | runnable_ports | scheduler | exclusive

Returns the current system profiling settings set by erlang:system_profile/2 [page 155] as \{ProfilerPid, Options\}, or undefined if there are no settings. The order of the options may be different from the one that was set.

erlang:system_profile(ProfilerPid, Options) \rightarrow ProfilerSettings

**Types:**
- ProfilerSettings \rightarrow \{ProfilerPid, Options\} | undefined
- ProfilerPid = pid() | port()
- Options = [Option]
- Option = runnable_procs | runnable_ports | scheduler | exclusive

Sets system profiler options. ProfilerPid is a local pid or port that will receive profiling messages. The receiver is excluded from all profiling. The second argument is a list of profiling options:

runnable_procs If a process is put into or removed from the runqueue a message, \{profile, Pid, State, Mfa, Ts\}, is sent to ProfilerPid. Running processes that is reinserted into the runqueue after completing its reductions does not trigger this message.

runnable_ports If a port is put into or removed from the runqueue a message, \{profile, Port, State, 0, Ts\}, is sent to ProfilerPid.

scheduler If a scheduler is put to sleep or awoken a message, \{profile, scheduler, Id, State, NoScheds, Ts\}, is sent to ProfilerPid.
exclusive If a synchronous call to a port from a process is done, the calling process is considered not runnable during the call runtime to the port. The calling process is notified as inactive and subsequently active when the port callback returns.

Note: erlang:system_profile is considered experimental and its behaviour may change in the future.

term_to_binary(Term) -> ext_binary()

Types:
- Term = term()
Returns a binary data object which is the result of encoding Term according to the Erlang external term format.
This can be used for a variety of purposes, for example writing a term to a file in an efficient way, or sending an Erlang term to some type of communications channel not supported by distributed Erlang.
See also binary_to_term/1 [page 93].

term_to_binary(Term, [Option]) -> ext_binary()

Types:
- Term = term()
- Option = compressed | {compressed, Level} | {minor_version, Version}
Returns a binary data object which is the result of encoding Term according to the Erlang external term format.
If the option compressed is provided, the external term format will be compressed. The compressed format is automatically recognized by binary_to_term/1 in R7B and later.
It is also possible to specify a compression level by giving the option {compressed, Level}, where Level is an integer from 0 through 9. 0 means that no compression will be done (it is the same as not giving any compressed option); 1 will take the least time but may not compress as well as the higher levels; 9 will take the most time and may produce a smaller result. Note the “mays” in the preceding sentence; depending on the input term, level 9 compression may or may not produce a smaller result than level 1 compression.
Currently, compressed gives the same result as {compressed, 6}.
The option {minor_version, Version} can be use to control some details of the encoding. This option was introduced in R11B-4. Currently, the allowed values for Version are 0 and 1.
{minor_version, 1} forces any floats in the term to be encoded in a more space-efficient and exact way (namely in the 64-bit IEEE format, rather than converted to a textual representation). binary_to_term/1 in R11B-4 and later is able decode the new representation.
{minor_version, 0} is currently the default, meaning that floats will be encoded using a textual representation; this option is useful if you want to ensure that releases prior to R11B-4 can decode resulting binary.
See also binary_to_term/1 [page 93].

\[\text{throw}(\text{Any})\]

Types:
- \(\text{Any} = \text{term()}\)
A non-local return from a function. If evaluated within a \text{catch}, \text{catch} will return the value \text{Any}.

\[\text{catch} \space \text{throw}(\{\text{hello}, \text{there}\}).\]
\[\{\text{hello}, \text{there}\}\]
Failure: \text{nocatch} if not evaluated within a catch.

\[\text{time()} \rightarrow \{\text{Hour}, \text{Minute}, \text{Second}\}\]

Types:
- \(\text{Hour} = \text{Minute} = \text{Second} = \text{int()}\)
Returns the current time as \{\text{Hour}, \text{Minute}, \text{Second}\}. The time zone and daylight saving time correction depend on the underlying OS.

\[\text{time()}.\]
\[\{9,42,44\}\]

\[\text{tl}(\text{List1}) \rightarrow \text{List2}\]

Types:
- \(\text{List1} = \text{List2} = \{\text{term()}\}\)
Returns the tail of \text{List1}, that is, the list minus the first element.

\[\text{tl(\{geesties, guilies, beasties\}).}\]
\[\{\text{guilies, beasties}\}\]
Allowed in guard tests.
Failure: \text{badarg} if \text{List} is the empty list \[].

\[\text{erlang:trace}(\text{PidSpec, How, FlagList}) \rightarrow \text{int()}\]

Types:
- \(\text{PidSpec} = \text{pid()} \mid \text{existing} \mid \text{new} \mid \text{all}\)
- \(\text{How} = \text{bool()}\)
- \(\text{FlagList} = \{\text{Flag}\}\)
- \(\text{Flag} - \text{see below}\)
Turns on (if \text{How} == \text{true}) or off (if \text{How} == \text{false}) the trace flags in \text{FlagList} for the process or processes represented by \text{PidSpec}.
\text{PidSpec} is either a \text{pid} for a local process, or one of the following atoms:

- \text{existing} All processes currently existing.
- \text{new} All processes that will be created in the future.
- \text{all} All currently existing processes and all processes that will be created in the future.
FlagList can contain any number of the following flags (the “message tags” refers to the list of messages following below):

- **all** Set all trace flags except \{tracer, Tracer\} and cpu_timestamp that are in their nature different than the others.
- **send** Trace sending of messages.
  - Message tags: `send, send_to_non_existing_process`
- **'receive'** Trace receiving of messages.
  - Message tags: `'receive'`
- **procs** Trace process related events.
  - Message tags: `spawn, exit, register, unregister, link, unlink, getting_linked, getting_unlinked`
- **call** Trace certain function calls. Specify which function calls to trace by calling erlang:trace_pattern/3 [page 162].
  - Message tags: `call, return_from`
- **silent** Used in conjunction with the call trace flag. The call, return_from and return_to trace messages are inhibited if this flag is set, but if there are match specs they are executed as normal.
  - Silent mode is inhibited by executing erlang:trace\(_{\}_{, \text{false, [silent|\]}, or by a match spec executing the \{silent, false\} function.
  - The silent trace flag facilitates setting up a trace on many or even all processes in the system. Then the interesting trace can be activated and deactivated using the \{silent,Bool\} match spec function, giving a high degree of control of which functions with which arguments that triggers the trace.
  - Message tags: `call, return_from, return_to`
- **return_to** Used in conjunction with the call trace flag. Trace the actual return from a traced function back to its caller. Only works for functions traced with the local option to erlang:trace_pattern/3 [page 162].
  - The semantics is that a trace message is sent when a call traced function actually returns, that is, when a chain of tail recursive calls is ended. There will be only one trace message sent per chain of tail recursive calls, why the properties of tail recursiveness for function calls are kept while tracing with this flag. Using call and return_to trace together makes it possible to know exactly in which function a process executes at any time.
  - To get trace messages containing return values from functions, use the \{return_trace\} match_spec action instead.
  - Message tags: `return_to`
- **running** Trace scheduling of processes.
  - Message tags: `in, and out`
- **exiting** Trace scheduling of an exiting processes.
  - Message tags: `in_exiting, out_exiting, and out_exited`
- **garbage_collection** Trace garbage collections of processes
  - Message tags: `gc_start, gc_end`
- **timestamp** Include a time stamp in all trace messages. The time stamp (Ts) is of the same form as returned by erlang:now().
- **cpu_timestamp** A global trace flag for the Erlang node that makes all trace timestamps be in CPU time, not wallclock. It is only allowed with PidSpec=all. If the host machine operating system does not support high resolution CPU time measurements, trace/3 exits with badarg.
arity Used in conjunction with the call trace flag. \([M, F, Arity]\) will be specified instead of \([M, F, Args]\) in call trace messages.

`set_on_spawn` Makes any process created by a traced process inherit its trace flags, including the `set_on_spawn` flag.

`set_on_first_spawn` Makes the first process created by a traced process inherit its trace flags, excluding the `set_on_first_spawn` flag.

`set_on_link` Makes any process linked by a traced process inherit its trace flags, including the `set_on_link` flag.

`set_on_first_link` Makes the first process linked to by a traced process inherit its trace flags, excluding the `set_on_first_link` flag.

`/CU tracer, Tracer` `/CV` Specify where to send the trace messages. `Tracer` must be the pid of a local process or the port identifier of a local port. If this flag is not given, trace messages will be sent to the process that called `erlang:trace/3`.

The effect of combining `set_on_first_link` with `set_on_link` is the same as having `set_on_first_link` alone. Likewise for `set_on_spawn` and `set_on_first_spawn`.

If the timestamp flag is not given, the tracing process will receive the trace messages described below. \(\text{Pid}\) is the pid of the traced process in which the traced event has occurred. The third element of the tuple is the message tag.

If the timestamp flag is given, the first element of the tuple will be `trace_tts` instead and the timestamp is added last in the tuple.

\[
\begin{align*}
\text{[trace, Pid, 'receive', Msg]} & \quad \text{When Pid receives the message Msg.} \\
\text{[trace, Pid, send, Msg, To]} & \quad \text{When Pid sends the message Msg to the process To.} \\
\text{[trace, Pid, send_to_non_existent_process, Msg, To]} & \quad \text{When Pid sends the message Msg to the non-existing process To.} \\
\text{[trace, Pid, call, \{M, F, Args\}]} & \quad \text{When Pid calls a traced function. The return values of calls are never supplied, only the call and its arguments.} \\
& \quad \text{Note that the trace flag arity can be used to change the contents of this message, so that Arity is specified instead of Args.} \\
\text{[trace, Pid, return_to, \{M, F, Arity\}]} & \quad \text{When Pid returns to the specified function. This trace message is sent if both the call and the return_to flags are set, and the function is set to be traced on local function calls. The message is only sent when returning from a chain of tail recursive function calls where at least one call generated a call trace message (that is, the functions match specification matched and \{message, false\} was not an action).} \\
\text{[trace, Pid, return_from, \{M, F, Arity\}, ReturnValue]} & \quad \text{When Pid returns from the specified function. This trace message is sent if the call flag is set, and the function has a match specification with a return_trace or exception_trace action.} \\
\text{[trace, Pid, exception_from, \{M, F, Arity\}, \{Class, Value\}]} & \quad \text{When Pid exits from the specified function due to an exception. This trace message is sent if the call flag is set, and the function has a match specification with an exception_trace action.} \\
\text{[trace, Pid, spawn, Pid2, \{M, F, Args\}]} & \quad \text{When Pid spawns a new process Pid2 with the specified function call as entry point.} \\
& \quad \text{Note that Args is supposed to be the argument list, but may be any term in the case of an erroneous spawn.}
\end{align*}
\]
{trace, Pid, exit, Reason} When Pid exits with reason Reason.
{trace, Pid, link, Pid2} When Pid links to a process Pid2.
{trace, Pid, unlink, Pid2} When Pid removes the link from a process Pid2.
{trace, Pid, getting_linked, Pid2} When Pid gets linked to a process Pid2.
{trace, Pid, getting_unlinked, Pid2} When Pid gets unlinked from a process Pid2.
{trace, Pid, register, RegName} When Pid gets the name RegName registered.
{trace, Pid, unregister, RegName} When Pid gets the name RegName unregistered. Note that this is done automatically when a registered process exits.
{trace, Pid, in, {M, F, Arity} | 0} When Pid is scheduled to run. The process will run in function {M, F, Arity}. On some rare occasions the current function cannot be determined, then the last element Arity is 0.
{trace, Pid, out, {M, F, Arity} | 0} When Pid is scheduled out. The process was running in function {M, F, Arity}. On some rare occasions the current function cannot be determined, then the last element Arity is 0.
{trace, Pid, gc_start, Info} Sent when garbage collection is about to be started. Info is a list of two-element tuples, where the first element is a key, and the second is the value. You should not depend on the tuples have any defined order. Currently, the following keys are defined:
  heap_size The size of the used part of the heap.
  heap_block_size The size of the memory block used for storing the heap and the stack.
  old_heap_size The size of the used part of the old heap.
  old_heap_block_size The size of the memory block used for storing the old heap.
  stack_size The actual size of the stack.
  recent_size The size of the data that survived the previous garbage collection.
  mbuf_size The combined size of message buffers associated with the process.
All sizes are in words.
{trace, Pid, gc_end, Info} Sent when garbage collection is finished. Info contains the same kind of list as in the gc_start message, but the sizes reflect the new sizes after garbage collection.

If the tracing process dies, the flags will be silently removed.

Only one process can trace a particular process. For this reason, attempts to trace an already traced process will fail.

Returns: A number indicating the number of processes that matched PidSpec. If PidSpec is a pid, the return value will be 1. If PidSpec is all or existing the return value will be the number of processes running, excluding tracer processes. If PidSpec is new, the return value will be 0.

Failure: If specified arguments are not supported. For example cpu_timestamp is not supported on all platforms.
The delivery of trace messages is dislocated on the time-line compared to other events in the system. If you know that the Tracee has passed some specific point in its execution, and you want to know when at least all trace messages corresponding to events up to this point have reached the tracer you can use `erlang:trace_delivered(Tracee)`. A `{trace_delivered, Tracee, Ref}` message is sent to the caller of `erlang:trace_delivered(Tracee)` when it is guaranteed that all trace messages have been delivered to the tracer up to the point that the Tracee had reached at the time of the call to `erlang:trace_delivered(Tracee)`. Note that the `trace_delivered` message does not imply that trace messages have been delivered; instead, it implies that all trace messages that should be delivered have been delivered. It is not an error if Tracee isn't, and hasn't been traced by someone, but if this is the case, no trace messages will have been delivered when the `trace_delivered` message arrives. Note that Tracee has to refer to a process currently, or previously existing on the same node as the caller of `erlang:trace_delivered(Tracee)` resides on. The special Tracee atom `all` denotes all processes that currently are traced in the node.

An example: Process A is tracee, port B is tracer, and process C is the port owner of B. C wants to close B when A exits. C can ensure that the trace isn’t truncated by calling `erlang:trace_delivered(A)` when A exits and wait for the `{trace_delivered, A, Ref}` message before closing B.

Failure: badarg if Tracee does not refer to a process (dead or alive) on the same node as the caller of `erlang:trace_delivered(Tracee)` resides on.

erlang:trace_info(PidOrFunc, Item) -> Res

Types:
- `PidOrFunc = pid() | new | {Module, Function, Arity} | on_load`
- `Module = Function = atom()`
- `Arity = int()`
- `Item, Res` - see below

Returns trace information about a process or function.

To get information about a process, `PidOrFunc` should be a pid or the atom `new`. The atom `new` means that the default trace state for processes to be created will be returned. `Item` must have one of the following values:

flags Return a list of atoms indicating what kind of traces is enabled for the process.
  The list will be empty if no traces are enabled, and one or more of the followings
  atoms if traces are enabled: send, `receive`, `set_on_spawn`, call, `return_to`,
  `procs`, `set_on_first_spawn`, `set_on_link`, running, `garbage_collection`,
  timestamp, and arity. The order is arbitrary.

tracer Return the identifier for process or port tracing this process. If this process is
  not being traced, the return value will be `[]`.

To get information about a function, `PidOrFunc` should be a three-element tuple:
  `{Module, Function, Arity}` or the atom `on_load`. No wildcards are allowed. Returns
  `undefined` if the function does not exist or `false` if the function is not traced at all.
  `Item` must have one of the following values:

traced Return `global` if this function is traced on global function calls, `local` if this
  function is traced on local function calls (i.e local and global function calls), and
  `false` if neither local nor global function calls are traced.
match_spec  Return the match specification for this function, if it has one. If the function is locally or globally traced but has no match specification defined, the returned value is [].

meta  Return the meta trace tracer process or port for this function, if it has one. If the function is not meta traced the returned value is false, and if the function is meta traced but has once detected that the tracer proc is invalid, the returned value is [].

meta_match_spec  Return the meta trace match specification for this function, if it has one. If the function is meta traced but has no match specification defined, the returned value is [].

call_count  Return the call count value for this function or true for the pseudo function on_load if call count tracing is active. Return false otherwise. See also erlang:trace_pattern/3 [page 162].

all  Return a list containing the Item, Value tuples for all other items, or return false if no tracing is active for this function.

The actual return value will be {Item, Value}, where Value is the requested information as described above. If a pid for a dead process was given, or the name of a non-existing function, Value will be undefined.

If PidOrFunc is the on_load, the information returned refers to the default value for code that will be loaded.

erlang:trace_pattern(MFA, MatchSpec) -> int()

The same as erlang:trace_pattern(MFA, MatchSpec, []) [page 162], retained for backward compatibility.

erlang:trace_pattern(MFA, MatchSpec, FlagList) -> int()

Types:
- MFA, MatchSpec, FlagList - see below

This BIF is used to enable or disable call tracing for exported functions. It must be combined with erlang:trace/3 [page 157] to set the call trace flag for one or more processes.

Conceptually, call tracing works like this: Inside the Erlang virtual machine there is a set of processes to be traced and a set of functions to be traced. Tracing will be enabled on the intersection of the set. That is, if a process included in the traced process set calls a function included in the traced function set, the trace action will be taken. Otherwise, nothing will happen.

Use erlang:trace/3 [page 157] to add or remove one or more processes to the set of traced processes. Use erlang:trace_pattern/2 to add or remove exported functions to the set of traced functions.

The erlang:trace_pattern/3 BIF can also add match specifications to an exported function. A match specification comprises a pattern that the arguments to the function must match, a guard expression which must evaluate to true and an action to be performed. The default action is to send a trace message. If the pattern does not match or the guard fails, the action will not be executed.

The MFA argument should be a tuple like {Module, Function, Arity} or the atom on_load (described below). It can be the module, function, and arity for an exported function (or a BIF in any module). The _ atom can be used to mean any of that kind. Wildcards can be used in any of the following ways:
{Module, Function, '_'} All exported functions of any arity named Function in module Module.

{Module, '_', '_' } All exported functions in module Module.

{ '_', '_', '_' } All exported functions in all loaded modules.

Other combinations, such as {Module, '_', Arity}, are not allowed. Local functions will match wildcards only if the local option is in the FlagList.

If the MFA argument is the atom on_load, the match specification and flag list will be used on all modules that are newly loaded.

The MatchSpec argument can take any of the following forms:

false Disable tracing for the matching function(s). Any match specification will be removed.

true Enable tracing for the matching function(s).

MatchSpecList A list of match specifications. An empty list is equivalent to true. See the ERTS User's Guide for a description of match specifications.

restart For the FlagList option call_count: restart the existing counters. The behaviour is undefined for other FlagList options.

pause For the FlagList option call_count: pause the existing counters. The behaviour is undefined for other FlagList options.

The FlagList parameter is a list of options. The following options are allowed:

global Turn on or off call tracing for global function calls (that is, calls specifying the module explicitly). Only exported functions will match and only global calls will generate trace messages. This is the default.

local Turn on or off call tracing for all types of function calls. Trace messages will be sent whenever any of the specified functions are called, regardless of how they are called. If the return_to flag is set for the process, a return_to message will also be sent when this function returns to its caller.

meta | {meta, Pid} Turn on or off meta tracing for all types of function calls. Trace messages will be sent to the tracer process or port Pid whenever any of the specified functions are called, regardless of how they are called. If no Pid is specified, self() is used as a default tracer process.

Meta tracing traces all processes and does not care about the process trace flags set by trace/3, the trace flags are instead fixed to [call, timestamp].

The match spec function {return_trace} works with meta trace and send its trace message to the same tracer process.

call_count Starts (MatchSpec == true) or stops (MatchSpec == false) call count tracing for all types of function calls. For every function a counter is incremented when the function is called, in any process. No process trace flags need to be activated.

If call_count tracing is started while already running, the count is restarted from zero. Running counters can be paused with MatchSpec == pause. Paused and running counters can be restarted from zero with MatchSpec == restart.

The counter value can be read with erlang:trace_info/2 [page 161].
The global and local options are mutually exclusive and global is the default (if no options are specified). The call_count and meta options perform a kind of local tracing, and can also not be combined with global. A function can be either globally or locally traced. If global tracing is specified for a specified set of functions, local, meta and call count tracing for the matching set of local functions will be disabled, and vice versa.

When disabling trace, the option must match the type of trace that is set on the function, so that local tracing must be disabled with the local option and global tracing with the global option (or no option at all), and so forth.

There is no way to directly change part of a match specification list. If a function has a match specification, you can replace it with a completely new one. If you need to change an existing match specification, use the erlang:trace_info/2 [page 161] BIF to retrieve the existing match specification.

Returns the number of exported functions that matched the MFA argument. This will be zero if none matched at all.

\[
\text{trunc(Number)} \rightarrow \text{int()}
\]

Types:
- \(\text{Number} = \text{number()}\)
Returns an integer by the truncating Number.

\[
> \text{trunc(5.5)}.
5
\]
Allowed in guard tests.

\[
\text{tuple_size(Tuple)} \rightarrow \text{int()}
\]
Types:
- \(\text{Tuple} = \text{tuple()}\)
Returns an integer which is the number of elements in Tuple.

\[
> \text{tuple_size([morni, mulle, bwange])}.
3
\]
Allowed in guard tests.

\[
\text{tuple_to_list(Tuple)} \rightarrow [\text{term()}]
\]
Types:
- \(\text{Tuple} = \text{tuple()}\)
Returns a list which corresponds to Tuple. Tuple may contain any Erlang terms.

\[
> \text{tuple_to_list([share, 'Ericsson B', 163])}.
\text{[share, 'Ericsson B', 163]}
\]

\[
\text{erlang:universaltime()} \rightarrow \{\text{Date, Time}\}
\]
Types:
- \(\text{Date} = \{\text{Year, Month, Day}\}\)
- \(\text{Time} = \{\text{Hour, Minute, Second}\}\)
- \(\text{Year} = \text{Month} = \text{Day} = \text{Hour} = \text{Minute} = \text{Second} = \text{int()}\)
Returns the current date and time according to Universal Time Coordinated (UTC), also called GMT, in the form \{Year, Month, Day\}, \{Hour, Minute, Second\} if supported by the underlying operating system. If not, \texttt{erlang:universaltime()} is equivalent to \texttt{erlang:localtime()}.

\begin{verbatim}
> erlang:universaltime().
{{1996,11,6},{14,18,43}}
\end{verbatim}

\texttt{erlang:universaltime_to_localtime(\{Date1, Time1\})} -> \{Date2, Time2\}

Types:
- \(\text{Date1} = \text{Date2} = \{\text{Year, Month, Day}\}\)
- \(\text{Time1} = \text{Time2} = \{\text{Hour, Minute, Second}\}\)
- \(\text{Year} = \text{Month} = \text{Day} = \text{Hour} = \text{Minute} = \text{Second} = \text{int()}\)

Converts Universal Time Coordinated (UTC) date and time to local date and time, if this is supported by the underlying O.S. Otherwise, no conversion is done, and \{Date1, Time1\} is returned.

\begin{verbatim}
> erlang:universaltime_to_localtime({{1996,11,6},{14,18,43}}).
{{1996,11,7},{15,18,43}}
\end{verbatim}

Failure: \texttt{badarg} if \texttt{Date1} or \texttt{Time1} do not denote a valid date or time.

\texttt{unlink(\text{Id})} -> true

Types:
- \(\text{Id} = \text{pid()} \mid \text{port()}\)

Removes the link, if there is one, between the calling process and the process or port referred to by \text{Id}.

Returns \texttt{true} and does not fail, even if there is no link to \text{Id}, or if \text{Id} does not exist.

Once \texttt{unlink(\text{Id})} has returned it is guaranteed that the link between the caller and the entity referred to by \text{Id} has no effect on the caller in the future (unless the link is setup again). If caller is trapping exits, an \{'EXIT', \text{Id}, _\} message due to the link might have been placed in the callers message queue prior to the call, though. Note, the \{'EXIT', \text{Id}, _\} message can be the result of the link, but can also be the result of \text{Id} calling \texttt{exit/2}. Therefore, it may be appropriate to cleanup the message queue when trapping exits after the call to \texttt{unlink(\text{Id})}, as follow:

\begin{verbatim}
unlink(\text{Id}),
receive
    \{'EXIT', \text{Id}, _\} ->
    true
after 0 ->
    true
end
\end{verbatim}
**Note:**
Prior to OTP release R11B (erts version 5.5) `unlink/1` behaved completely asynchronous, i.e., the link was active until the “unlink signal” reached the linked entity. This had one undesirable effect, though. You could never know when you were guaranteed not to be effected by the link.

Current behavior can be viewed as two combined operations: asynchronously send an “unlink signal” to the linked entity and ignore any future results of the link.

```
unregister(RegName) -> true

Types:
• RegName = atom()

Removes the registered name RegName, associated with a pid or a port identifier.

> unregister(db).
true

Users are advised not to unregister system processes.

Failure: badarg if RegName is not a registered name.
```

```
whereis(RegName) -> pid() | port() | undefined

Returns the pid or port identifier with the registered name RegName. Returns undefined if the name is not registered.

> whereis(db).
<0.43.0>
```

```
erlang:yield() -> true

Voluntarily let other processes (if any) get a chance to execute. Using `erlang:yield()` is similar to `receive after 1 -> ok end`, except that `yield()` is faster.
```
error_handler

Erlang Module

The error handler module defines what happens when certain types of errors occur.

Exports

undefined_function(Module, Function, Args) -> term()

Types:
  • Module = Function = atom()
  • Args = [term()]
    A (possibly empty) list of arguments Arg1,...,ArgN

This function is evaluated if a call is made to Module:Function(Arg1,..., ArgN) and Module:Function/N is undefined. Note that undefined_function/3 is evaluated inside the process making the original call.

If Module is interpreted, the interpreter is invoked and the return value of the interpreted Function(Arg1,..., ArgN) call is returned.

Otherwise, it returns, if possible, the value of apply(Module, Function, Args) after an attempt has been made to autoload Module. If this is not possible, the call to Module:Function(Arg1,..., ArgN) fails with exit reason undef.

undefined_lambda(Module, Fun, Args) -> term()

Types:
  • Module = Function = atom()
  • Args = [term()]
    A (possibly empty) list of arguments Arg1,...,ArgN

This function is evaluated if a call is made to Fun(Arg1,..., ArgN) when the module defining the fun is not loaded. The function is evaluated inside the process making the original call.

If Module is interpreted, the interpreter is invoked and the return value of the interpreted Fun(Arg1,..., ArgN) call is returned.

Otherwise, it returns, if possible, the value of apply(Fun, Args) after an attempt has been made to autoload Module. If this is not possible, the call fails with exit reason undef.
Notes

The code in `error_handler` is complex and should not be changed without fully understanding the interaction between the error handler, the `init` process of the code server, and the I/O mechanism of the code.

Changes in the code which may seem small can cause a deadlock as unforeseen consequences may occur. The use of `input` is dangerous in this type of code.
The Erlang error logger is an event manager (see [OTP Design Principles] and [gen_event(3)]), registered as error_logger. Error, warning and info events are sent to the error logger from the Erlang runtime system and the different Erlang/OTP applications. The events are, by default, logged to tty. Note that an event from a process \( P \) is logged at the node of the group leader of \( P \). This means that log output is directed to the node from which a process was created, which not necessarily is the same node as where it is executing.

Initially, error_logger only has a primitive event handler, which buffers and prints the raw event messages. During system startup, the application Kernel replaces this with a standard event handler, by default one which writes nicely formatted output to tty. Kernel can also be configured so that events are logged to file instead, or not logged at all, see kernel(6) [page 32].

Also the SASL application, if started, adds its own event handler, which by default writes supervisor-, crash- and progress reports to tty. See [sasl(6)].

It is recommended that user defined applications should report errors through the error logger, in order to get uniform reports. User defined event handlers can be added to handle application specific events (add_report_handler/1,2). Also, there is a useful event handler in STDLIB for multi-file logging of events, see log_mfh(3).

Warning events was introduced in Erlang/OTP R9C. To retain backwards compatibility, these are by default tagged as errors, thus showing up as error reports in the logs. By using the command line flag +W/w[i], they can instead be tagged as warnings or info. Tagging them as warnings may require rewriting existing user defined event handlers.

Exports

\[
\text{error_msg(Format) -> ok}
\]
\[
\text{error_msg(Format, Data) -> ok}
\]
\[
\text{format(Format, Data) -> ok}
\]

Types:
- Format = string()
- Data = [term()]

Sends a standard error event to the error logger. The Format and Data arguments are the same as the arguments of io:format/2. The event is handled by the standard event handler.
1> error_logger:errormsg("An error occurred in ~p~n", [a_module]).

=ERROR REPORT==== 11-Aug-2005::14:03:19 ===
An error occurred in a_module
ok

Warning:
If called with bad arguments, this function can crash the standard event handler, meaning no further events are logged. When in doubt, use error_report/1 instead.

error_report(Report) -> ok
Types:
- Report = [[Tag, Data] | term()] | string() | term()
- Tag = Data = term()
Sends a standard error report event to the error logger. The event is handled by the standard event handler.

2> error_logger:error_report([[tag1,data1],a_term,{tag2,data}]).

=ERROR REPORT==== 11-Aug-2005::13:45:41 ===
tag1: data1
a_term
tag2: data
ok

3> error_logger:error_report("Serious error in my module").

=ERROR REPORT==== 11-Aug-2005::13:45:49 ===
Serious error in my module
ok

error_report(Type, Report) -> ok
Types:
- Type = term()
- Report = [[Tag, Data] | term()] | string() | term()
- Tag = Data = term()
Sends a user defined error report event to the error logger. An event handler to handle the event is supposed to have been added. The event is ignored by the standard event handler.
It is recommended that Report follows the same structure as for error_report/1.

warning_map() -> Tag
Types:
- Tag = error | warning | info
Returns the current mapping for warning events. Events sent using \texttt{warning_msg/1,2} or \texttt{warning_report/1,2} are tagged as errors (default), warnings or info, depending on the value of the command line flag \texttt{+w}.

\begin{verbatim}
os$ erl
Erlang (BEAM) emulator version 5.4.8 [hipe] [threads:0] [kernel-poll]
Eshell V5.4.8 (abort with ^G)
1> error_logger:warning_map().
   error
2> error_logger:warning_msg("Warnings tagged as: ~p\textasciitilde\textasciitilde p\textasciitilde n", [error]).

=ERROR REPORT==== 11-Aug-2005::15:31:23 ===
Warnings tagged as: error
ok
3>
User switch command
   --> q
os$ erl +W w
Erlang (BEAM) emulator version 5.4.8 [hipe] [threads:0] [kernel-poll]
Eshell V5.4.8 (abort with ^G)
1> error_logger:warning_map().
   warning
2> error_logger:warning_msg("Warnings tagged as: ~p\textasciitilde\textasciitilde p\textasciitilde n", [warning]).

=WARNING REPORT==== 11-Aug-2005::15:31:55 ===
Warnings tagged as: warning
ok
\end{verbatim}

\texttt{warning_msg(Format)} \rightarrow \texttt{ok}
\texttt{warning_msg(Format, Data)} \rightarrow \texttt{ok}

Types:
\begin{itemize}
\item \texttt{Format} = \texttt{string()}
\item \texttt{Data} = \texttt{[term()]}\end{itemize}

Sends a standard warning event to the error logger. The \texttt{Format} and \texttt{Data} arguments are the same as the arguments of \texttt{io:format/2}. The event is handled by the standard event handler. It is tagged either as an error, warning or info, see \texttt{warning_map/0} [page 170].

\textbf{Warning:}
If called with bad arguments, this function can crash the standard event handler, meaning no further events are logged. When in doubt, use \texttt{warning_report/1} instead.

\texttt{warning_report(Report)} \rightarrow \texttt{ok}

Types:
\begin{itemize}
\item \texttt{Report} = \texttt{[\{Tag, Data} \texttt{\textbar} \texttt{term()}] \textbar \texttt{string()} \textbar \texttt{term()}}\end{itemize}
• Tag = Data = term()
Sends a standard warning report event to the error logger. The event is handled by the standard event handler. It is tagged either as an error, warning or info, see warning_map/0 [page 170].

warning_report(Type, Report) -> ok
Types:
• Type = term()
• Report = [{Tag, Data} | term()] | string() | term()
• Tag = Data = term()
Sends a user defined warning report event to the error logger. A n event handler to handle the event is supposed to have been added. The event is ignored by the standard event handler. It is tagged either as an error, warning or info, depending on the value of warning_map/0 [page 170].

info_msg(Format) -> ok
info_msg(Format, Data) -> ok
Types:
• Format = string()
• Data = [term()]
Sends a standard information event to the error logger. The Format and Data arguments are the same as the arguments of io:format/2. The event is handled by the standard event handler.

1> error_logger:info_msg("Something happened in ~p~n", [a_module]).

=INFO REPORT==== 11-Aug-2005::14:06:15 ===
Something happened in a_module
ok

Warning:
If called with bad arguments, this function can crash the standard event handler, meaning no further events are logged. When in doubt, use info_report/1 instead.

info_report(Report) -> ok
Types:
• Report = [{Tag, Data} | term()] | string() | term()
• Tag = Data = term()
Sends a standard information report event to the error logger. The event is handled by the standard event handler.
info_report(Type, Report) -> ok

Types:
  • Type = term()
  • Report = [{Tag, Data} | term()] | string() | term()
  • Tag = Data = term()

Sends a user defined information report event to the error logger. An event handler to handle the event is supposed to have been added. The event is ignored by the standard event handler.

It is recommended that Report follows the same structure as for info_report/1.

add_report_handler(Handler) -> Result
add_report_handler(Handler, Args) -> Result

Types:
  • Handler, Args, Result – see gen_event:add_handler/3

Adds a new event handler to the error logger. The event handler must be implemented as a gen_event callback module, see [gen_event(3)]. Handler is typically the name of the callback module and Args is an optional term (defaults to []) passed to the initialization callback function Module:init/1. The function returns ok if successful.

The event handler must be able to handle the events [page 174] described below.

delete_report_handler(Handler) -> Result

Types:
  • Handler, Result – see gen_event:delete_handler/3

Deletes an event handler from the error logger by calling gen_event:delete_handler(error_logger, Handler, []), see [gen_event(3)].

tty(Flag) -> ok

Types:
  • Flag = bool()
Enables (Flag == true) or disables (Flag == false) printout of standard events to the tty.
This is done by adding or deleting the standard event handler for output to tty, thus calling this function overrides the value of the Kernel error_logger configuration parameter.

logfile(Request) -> ok | Filename | {error, What}
Types:
- Request = {open, Filename} | close | filename
- Filename = atom() | string()
- What = allready_have_logfile | no_log_file | term()

Enables or disables printout of standard events to a file.
This is done by adding or deleting the standard event handler for output to file, thus calling this function overrides the value of the Kernel error_logger configuration parameter.

Enabling file logging can be used in combination with calling tty(false), in order to have a silent system, where all standard events are logged to a file only. There can only be one active log file at a time.
Request is one of:

- {open, Filename} Opens the log file Filename. Returns ok if successful, or {error, allready_have_logfile} if logging to file is already enabled, or an error tuple if another error occurred. For example, if Filename could not be opened.
- close Closes the current log file. Returns ok, or {error, What}.
- filename Returns the name of the log file Filename, or {error, no_log_file} if logging to file is not enabled.

Events
All event handlers added to the error logger must handle the following events. Gleader is the group leader pid of the process which sent the event, and Pid is the process which sent the event.

- {error, Gleader, {Pid, Format, Data}} Generated when error_msg/1,2 or format is called.
- {error_report, Gleader, {Pid, std_error, Report}} Generated when error_report/1 is called.
- {error_report, Gleader, {Pid, Type, Report}} Generated when error_report/2 is called.
- {warning_msg, Gleader, {Pid, Format, Data}} Generated when warning_msg/1,2 is called, provided that warnings are set to be tagged as warnings.
- {warning_report, Gleader, {Pid, std_warning, Report}} Generated when warning_report/1 is called, provided that warnings are set to be tagged as warnings.
- {warning_report, Gleader, {Pid, Type, Report}} Generated when warning_report/2 is called, provided that warnings are set to be tagged as warnings.
Error logger

{info_msg, Gleader, {Pid, Format, Data}} Generated when info_msg/1,2 is called.

{info_report, Gleader, {Pid, std_info, Report}} Generated when info_report/1 is called.

{info_report, Gleader, {Pid, Type, Report}} Generated when info_report/2 is called.

Note that also a number of system internal events may be received, a catch-all clause last in the definition of the event handler callback function Module:handle_event/2 is necessary. This also holds true for Module:handle_info/2, as there are a number of system internal messages the event handler must take care of as well.

SEE ALSO

gen_event(3), log_mfh(3), kernel(6), sasl(6)
The module `file` provides an interface to the file system. On operating systems with thread support, it is possible to let file operations be performed in threads of their own, allowing other Erlang processes to continue executing in parallel with the file operations. See the command line flag `+A` in `erl(1)`.

### DATA TYPES

- `idata() = iolist() | binary()`
- `iolist() = [char() | binary() | iolist()]
- `io_device()` as returned by `file:open/2`, a process handling IO protocols
- `name() = string() | atom() | DeepList`
  - `DeepList = [char() | atom() | DeepList]`
- `posix()` an atom which is named from the Posix error codes used in Unix, and in the runtime libraries of most C compilers
- `ext_posix() = posix() | badarg`
- `time() = {{Year, Month, Day}, {Hour, Minute, Second}}`
  - `Year = Month = Day = Hour = Minute = Second = int()`
  - Must denote a valid date and time

### Exports

- `change_group(Filename, Gid) -> ok | {error, Reason}`
  - **Types:**
    - `Filename = name()`
    - `Gid = int()`
    - `Reason = ext_posix()`
  - Changes group of a file. See `write_file_info/2 [page 194]`.

- `change_owner(Filename, Uid) -> ok | {error, Reason}`
  - **Types:**
• Filename = name()
• Uid = int()
• Gid = int()
• Reason = ext_posix()

Changes owner of a file. See write_file_info/2 [page 194].

types:
   • Filename = name()
   • Uid = int()
   • Gid = int()
   • Reason = ext_posix()

Changes owner and group of a file. See write_file_info/2 [page 194].

types:
   • Filename = name()
   • Mtime = time()
   • Reason = ext_posix()

Changes the modification and access times of a file. See write_file_info/2 [page 194].

types:
   • Filename = name()
   • Mtime = Atime = time()
   • Reason = ext_posix()

Changes the modification and last access times of a file. See write_file_info/2 [page 194].

types:
   • IoDevice = io_device()
   • Reason = ext_posix() | terminated

Closes the file referenced by IoDevice. It mostly returns ok, expect for some severe
errors such as out of memory.

Note that if the option delayed_write was used when opening the file, close/1 might
return an old write error and not even try to close the file. See open/2 [page 182].

types:
   • Filename = name()
   • Terms = [term()]
   • Reason = ext_posix() | terminated | system_limit | {Line, Mod, Term}
   • Line, Mod, Term – see below

Reads Erlang terms, separated by '.', from Filename. Returns one of the following:
file

{ok, Terms} The file was successfully read.
{error, atom()} An error occurred when opening the file or reading it. See open/2 [page 182] for a list of typical error codes.
{error, [Line, Mod, Term]} An error occurred when interpreting the Erlang terms in the file. Use format_error/1 to convert the three-element tuple to an English description of the error.

Example:

```
f.txt: {person, "kalle", 25}.
       {person, "pelle", 30}.
1> file:consult("f.txt").
{ok,[{person,"kalle",25},{person,"pelle",30}]}```

```erlang
copy(Source, Destination) ->
copy(Source, Destination, ByteCount) -> {ok, BytesCopied} | {error, Reason}

Types:
- Source = Destination = io_device() | Filename | [Filename, Modes]
- Filename = name()
- Modes = [Mode] - see open/2
- ByteCount = int() >= 0 | infinity
- BytesCopied = int()

Copies ByteCount bytes from Source to Destination. Source and Destination refer to either filenames or IO devices from e.g. open/2. ByteCount defaults infinity, denoting an infinite number of bytes. The argument Modes is a list of possible modes, see open/2 [page 182], and defaults to [].

If both Source and Destination refer to filenames, the files are opened with [read, binary] and [write, binary] prepended to their mode lists, respectively, to optimize the copy.

If Source refers to a filename, it is opened with read mode prepended to the mode list before the copy, and closed when done.

If Destination refers to a filename, it is opened with write mode prepended to the mode list before the copy, and closed when done.

Returns {ok, BytesCopied} where BytesCopied is the number of bytes that actually was copied, which may be less than ByteCount if end of file was encountered on the source. If the operation fails, {error, Reason} is returned.

Typical error reasons: As for open/2 if a file had to be opened, and as for read/2 and write/2.

del_dir(Dir) -> ok | {error, Reason}

Types:
- Dir = name()
- Reason = ext.posix()
Tries to delete the directory Dir. The directory must be empty before it can be deleted. Returns \texttt{ok} if successful.

Typical error reasons are:

- \texttt{eacces} Missing search or write permissions for the parent directories of Dir.
- \texttt{eexist} The directory is not empty.
- \texttt{enotdir} A component of Dir is not a directory. On some platforms, \texttt{enotdir} is returned instead.
- \texttt{enval} Attempt to delete the current directory. On some platforms, \texttt{eacces} is returned instead.

\begin{verbatim}
delete(Filename) -> ok | {error, Reason}
\end{verbatim}

Types:
- \texttt{Filename = name()}
- \texttt{Reason = ext_posix()}

Tries to delete the file Filename. Returns \texttt{ok} if successful.

Typical error reasons are:

- \texttt{enotdir} A component of the file name is not a directory. On some platforms, \texttt{enotdir} is returned instead.
- \texttt{enval} Filename had an improper type, such as tuple.

\textbf{Warning:}

In a future release, a bad type for the \texttt{Filename} argument will probably generate an exception.

\begin{verbatim}
eval(Filename) -> ok | {error, Reason}
\end{verbatim}

Types:
- \texttt{Filename = name()}
- \texttt{Reason = ext_posix() | terminated | system_limit | \{Line, Mod, Term\}}
- \texttt{Line, Mod, Term} – see below

Reads and evaluates Erlang expressions, separated by '.' (or ',', a sequence of expressions is also an expression), from Filename. The actual result of the evaluation is not returned; any expression sequence in the file must be there for its side effect. Returns one of the following:

- \texttt{ok} The file was read and evaluated.
- \texttt{error, \text{atom}()} An error occurred when opening the file or reading it. See \texttt{open/2} for a list of typical error codes.
An error occurred when interpreting the Erlang expressions in the file. Use `format_error/1` to convert the three-element tuple to an English description of the error.

eval(Filename, Bindings) -> ok | {error, Reason}

Types:
- Filename = name()
- Bindings - see `erl_eval(3)`
- Reason = `ext_posix()` | `terminated` | `system_limit` | `{Line, Mod, Term}`
- Line, Mod, Term - see `eval/1`

The same as `eval/1` but the variable bindings `Bindings` are used in the evaluation. See `[erl_eval(3)]` about variable bindings.

file_info(Filename) -> {ok, FileInfo} | {error, Reason}

This function is obsolete. Use `read_file_info/1` instead.

format_error(Reason) -> Chars

Types:
- Reason = atom() | `{Line, Mod, Term}`
- Line, Mod, Term - see `eval/1`
- Chars = `[char()] | Chars`

Given the error reason returned by any function in this module, returns a descriptive string of the error in English.

get_cwd() -> {ok, Dir} | {error, Reason}

Types:
- Dir = `string()`
- Reason = `posix()`

Returns `{ok, Dir}`, where `Dir` is the current working directory of the file server.

**Note:**
In rare circumstances, this function can fail on Unix. It may happen if read permission does not exist for the parent directories of the current directory.

Typical error reasons are:

- `eacces` Missing read permission for one of the parents of the current directory.

get_cwd(Drive) -> {ok, Dir} | {error, Reason}

Types:
- Drive = `string()` - see below
- Dir = `string()`
- Reason = ext_posix()

Drive should be of the form "Letter:\", for example "c:\". Returns \{ok, Dir\} or \{error, Reason\}, where Dir is the current working directory of the drive specified.

This function returns \{error, enotsup\} on platforms which have no concept of current drive (Unix, for example).

Typical error reasons are:

- enotsup The operating system have no concept of drives
- eacces The drive does not exist.
- einval The format of Drive is invalid.

list_dir(Dir) -> \{ok, Filenames\} | \{error, Reason\}

Types:
- Dir = name()
- Filenames = [Filename]
- Filename = string()
- Reason = ext_posix()

Lists all the files in a directory. Returns \{ok, Filenames\} if successful. Otherwise, it returns \{error, Reason\}. Filenames is a list of the names of all the files in the directory. The names are not sorted.

Typical error reasons are:

- eacces Missing search or write permissions for Dir or one of its parent directories
- enoent The directory does not exist.

make_dir(Dir) -> ok | \{error, Reason\}

Types:
- Dir = name()
- Reason = ext_posix()

Tries to create the directory Dir. Missing parent directories are not created. Returns ok if successful.

Typical error reasons are:

- eacces Missing search or write permissions for the parent directories of Dir.
- eexist There is already a file or directory named Dir.
- enoent A component of Dir does not exist.
- enospc There is a no space left on the device.
- enotdir A component of Dir is not a directory. On some platforms, enoent is returned instead.

make_link(Existing, New) -> ok | \{error, Reason\}

Types:
- Existing = New = name()
- Reason = ext_posix()
Makes a hard link from Existing to New, on platforms that support links (Unix). This function returns ok if the link was successfully created, or {error, Reason}. On platforms that do not support links, {error, enotsup} is returned.

Typical error reasons:

- eacces Missing read or write permissions for the parent directories of Existing or New.
- exist New already exists
- enotsup Hard links are not supported on this platform.

**make_symlink(Name1, Name2) -> ok | {error, Reason}**

Types:
- Name1 = Name2 = name()
- Reason = ext_posix()

This function creates a symbolic link Name2 to the file or directory Name1, on platforms that support symbolic links (most Unix systems). Name1 need not exist. This function returns ok if the link was successfully created, or {error, Reason}. On platforms that do not support symbolic links, {error, enotsup} is returned.

Typical error reasons:

- eacces Missing read or write permissions for the parent directories of Name1 or Name2.
- exist Name2 already exists
- enotsup Symbolic links are not supported on this platform.

**open(Filename, Modes) -> {ok, IoDevice} | {error, Reason}**

Types:
- Filename = name()
- Modes = [Mode]
- Mode = read | write | append | raw | binary | [delayed_write, Size, Delay] | delayed_write | {read_ahead, Size} | read_ahead | compressed
- Size = Delay = int()
- IoDevice = io_device()
- Reason = ext_posix() | system_limit

Opens the file Filename in the mode determined by Modes, which may contain one or more of the following items:

- **read** The file, which must exist, is opened for reading.
- **write** The file is opened for writing. It is created if it does not exist. If the file exists, and if write is not combined with read, the file will be truncated.
- **append** The file will be opened for writing, and it will be created if it does not exist. Every write operation to a file opened with append will take place at the end of the file.
- **raw** The raw option allows faster access to a file, because no Erlang process is needed to handle the file. However, a file opened in this way has the following limitations:
  - The functions in the io module cannot be used, because they can only talk to an Erlang process. Instead, use the read/2 and write/2 functions.
• Only the Erlang process which opened the file can use it.
• A remote Erlang file server cannot be used; the computer on which the Erlang
  node is running must have access to the file system (directly or through NFS).

binary This option can only be used if the raw option is specified as well. When
specified, read operations on the file using the read/2 function will return binaries
rather than lists.

{delayed_write, Size, Delay} If this option is used, the data in subsequent write/2
calls is buffered until there are at least Size bytes buffered, or until the oldest
buffered data is Delay milliseconds old. Then all buffered data is written in one
operating system call. The buffered data is also flushed before some other file
operation than write/2 is executed.
The purpose of this option is to increase performance by reducing the number of
operating system calls, so the write/2 calls should be for sizes significantly less
than Size, and not interspersed by to many other file operations, for this to
happen.
When this option is used, the result of write/2 calls may prematurely be reported
as successful, and if a write error should actually occur the error is reported as the
result of the next file operation, which is not executed.
For example, when delayed_write is used, after a number of write/2 calls,
close/1 might return {error, enospc} because there was not enough space on
the disc for previously written data, and close/1 should probably be called again
since the file is still open.

delayed_write The same as {delayed_write, Size, Delay} with reasonable default
values for Size and Delay. (Roughly some 64 KBytes, 2 seconds)

{read_ahead, Size} This option activates read data buffering. If read/2 calls are for
significantly less than Size bytes, read operations towards the operating system are
still performed for blocks of Size bytes. The extra data is buffered and returned in
subsequent read/2 calls, giving a performance gain since the number of operating
system calls is reduced.
If read/2 calls are for sizes not significantly less than, or even greater than Size
bytes, no performance gain can be expected.

read_ahead The same as {read_ahead, Size} with a reasonable default value for
Size. (Roughly some 64 KBytes)

compressed Makes it possible to read and write gzip compressed files. Note that the
file size obtained with read_file_info/1 will most probably not match the
number of bytes that can be read from a compressed file.

Returns:

{ok, IoDevice} The file has been opened in the requested mode. IoDevice is a
reference to the file.

{error, Reason} The file could not be opened.

IoDevice is really the pid of the process which handles the file. This process is linked to
the process which originally opened the file. If any process to which the IoDevice is
linked terminates, the file will be closed and the process itself will be terminated. An
IoDevice returned from this call can be used as an argument to the IO functions (see
[io(3)]).
Note:
In previous versions of file, modes were given as one of the atoms read, write, or read/write instead of a list. This is still allowed for reasons of backwards compatibility, but should not be used for new code. Also note that read/write is not allowed in a mode list.

Typical error reasons:

enoent  The file does not exist.
eaccess Missing permission for reading the file or searching one of the parent directories.
eisdir  The named file is not a regular file. It may be a directory, a fifo, or a device.
enotdir A component of the file name is not a directory. On some platforms, enoent is returned instead.
enospc  There is no space left on the device (if write access was specified).

path_consult(Path, Filename) -> {ok, Terms, FullName} | {error, Reason}
Types:
  - Path = [Dir]
  - Dir = name()
  - Filename = name()
  - Terms = [term()]
  - FullName = string()
  - Reason = ext_posix() | terminated | system_limit | [Line, Mod, Term]
  - Line, Mod, Term - see below

Searches the path Path (a list of directory names) until the file Filename is found. If Filename is an absolute filename, Path is ignored. Then reads Erlang terms, separated by '.', from the file. Returns one of the following:

{ok, Terms, FullName} The file was successfully read. FullName is the full name of the file.
{error, enoent} The file could not be found in any of the directories in Path.
{error, atom()} An error occurred when opening the file or reading it. See open/2 [page 182] for a list of typical error codes.
{error, [Line, Mod, Term]} An error occurred when interpreting the Erlang terms in the file. Use format_error/1 to convert the three-element tuple to an English description of the error.

path_eval(Path, Filename) -> {ok, FullName} | {error, Reason}
Types:
  - Path = [Dir]
  - Dir = name()
  - Filename = name()
  - FullName = string()
- Reason = ext_posix() | terminated | system_limit | \{Line, Mod, Term\}
- Line, Mod, Term - see below

Searches the path Path (a list of directory names) until the file Filename is found. If Filename is an absolute file name, Path is ignored. Then reads and evaluates Erlang expressions, separated by "." (or ",", a sequence of expressions is also an expression), from the file. The actual result of evaluation is not returned; any expression sequence in the file must be there for its side effect. Returns one of the following:

\{ok, FullName\}  The file was read and evaluated. FullName is the full name of the file.
\{error, enoent\} The file could not be found in any of the directories in Path.
\{error, atom()\} An error occurred when opening the file or reading it. See open/2 [page 182] for a list of typical error codes.
\{error, \{Line, Mod, Term\}\} An error occurred when interpreting the Erlang expressions in the file. Use format_error/1 to convert the three-element tuple to an English description of the error.

path_open(Path, Filename, Modes) -> \{ok, IoDevice, FullName\} | \{error, Reason\}

Types:
- Path = [Dir]
- Dir = name()
- Filename = name()
- Modes = [Mode] - see open/2
- IoDevice = io_device()
- FullName = string()
- Reason = ext_posix() | system_limit

Searches the path Path (a list of directory names) until the file Filename is found. If Filename is an absolute file name, Path is ignored. Then opens the file in the mode determined by Modes. Returns one of the following:

\{ok, IoDevice, FullName\}  The file has been opened in the requested mode. IoDevice is a reference to the file and FullName is the full name of the file.
\{error, enoent\}  The file could not be found in any of the directories in Path.
\{error, atom()\}  The file could not be opened.

path_script(Path, Filename) -> \{ok, Value, FullName\} | \{error, Reason\}

Types:
- Path = [Dir]
- Dir = name()
- Filename = name()
- Value = term()
- FullName = string()
- Reason = ext_posix() | terminated | system_limit | \{Line, Mod, Term\}
- Line, Mod, Term - see below
Searches the path Path (a list of directory names) until the file Filename is found. If Filename is an absolute file name, Path is ignored. Then reads and evaluates Erlang expressions, separated by '.' (or ',', a sequence of expressions is also an expression), from the file. Returns one of the following:

- `{ok, Value, FullName}`: The file was read and evaluated. FullName is the full name of the file and Value the value of the last expression.
- `{error,enoent}`: The file could not be found in any of the directories in Path.
- `{error,atom()}`: An error occurred when opening the file or reading it. See open/2 [page 182] for a list of typical error codes.
- `{error, {Line, Mod, Term}}`: An error occurred when interpreting the Erlang expressions in the file. Use format_error/1 to convert the three-element tuple to an English description of the error.

\[
\text{path_script(Path, Filename, Bindings) } \rightarrow \{\text{ok, Value, FullName} \} \mid \{\text{error, Reason}\}
\]

Types:
- Path = [Dir]
- Dir = name()
- Filename = name()
- Bindings - see erl_eval(3)
- Value = term()
- FullName = string()
- Reason = posix() \mid terminated \mid system_limit \mid \{Line, Mod, Term\}
- Line, Mod, Term - see path_script/2

The same as path_script/2 but the variable bindings Bindings are used in the evaluation. See [erl_eval(3)] about variable bindings.

\[
\text{pid2name(Pid) } \rightarrow \text{string() } \mid \text{undefined}
\]

Types:
- Pid = pid()

If Pid is an IO device, that is, a pid returned from open/2, this function returns the filename, or rather:

- `{ok, Filename}`: If this node's file server is not a slave, the file was opened by this node's file server, (this implies that Pid must be a local pid) and the file is not closed. Filename is the filename in flat string format.
- undefined: In all other cases.

**Warning:**
This function is intended for debugging only.

\[
\text{position(IoDevice, Location) } \rightarrow \{\text{ok, NewPosition} \} \mid \{\text{error, Reason}\}
\]

Types:
- IoDevice = io_device()
- Location = Offset \{ bof, Offset \} \{ cur, Offset \} \{ eof, Offset \} \{ bof \} \{ cur \} \{ eof \}
- Offset = int()
- NewPosition = int()
- Reason = ext_posix() \{ terminated \}

Sets the position of the file referenced by IoDevice to Location. Returns \{ ok, NewPosition \} (as absolute offset) if successful, otherwise \{ error, Reason \}. Location is one of the following:

Location

Offset The same as \{ bof, Offset \}.
\{ bof, Offset \} Absolute offset.
\{ cur, Offset \} Offset from the current position.
\{ eof, Offset \} Offset from the end of file.
\{ bof \} \{ cur \} \{ eof \} The same as above with Offset 0.

Typical error reasons are:

- EINVAL Either Location was illegal, or it evaluated to a negative offset in the file. Note that if the resulting position is a negative value, the result is an error, and after the call the file position is undefined.

pread(IoDevice, LocNums) \rightarrow \{ ok, DataL \} \{ eof \} \{ error, Reason \}

Types:
- IoDevice = io_device()
- LocNums = \{ Location, Number \}
- Location \{ see position/2 \}
- Number = int()
- DataL = [Data]
- Data = [char()] \{ binary() \}
- Reason = ext_posix() \{ terminated \}

Performs a sequence of pread/3 in one operation, which is more efficient than calling them one at a time. Returns \{ ok, [Data, ...] \} or \{ error, Reason \}, where each Data, the result of the corresponding pread, is either a list or a binary depending on the mode of the file, or \{ eof \} if the requested position was beyond end of file.

pread(IoDevice, Location, Number) \rightarrow \{ ok, Data \} \{ eof \} \{ error, Reason \}

Types:
- IoDevice = io_device()
- Location \{ see position/2 \}
- Number = int()
- Data = [char()] \{ binary() \}
- Reason = ext_posix() \{ terminated \}

Combines position/2 and read/2 in one operation, which is more efficient than calling them one at a time. If IoDevice has been opened in raw mode, some restrictions apply: Location is only allowed to be an integer; and the current position of the file is undefined after the operation.
pwrite(IoDevice, LocBytes) -> ok | {error, {N, Reason}}

Types:
- IoDevice = io_device()
- LocBytes = [{Location, Bytes}]
- Location – see position/2
- Bytes = iodata()
- N = int()
- Reason = ext_posix() | terminated

Performs a sequence of pwrite/3 in one operation, which is more efficient than calling them one at a time. Returns ok or {error, {N, Reason}}, where N is the number of successful writes that was done before the failure.

pwrite(IoDevice, Location, Bytes) -> ok | {error, Reason}

Types:
- IoDevice = io_device()
- Location – see position/2
- Bytes = iodata()
- Reason = ext_posix() | terminated

Combines position/2 and write/2 in one operation, which is more efficient than calling them one at a time. If IoDevice has been opened in raw mode, some restrictions apply: Location is only allowed to be an integer; and the current position of the file is undefined after the operation.

read(IoDevice, Number) -> {ok, Data} | eof | {error, Reason}

Types:
- IoDevice = io_device()
- Number = int()
- Data = [char()] | binary()
- Reason = ext_posix() | terminated

Reads Number bytes from the file referenced by IoDevice. This function is the only way to read from a file opened in raw mode (although it works for normally opened files, too). Returns:

{ok, Data} If the file was opened in binary mode, the read bytes are returned in a binary, otherwise in a list. The list or binary will be shorter than the number of bytes requested if end of file was reached.

eof Returned if Number > 0 and end of file was reached before anything at all could be read.

{error, Reason} An error occurred.

Typical error reasons:
- ebadf The file is not opened for reading.

read_file(Filename) -> {ok, Binary} | {error, Reason}

Types:
read_file_info(Filename) -> {ok, FileInfo} | {error, Reason}

Types:
- Filename = name()
- FileInfo = #file_info{}
- Reason = #posix()

Retrieves information about a file. Returns {ok, FileInfo} if successful, otherwise {error, Reason}. FileInfo is a record file_info, defined in the Kernel include file file.hrl. Include the following directive in the module from which the function is called:

```
-include_lib("kernel/include/file.hrl").
```

The record file_info contains the following fields:

- size = int() Size of file in bytes
- type = device | directory | regular | other The type of the file.
- access = read | write | read_write | none The current system access to the file.
- atime = time() The last (local) time the file was read.
- mtime = time() The last (local) time the file was written.
- ctime = time() The interpretation of this time field depends on the operating system.
  On Unix, it is the last time the file or the inode was changed. In Windows, it is the create time.
- mode = int() The file permissions as the sum of the following bit values:
  - 8#00400 read permission: owner
  - 8#00200 write permission: owner
  - 8#00100 execute permission: owner
  - 8#00040 read permission: group
  - 8#00020 write permission: group
  - 8#00010 execute permission: group
  - 8#00004 read permission: other
  - 8#00002 write permission: other
execute permission: other
set user id on execution
set group id on execution

On Unix platforms, other bits than those listed above may be set.

links = int() Number of links to the file (this will always be 1 for file systems which have no concept of links).
major_device = int() Identifies the file system where the file is located. In Windows, the number indicates a drive as follows: 0 means A:, 1 means B:, and so on.
minor_device = int() Only valid for character devices on Unix. In all other cases, this field is zero.
inode = int() Gives the inode number. On non-Unix file systems, this field will be zero.
uid = int() Indicates the owner of the file. Will be zero for non-Unix file systems.
gid = int() Gives the group that the owner of the file belongs to. Will be zero for non-Unix file systems.

Typical error reasons:
eacces Missing search permission for one of the parent directories of the file.
enoent The file does not exist.
enotdir A component of the file name is not a directory. On some platforms, enoent is returned instead.

ead_link(Name) -> {ok, Filename} | {error, Reason}

Types:
- Name = name()
- Filename = string()
- Reason = ext_posix()

This function returns {ok, Filename} if Name refers to a symbolic link or {error, Reason} otherwise. On platforms that do not support symbolic links, the return value will be {error, enotsup}.

Typical error reasons:
einval Linkname does not refer to a symbolic link.
enoent The file does not exist.
enotsup Symbolic links are not supported on this platform.

read_link_info(Name) -> {ok, FileInfo} | {error, Reason}

Types:
- Name = name()
- FileInfo = #file_info{}, see read_file_info/1
- Reason = ext_posix()
This function works like read_file_info/1, except that if Name is a symbolic link, information about the link will be returned in the file_info record and the type field of the record will be set to symlink.

If Name is not a symbolic link, this function returns exactly the same result as read_file_info/1. On platforms that do not support symbolic links, this function is always equivalent to read_file_info/1.

rename(Source, Destination) -> ok | {error, Reason}

Types:
- Source = Destination = name()
- Reason = ext_posix()

Tries to rename the file Source to Destination. It can be used to move files (and directories) between directories, but it is not sufficient to specify the destination only. The destination file name must also be specified. For example, if bar is a normal file and foo and baz are directories, rename("foo/bar", "baz") returns an error, but rename("foo/bar", "baz/bar") succeeds. Returns ok if it is successful.

**Note:**
Renaming of open files is not allowed on most platforms (see eaccess below).

Typical error reasons:
- eaccess Missing read or write permissions for the parent directories of Source or Destination. On some platforms, this error is given if either Source or Destination is open.
- eexist Destination is not an empty directory. On some platforms, also given when Source and Destination are not of the same type.
- einval Source is a root directory, or Destination is a sub-directory of Source.
- eisdir Destination is a directory, but Source is not.
- enoent Source does not exist.
- enotdir Source is a directory, but Destination is not.
- exdev Source and Destination are on different file systems.

script(Filename) -> {ok, Value} | {error, Reason}

Types:
- Filename = name()
- Value = term()
- Reason = ext_posix() | terminated | system_limit | {Line, Mod, Term}
- Line, Mod, Term - see below

Reads and evaluates Erlang expressions, separated by '.' (or ',', a sequence of expressions is also an expression), from the file. Returns one of the following:

{ok, Value} The file was read and evaluated. Value is the value of the last expression.
{error, atom()} An error occurred when opening the file or reading it. See open/2 [page 182] for a list of typical error codes.
{error, {Line, Mod, Term}} An error occurred when interpreting the Erlang expressions in the file. Use `format_error/1` to convert the three-element tuple to an English description of the error.

```erlang
script(Filename, Bindings) -> {ok, Value} | {error, Reason}
```

Types:
- `Filename` = `name()`
- `Bindings` - see `erl_eval(3)`
- `Value` = `term()`
- `Reason` = `ext_posix()` | `terminated` | `system_limit` | `{Line, Mod, Term}`
- `Line`, `Mod`, `Term` - see below

The same as `script/1` but the variable bindings `Bindings` are used in the evaluation. See `erl_eval(3)` about variable bindings.

```erlang
set_cwd(Dir) -> ok | {error,Reason}
```

Types:
- `Dir` = `name()`
- `Reason` = `ext_posix()`

Sets the current working directory of the file server to `Dir`. Returns `ok` if successful. Typical error reasons are:

- `enoent` The directory does not exist.
- `enotdir` A component of `Dir` is not a directory. On some platforms, `enoent` is returned.
- `eaccses` Missing permission for the directory or one of its parents.
- `badarg` `Filename` had an improper type, such as tuple.

**Warning:**
In a future release, a bad type for the `Filename` argument will probably generate an exception.

```erlang
sync(IoDevice) -> ok | {error, Reason}
```

Types:
- `IoDevice` = `io_device()`
- `Reason` = `ext_posix()` | `terminated`

Makes sure that any buffers kept by the operating system (not by the Erlang runtime system) are written to disk. On some platforms, this function might have no effect. Typical error reasons are:

- `enospc` Not enough space left to write the file.

```erlang
truncate(IoDevice) -> ok | {error, Reason}
```
Truncates the file referenced by IoDevice at the current position. Returns ok if successful, otherwise {error, Reason}.

```
write(IoDevice, Bytes) -> ok | {error, Reason}
```

Types:
- IoDevice = io_device()
- Bytes = iodata()
- Reason = ext_posix() | terminated

Writes Bytes to the file referenced by IoDevice. This function is the only way to write to a file opened in raw mode (although it works for normally opened files, too). Returns ok if successful, and {error, Reason} otherwise.

Typical error reasons are:
- ebadf The file is not opened for writing.
- enospc There is no space left on the device.

```
write_file(Filename, Bytes) -> ok | {error, Reason}
```

Types:
- Filename = name()
- Bytes = iodata()
- Reason = ext_posix() | terminated | system_limit

Writes the contents of the iodata term Bytes to the file Filename. The file is created if it does not exist. If it exists, the previous contents are overwritten. Returns ok, or {error, Reason} otherwise.

Typical error reasons are:
- enoent A component of the file name does not exist.
- enotdir A component of the file name is not a directory. On some platforms, enoent is returned instead.
- enospc There is no space left on the device.
- eaccess Missing permission for writing the file or searching one of the parent directories.
- eisdir The named file is a directory.

```
write_file(Filename, Bytes, Modes) -> ok | {error, Reason}
```

Types:
- Filename = name()
- Bytes = iodata()
- Modes = [Mode] – see open/2
- Reason = ext_posix() | terminated | system_limit
Same as write_file/2, but takes a third argument Modes, a list of possible modes, see open/2 [page 182]. The mode flags binary and write are [implicit, so they should not be used.]

write_file_info(Filename, FileInfo) \rightarrow \{ ok, \{ Reason = ext_posix(), \\
\}

Types:

- Filename = name()
- FileInfo = file_info() - see also read_file_info/1
- Reason = ext_posix()

Change file information. Returns ok if successful, otherwise \{error, Reason\}. FileInfo is a record file_info, defined in the Kernel include file file.hrl. Include the following directive in the module from which the function is called:

-include_lib("kernel/include/file.hrl").

The following fields are used from the record, if they are given.

- atime = time() The last (local) time the file was read.
- mtime = time() The last (local) time the file was written.
- ctime = time() On Unix, any value given for this field will be ignored (the "ctime" for the file will be set to the current time). On Windows, this field is the new creation time to set for the file.
- mode = int() The file permissions as the sum of the following bit values:
  - 8#00400 read permission: owner
  - 8#00200 write permission: owner
  - 8#00100 execute permission: owner
  - 8#00040 read permission: group
  - 8#00020 write permission: group
  - 8#00010 execute permission: group
  - 8#00004 read permission: other
  - 8#00002 write permission: other
  - 8#00001 execute permission: other
  - 16#800 set user id on execution
  - 16#400 set group id on execution

  On Unix platforms, other bits than those listed above may be set.
- uid = int() Indicates the owner of the file. Ignored for non-Unix file systems.
- gid = int() Gives the group that the owner of the file belongs to. Ignored non-Unix file systems.

Typical error reasons:

- eacces Missing search permission for one of the parent directories of the file.
- enoent The file does not exist.
- enotdir A component of the file name is not a directory. On some platforms, enoent is returned instead.
POSIX Error Codes

- **eacces** - permission denied
- **eagain** - resource temporarily unavailable
- **ebadf** - bad file number
- **ebusy** - file busy
- **edquot** - disk quota exceeded
- **exist** - file already exists
- **efault** - bad address in system call argument
- **efbig** - file too large
- **eintr** - interrupted system call
- **EINVAL** - invalid argument
- **eio** - IO error
- **eisdir** - illegal operation on a directory
- **eloop** - too many levels of symbolic links
- **enfile** - too many open files
- **emlink** - too many links
- **enametoolong** - file name too long
- **enfile** - file table overflow
- **enodev** - no such device
- **enoent** - no such file or directory
- **ENOMEM** - not enough memory
- **enospc** - no space left on device
- **enotblk** - block device required
- **enotdir** - not a directory
- **enotsup** - operation not supported
- **enxio** - no such device or address
- **eperm** - not owner
- **epipe** - broken pipe
- **erofs** - read-only file system
- **espipe** - invalid seek
- **esrch** - no such process
- **estale** - stale remote file handle
- **exdev** - cross-domain link

Performance

Some operating system file operations, for example a sync/1 or close/1 on a huge file, may block their calling thread for seconds. If this befalls the emulator main thread, the response time is no longer in the order of milliseconds, depending on the definition of "soft" in soft real-time system.
If the device driver thread pool is active, file operations are done through those threads instead, so the emulator can go on executing Erlang processes. Unfortunately, the time for serving a file operation increases due to the extra scheduling required from the operating system.

If the device driver thread pool is disabled or of size 0, large file reads and writes are segmented into several smaller, which enables the emulator so server other processes during the file operation. This gives the same effect as when using the thread pool, but with larger overhead. Other file operations, for example sync/1 or close/1 on a huge file, still are a problem.

For increased performance, raw files are recommended. Raw files uses the file system of the node's host machine. For normal files (non-raw), the file server is used to find the files, and if the node is running its file server as slave to another node's, and the other node runs on some other host machine, they may have different file systems. This is seldom a problem, but you have now been warned.

A normal file is really a process so it can be used as an IO device (see io). Therefore when data is written to a normal file, the sending of the data to the file process, copies all data that are not binaries. Opening the file in binary mode and writing binaries is therefore recommended. If the file is opened on another node, or if the file server runs as slave to another node's, also binaries are copied.

Caching data to reduce the number of file operations, or rather the number of calls to the file driver, will generally increase performance. The following function writes 4 MBytes in 23 seconds when tested:

```erlang
create_file_slow(Name, N) when integer(N), N >= 0 ->
    {ok, FD} = file:open(Name, [raw, write, delayed_write, binary]),
    ok = create_file_slow(FD, 0, N),
    ok = ?FILE_MODULE:close(FD),
    ok.
create_file_slow(FD, M, M) ->
    ok;
create_file_slow(FD, M, N) ->
    ok = file:write(FD, <<M:32/unsigned>>,)
    create_file_slow(FD, M+1, N).
```

The following, functionally equivalent, function collects 1024 entries into a list of 128 32-byte binaries before each call to file:write/2 and so does the same work in 0.52 seconds, which is 44 times faster.

```erlang
create_file(Name, N) when integer(N), N >= 0 ->
    {ok, FD} = file:open(Name, [raw, write, delayed_write, binary]),
    ok = create_file(FD, 0, N),
    ok = ?FILE_MODULE:close(FD),
    ok.
create_file(FD, M, M) ->
    ok;
create_file(FD, M, N) when M + 1024 =< N ->
    create_file(FD, M, M + 1024, []),
    create_file(FD, M + 1024, N);
create_file(FD, M, N) ->
    create_file(FD, M, N, []).
create_file(FD, M, M, R) ->
    ok = file:write(FD, R);
create_file(FD, M, N0, R) when M + 8 =< N0 ->
    N1 = N0-1, N2 = N0-2, N3 = N0-3, N4 = N0-4,
    N5 = N0-5, N6 = N0-6, N7 = N0-7, N8 = N0-8,
    create_file(FD, M, N8,
        [[<<N8:32/unsigned, N7:32/unsigned, 
          N6:32/unsigned, N5:32/unsigned, 
          N4:32/unsigned, N3:32/unsigned, 
          N2:32/unsigned, N1:32/unsigned>> | R]]);
create_file(FD, M, N0, R) ->
    N1 = N0-1,
    create_file(FD, M, N1, [[<<N1:32/unsigned>> | R]]).

Note:

Trust only your own benchmarks. If the list length in create_file/2 above is increased, it will run slightly faster, but consume more memory and cause more memory fragmentation. How much this affects your application is something that this simple benchmark can not predict.

If the size of each binary is increased to 64 bytes, it will also run slightly faster, but the code will be twice as clumsy. In the current implementation are binaries larger than 64 bytes stored in memory common to all processes and not copied when sent between processes, while these smaller binaries are stored on the process heap and copied when sent like any other term.

So, with a binary size of 68 bytes create_file/2 runs 30 percent slower then with 64 bytes, and will cause much more memory fragmentation. Note that if the binaries were to be sent between processes (for example a non-raw file) the results would probably be completely different.

A raw file is really a port. When writing data to a port, it is efficient to write a list of binaries. There is no need to flatten a deep list before writing. On Unix hosts, scatter output, which writes a set of buffers in one operation, is used when possible. In this way file:write(FD, [Bin1, Bin2 | Bin3]) will write the contents of the binaries without copying the data at all except for perhaps deep down in the operating system kernel.

For raw files, pwrite/2 and pread/2 are efficiently implemented. The file driver is called only once for the whole operation, and the list iteration is done in the file driver.

The options delayed write and read ahead to file:open/2 makes the file driver cache data to reduce the number of operating system calls. The function create_file/2 in the example above takes 60 seconds seconds without the delayed write option, which is 2.6 times slower.

And, as a really bad example, create_file_sow/2 above without the raw, binary and delayed write options, that is it calls file:open(Name, [write]), needs 1 min 20 seconds for the job, which is 3.5 times slower than the first example, and 150 times slower than the optimized create_file/2.
Warnings

If an error occurs when accessing an open file with the io module, the process which handles the file will exit. The dead file process might hang if a process tries to access it later. This will be fixed in a future release.

SEE ALSO

[filename(3)]
The gen_sctp module provides functions for communicating with sockets using the SCTP protocol. The implementation assumes that the OS kernel supports SCTP (RFC 2960)\(^1\) through the user-level Sockets API Extensions\(^2\). During development this implementation was tested on Linux Fedora Core 5.0 (kernel 2.6.15-2054 or later is needed), and on Solaris 10, 11. During OTP adaptation it was tested on SUSE Linux Enterprise Server 10 (x86_64) kernel 2.6.16.27-0.6-smp, with lksctp-tools-1.0.6, briefly on Solaris 10, and later on SUSE Linux Enterprise Server 10 Service Pack 1 (x86_64) kernel 2.6.16.54-0.2.3-smp with lksctp-tools-1.0.7.

Record definitions for the gen_sctp module can be found using:

```
-include_lib("kernel/include/inet_sctp.hrl").
```

These record definitions use the "new" spelling 'adaptation', not the deprecated 'adaption', regardless of which spelling the underlying C API uses.

### CONTENTS

- DATA TYPES [page 199]
- EXPORTS [page 200]
- SCTP SOCKET OPTIONS [page 204]
- SCTP EXAMPLES [page 210]
- SEE ALSO [page 212]
- AUTHORS [page 212]

### DATA TYPES

- `assoc_id()` A opaque term returned in for example `sctp_paddr_change[]` that identifies an association for an SCTP socket. The term is opaque except for the special value `0` that has a meaning such as "the whole endpoint" or "all future associations".

- `charlist()` = `[char()]`

- `iolist()` = `[char() | binary()]`

- `ip_address()` Represents an address of an SCTP socket. It is a tuple as explained in `inet(3)` [page 234].

- `port_number()` = `0 .. 65535`

---

\(^1\)URL: http://www.rfc-archive.org/getrfc.php?rfc=2960

posix() See inet(3); POSIX Error Codes [page 241]
sctp_option() One of the SCTP Socket Options [page 204]
sctp_socket() Socket identifier returned from open/*,
timeout() = int() | infinity Timeout used in SCTP connect and receive calls

Exports

abort(sctp_socket(), Assoc) -> ok | {error, posix()}
Types:
- Assoc = #sctp_assoc_change{}
  Abnormally terminates the association given by Assoc, without flushing of unsent data. The socket itself remains open. Other associations opened on this socket are still valid, and it can be used in new associations.

close(sctp_socket()) -> ok | {error, posix()}
  Completely closes the socket and all associations on it. The unsent data is flushed as in eof/2. The close/1 call is blocking or otherwise depending of the value of the linger [page 205] socket option [page 204]. If close does not linger or linger timeout expires, the call returns and the data is flushed in the background.

connect(Socket, Addr, Port, Opts) -> {ok,Assoc} | {error, posix()}
  Same as connect(Socket, Addr, Port, Opts, infinity).

connect(Socket, Addr, Port, [Opt], Timeout) -> {ok, Assoc} | {error, posix()}
Types:
- Socket = sctp_socket()
- Addr = ip_address() | Host
- Port = port_number()
- Opt = sctp_option()
- Timeout = timeout()
- Host = atom() | string()
- Assoc = #sctp_assoc_change{}
  Establishes a new association for the socket Socket, with the peer (SCTP server socket) given by Addr and Port. The Timeout, is expressed in milliseconds.
  A socket can be associated with multiple peers. The result of connect/* is an #sctp_assoc_change{} event which contains, in particular, the new Association ID:
  [page 199]

    #sctp_assoc_change{}
    state = atom(),
    error = atom(),
    outbound_streams = int(),
    inbound_streams = int(),
    assoc_id = assoc_id()
The number of outbound and inbound streams can be set by giving an `sctp_initmsg` option to `connect` as in:

```c
connect(Socket, Ip, Port,
       [{sctp_initmsg,#sctp_initmsg{num_ostreams=OutStreams,
         max_instreams=MaxInStreams}}])
```

All options `Opt` are set on the socket before the association is attempted. If an option record has got undefined field values, the options record is first read from the socket for those values. In effect, `Opt` option records only define field values to change before connecting.

The returned outbound streams and inbound streams are the actual stream numbers on the socket, which may be different from the requested values (OutStreams and MaxInStreams respectively) if the peer requires lower values.

The following values of `state` are possible:

- `comm_up`: association successfully established. This indicates a successful completion of `connect`.
- `cant_assoc`: association cannot be established (`connect/* failure`).

All other states do not normally occur in the output from `connect/*`. Rather, they may occur in `#sctp_assoc_change{}` events received instead of data in `recv/*` calls. All of them indicate losing the association due to various error conditions, and are listed here for the sake of completeness. The `error` field may provide more detailed diagnostics.

- `comm_lost`;
- `restart`;
- `shutdown_comp`.

`controlling_process(sctp_socket(), pid())` -> `ok`

Assigns a new controlling process `Pid` to `Socket`. Same implementation as `gen_udp:controlling_process/2`.

`eof(Socket, Assoc)` -> `ok` \{ `error`, `Reason` \}

Types:
- `Socket = sctp_socket()`
- `Assoc = #sctp_assoc_change{}`

Gracefully terminates the association given by `Assoc`, with flushing of all unsent data. The socket itself remains open. Other associations opened on this socket are still valid, and it can be used in new associations.

`listen(Socket, IsServer)` -> `ok` \{ `error`, `Reason` \}

Types:
- `Socket = sctp_socket()`
- `IsServer = bool()`
Sets up a socket to listen on the IP address and port number it is bound to. IsServer must be ‘true’ or ‘false’. In the contrast to TCP, in SCTP there is no listening queue length. If IsServer is ‘true’ the socket accepts new associations, i.e. it will become an SCTP server socket.

open() -> {ok, Socket} | {error, posix()}
open(Port) -> {ok, Socket} | {error, posix()}
open([Opt]) -> {ok, Socket} | {error, posix()}
open(Port, [Opt]) -> {ok, Socket} | {error, posix()}

Types:
- Opt = [ip,IP] | {ifaddr,IP} | {port,Port} | sctp_option()
- IP = ip_address() | any | loopback
- Port = port_number()

Creates an SCTP socket and binds it to the local addresses specified by all {ip,IP} (or synonymously {ifaddr,IP}) options (this feature is called SCTP multi-homing). The default IP and Port are any and 0, meaning bind to all local addresses on any one free port.

A default set of socket options [page 204] is used. In particular, the socket is opened in binary [page 204] and passive [page 204] mode, and with reasonably large kernel [page 205] and driver buffers [page 205].

recv(sctp_socket()) -> {ok, {FromIP, FromPort, AncData, BinMsg}} | {error, Reason}
recv(sctp_socket(), timeout()) -> {ok, {FromIP, FromPort, AncData, Data}} | {error, Reason}

Types:
- FromIP = ip_address()
- FromPort = port_number()
- AncData = [#sctp_sndrcvinfo()]
- Data = binary() | charlist() | #sctp_sndrcvinfo() | #sctp_assoc_change() | #sctp_paddr_change() | #sctp_adaptation_event()
- Reason = posix() | #sctp_send_failed() | #sctp_paddr_change() | #sctp_paddr_change() | #sctp_paddr_change() | #sctp_shutdown_event()

Receives the Data message from any association of the socket. If the receive times out {error,timeout} is returned. The default timeout is infinity. FromIP and FromPort indicate the sender’s address.

AncData is a list of Ancillary Data items which may be received along with the main Data. This list can be empty, or contain a single #sctp_sndrcvinfo() [page 208] record, if receiving of such ancillary data is enabled (see option sctp_events [page 208]). It is enabled by default, since such ancillary data provide an easy way of determining the association and stream over which the message has been received. (An alternative way would be to get the Association ID from the FromIP and FromPort using the sctp_get_peer_addr_info [page 210] socket option, but this would still not produce the Stream number).

The actual Data received may be a binary(), or list() of bytes (integers in the range 0 through 255) depending on the socket mode, or an SCTP Event. The following SCTP Events are possible:
- #sctp_sndrcvinfo() [page 208]
- `#sctp_assoc_change()` [page 200];

- `#sctp_paddr_change`
  ```erl```
  ```
  addr     = ip_address(),
  state    = atom(),
  error    = int(),
  assoc_id = assoc_id()
  ```
```erl```

Indicates change of the status of the peer’s IP address given by `addr` within the association `assoc_id`. Possible values of `state` (mostly self-explanatory) include:
- `addr_unreachable`;
- `addr_available`;
- `addr_removed`;
- `addr_added`;
- `addr_made_prim`.

In case of an error (e.g. `addr_unreachable`), the `error` field provides additional diagnostics. In such cases, the `#sctp_paddr_change()` Event is automatically converted into an `error` term returned by `gen_sctp:recv`. The `error` field value can be converted into a string using `error_string/1`.

- `#sctp_send_failed`
  ```erl```
  ```
  flags     = true | false,
  error     = int(),
  info      = #sctp_sndrcvinfo{},
  assoc_id  = assoc_id()
  data      = binary()
  ```
```erl```

The sender may receive this event if a send operation fails. The `flags` is a Boolean specifying whether the data have actually been transmitted over the wire; `error` provides extended diagnostics, use `error_string/1`; `info` is the original `#sctp_sndrcvinfo()` [page 208] record used in the failed send/*, [page 204] and `data` is the whole original data chunk attempted to be sent.

In the current implementation of the Erlang/SCTP binding, this Event is internally converted into an `error` term returned by `recv/*`.

- `#sctp_adaptation_event`
  ```erl```
  ```
  adaptation_ind = int(),
  assoc_id      = assoc_id()
  ```
```erl```

Delivered when a peer sends an Adaptation Layer Indication parameter (configured through the option `sctp_adaptation_layer` [page 207]). Note that with the current implementation of the Erlang/SCTP binding, this event is disabled by default.
A partial delivery failure. In the current implementation of the Erlang/SCTP binding, this Event is internally converted into an error term returned by `recv/*`.

```erlang
send(Socket, SndRcvInfo, Data) -> ok | {error, Reason}

Types:
- Socket = sctp_socket()
- SndRcvInfo = #sctp_sndrcvinfo{}
- Data = binary() | iolist()

Sends the Data message with all sending parameters from a #sctp_sndrcvinfo{} [page 208] record. This way, the user can specify the PPID (passed to the remote end) and Context (passed to the local SCTP layer) which can be used for example for error identification. However, such a fine level of user control is rarely required. The send/4 function is sufficient for most applications.

```erlang
send(Socket, Assoc, Stream, Data) -> ok | {error, Reason}

Types:
- Socket = sctp_socket()
- Assoc = #sctp_assoc_change{} | assoc_id()
- Stream = integer()
- Data = binary() | iolist()

Sends Data message over an existing association and given stream.

```erlang
error_string(integer()) -> ok | string() | undefined

Translates an SCTP error number from for example #sctp_remote_error{} or #sctp_send_failed{} into an explanatory string, or one of the atoms ok for no error and undefined for an unrecognized error.

### SCTP SOCKET OPTIONS

The set of admissible SCTP socket options is by construction orthogonal to the sets of TCP, UDP and generic INET options: only those options which are explicitly listed below are allowed for SCTP sockets. Options can be set on the socket using `gen_sctp:open/1,2` or `inet:setopts/2`, retrieved using `inet:getopts/2`, and when calling `gen_sctp:connect/4,5` options can be changed.

```erlang
{mode, list|binary} or just list or binary. Determines the type of data returned from `gen_sctp:recv/1,2`.

{active, true|false|once} • If false (passive mode, the default), the caller needs to do an explicit `gen_sctp:recv` call in order to retrieve the available data from the socket.
```
• If \texttt{true} (full active mode), the pending data or events are sent to the owning process.
  \textbf{N B:} This can cause the message queue to overflow, as there is no way to throttle the sender in this case (no flow control!).
• If \texttt{once}, only one message is automatically placed in the message queue, after that the mode is automatically re-set to passive. This provides flow control as well as the possibility for the receiver to listen for its incoming SCTP data interleaved with other inter-process messages.

\{buffer, \texttt{int()}\} Determines the size of the user-level software buffer used by the SCTP driver. Not to be confused with \texttt{sndbuf} and \texttt{recbuf} options which correspond to the kernel socket buffers. It is recommended to have \texttt{val(buffer) >= max(val(sndbuf),val(recbuf))}. In fact, the \texttt{val(buffer)} is automatically set to the above maximum when \texttt{sndbuf} or \texttt{recbuf} values are set.

\{tos, \texttt{int()}\} Sets the Type-Of-Service field on the IP datagrams being sent, to the given value, which effectively determines a prioritization policy for the outbound packets. The acceptable values are system-dependent. TODO: we do not provide symbolic names for these values yet.

\{priority, \texttt{int()}\} A protocol-independent equivalent of \texttt{tos} above. Setting priority implies setting \texttt{tos} as well.

\{dontroute, \texttt{true|false}\} By default \texttt{false}. If \texttt{true}, the kernel does not send packets via any gateway, only sends them to directly connected hosts.

\{reuseaddr, \texttt{true|false}\} By default \texttt{false}. If \texttt{true}, the local binding address \{IP,Port\} of the socket can be re-used immediately: no waiting in the \texttt{CLOSE_WAIT} state is performed (may be required for high-throughput servers).

\{linger, \{\texttt{true|false}, \texttt{int()}\}\} Determines the timeout in seconds for flushing unsent data in the \texttt{gen_sctp:close/1} socket call. If the 1st component of the value tuple is \texttt{false}, the 2nd one is ignored, which means that \texttt{gen_sctp:close/1} returns immediately not waiting for data to be flushed. Otherwise, the 2nd component is the flushing time-out in seconds.

\{sndbuf, \texttt{int()}\} The size, in bytes, of the *kernel* send buffer for this socket. Sending errors would occur for datagrams larger than \texttt{val(sndbuf)}. Setting this option also adjusts the size of the driver buffer (see \texttt{buffer} above).

\{recbuf, \texttt{int()}\} The size, in bytes, of the *kernel* recv buffer for this socket. Sending errors would occur for datagrams larger than \texttt{val(recbuf)}. Setting this option also adjusts the size of the driver buffer (see \texttt{buffer} above).

\{sctp_rtoinfo, \#sctp_rtoinfo\}\}

\begin{verbatim}
#sctp_rtoinfo{
    assoc_id = assoc_id(),
    initial = int(),
    max = int(),
    min = int()
}
\end{verbatim}

Determines re-transmission time-out parameters, in milliseconds, for the association(s) given by \texttt{assoc_id}. If \texttt{assoc_id = 0} (default) indicates the whole endpoint. See RFC2960\textsuperscript{3} and Sockets API Extensions for SCTP\textsuperscript{4} for the exact semantics of the fields values.

\textsuperscript{3}URL: http://www.rfc-archive.org/getrfc.php?rfc=2960
Determines association parameters for the association(s) given by assoc_id. assoc_id = 0 (default) indicates the whole endpoint. See Sockets API Extensions for SCTP\(^5\) for the discussion of their semantics. Rarely used.

```
{sctp_associnfo, #sctp_assocparams{}}

#sctp_assocparams{
    assoc_id = assoc_id(),
    asocmaxrxt = int(),
    number_peer_destinations = int(),
    peer_rwnd = int(),
    local_rwnd = int(),
    cookie_life = int()
}
```

Determines association parameters for the association(s) given by assoc_id.

```
{sctp_initmsg, #sctp_initmsg{}}

#sctp_initmsg{
    num_ostreams = int(),
    max_instreams = int(),
    max_attempts = int(),
    max_init_timeo = int()
}
```

Determines the default parameters which this socket attempts to negotiate with its peer while establishing an association with it. Should be set after open/* but before the first connect/*. #sctp_initmsg{} can also be used as ancillary data with the first call of send/* to a new peer (when a new association is created).

- num_ostreams: number of outbound streams;
- max_instreams: max number of in-bound streams;
- max_attempts: max re-transmissions while establishing an association;
- max_init_timeo: time-out in milliseconds for establishing an association.

```
{sctp_autoclose, int()|infinity} Determines the time (in seconds) after which an idle association is automatically closed.
```

```
{sctp_nodelay, true|false} Turns on|off the Nagle algorithm for merging small packets into larger ones (which improves throughput at the expense of latency).
```

```
{sctp_disable_fragments, true|false} If true, induces an error on an attempt to send a message which is larger than the current PMTU size (which would require fragmentation/re-assembling). Note that message fragmentation does not affect the logical atomicity of its delivery; this option is provided for performance reasons only.
```

```
{sctp_iwan4mappedv4_addr, true|false} Turns on|off automatic mapping of IPv4 addresses into IPv6 ones (if the socket address family is AF_INET6).
```

```
{sctp_maxseg, int()} Determines the maximum chunk size if message fragmentation is used. If 0, the chunk size is limited by the Path MTU only.
```

```
{sctp_primary_addr, #sctp_prim{}}

#sctp_prim{
    assoc_id = assoc_id(),
    addr = {IP, Port}
}
```

```
IP = ip_address()
Port = port_number()
```

For the association given by assoc_id, [IP, Port] must be one of the peer’s addresses. This option determines that the given address is treated by the local SCTP stack as the peer’s primary address.

```
{sctp_set_peer_primary_addr, #sctp_setpeerprim{}}

    #sctp_setpeerprim{
        assoc_id = assoc_id(),
        addr = {IP, Port}
    }

IP = ip_address()
Port = port_number()
```

When set, informs the peer that it should use {IP, Port} as the primary address of the local endpoint for the association given by assoc_id.

```
{sctp_adaptation_layer, #sctp_setadaptation{}}

    #sctp_setadaptation{
        adaptation_ind = int()
    }
```

When set, requests that the local endpoint uses the value given by adaptation_ind as the Adaptation Indication parameter for establishing new associations. See RFC 2960 and Sockets API Extensions for SCTP for more details.

```
{sctp_peer_addr_params, #sctp_paddrparams{}}

    #sctp_paddrparams{
        assoc_id = assoc_id(),
        address = {IP, Port},
        hbinterval = int(),
        pathmaxrxt = int(),
        pathmtu = int(),
        sackdelay = int(),
        flags = list()
    }

IP = ip_address()
Port = port_number()
```

This option determines various per-address parameters for the association given by assoc_id and the peer address address (the SCTP protocol supports multi-homing, so more than 1 address can correspond to a given association).

- `hbinterval`: heartbeat interval, in milliseconds;
- `pathmaxrxt`: max number of retransmissions before this address is considered unreachable (and an alternative address is selected);
- `pathmtu`: fixed Path MTU, if automatic discovery is disabled (see flags below);
- `sackdelay`: delay in milliseconds for SAC messages (if the delay is enabled, see flags below);
- `flags`: the following flags are available:
  - `hb_enable`: enable heartbeat;
  - `hb_disable`: disable heartbeat;

---

- hb_demand: initiate heartbeat immediately;
- pmtd_enable: enable automatic Path MTU discovery;
- pmtd_disable: disable automatic Path MTU discovery;
- sackdelay_enable: enable SAC delay;
- sackdelay_disable: disable SAC delay.

{sctp_default_send_param, #sctp_sndrcvinfo[]}

#define sctp_sndrcvinfo{
  stream = int(),
  ssn = int(),
  flags = list(),
  ppid = int(),
  context = int(),
  timetolive = int(),
  tsn = int(),
  cumtsn = int(),
  assoc_id = assoc_id()
}

#define sctp_sndrcvinfo{} is used both in this socket option, and as ancillary data while sending or receiving SCTP messages. When set as an option, it provides a default values for subsequent \texttt{gen\_sctp:send} calls on the association given by \texttt{assoc\_id}. \texttt{assoc\_id} = 0 (default) indicates the whole endpoint. The following fields typically need to be specified by the sender:

- \texttt{sinfo\_stream}: stream number (0-base) within the association to send the messages through;
- \texttt{sinfo\_flags}: the following flags are recognised:
  - unordered: the message is to be sent unordered;
  - addr_over: the address specified in \texttt{gen\_sctp:send} overwrites the primary peer address;
  - abort: abort the current association without flushing any unsent data;
  - eof: gracefully shut down the current association, with flushing of unsent data.

{sctp\_events, #sctp\_event\_subscribe[]}

#define sctp\_event\_subscribe{
  data\_io\_event = true | false,
  association\_event = true | false,
  address\_event = true | false,
  send\_failure\_event = true | false,
  peer\_error\_event = true | false,
  shutdown\_event = true | false,
  partial\_delivery\_event = true | false,
  adaptation\_layer\_event = true | false
}
This option determines which SCTP Events [page 202] are to be received (via recv/* [page 202]) along with the data. The only exception is data_io_event which enables or disables receiving of #sctp_sndrcvinfo() [page 208] ancillary data, not events. By default, all flags except adaptation_layer_event are enabled, although sctp_data_io_event and association_event are used by the driver itself and not exported to the user level.

\{sctp\_delayed\_ack\_time, #sctp\_assoc\_value\}\
    \#sctp\_assoc\_value\{
        assoc\_id = assoc\_id(),
        assoc\_value = int()
    \}

Rarely used. Determines the ACK time (given by assoc\_value in milliseconds) for the given association or the whole endpoint if assoc\_value = 0 (default).

\{sctp\_status, #sctp\_status\}\
    \#sctp\_status\{
        assoc\_id = assoc\_id(),
        state = atom(),
        rwnd = int(),
        unackdata = int(),
        penddata = int(),
        instrms = int(),
        outstrms = int(),
        fragmentation\_point = int(),
        primary = #sctp\_paddrinfo()
    }

This option is read-only. It determines the status of the SCTP association given by assoc\_id. Possible values of state follows. The state designations are mostly self-explanatory. state_empty is the default which means that no other state is active:

- sctp\_state\_empty
- sctp\_state\_closed
- sctp\_state\_cookie\_wait
- sctp\_state\_cookie\_echoed
- sctp\_state\_established
- sctp\_state\_shutdown\_pending
- sctp\_state\_shutdown\_sent
- sctp\_state\_shutdown\_received
- sctp\_state\_shutdown\_ack\_sent

The semantics of other fields is the following:

- sstat\_rwnd: the association peer's current receiver window size;
- sstat\_unackdata: number of unacked data chunks;
- sstat\_penddata: number of data chunks pending receipt;
- sstat\_instrms: number of inbound streams;
- sstat\_outstrms: number of outbound streams;
- sstat\_fragmentation\_point: message size at which SCTP fragmentation will occur;
• **sctp_stat_primary**: information on the current primary peer address (see below for the format of #sctp_paddrinfo{}).

```
{sctp_get_peer_addr_info, #sctp_paddrinfo{}}
```

```
#sctp_paddrinfo{
    assoc_id = assoc_id(),
    address = {IP, Port},
    state = inactive | active,
    cwnd = int(),
    srtt = int(),
    rto = int(),
    mtu = int()
}
```

IP = ip_address()
Port = port_number()

This option is read-only. It determines the parameters specific to the peer’s address given by address within the association given by assoc_id. The address field must be set by the caller; all other fields are filled in on return. If assoc_id = 0 (default), the address is automatically translated into the corresponding association ID. This option is rarely used; see RFC 2960\(^\text{10}\) and Sockets API Extensions for SCTP\(^\text{11}\) for the semantics of all fields.

### SCTP EXAMPLES

- Example of an Erlang SCTP Server which receives SCTP messages and prints them on the standard output:

```
-module(sctp_server).
-export([server/0, server/1, server/2]).
-include_lib("kernel/include/inet.hrl").
-include_lib("kernel/include/inet_sctp.hrl").

server() ->
    server([any,2006]).

server([Host,Port]) when is_list(Host), is_list(Port) ->
    {ok, hostent{h_addr_list = [IP|]}} = inet:gethostbyname(Host),
    io:format("~w -> ~w
", [Host, IP]),
    server([IP, list_to_integer(Port)]);

server(IP, Port) when is_tuple(IP) orelse IP == any orelse IP == loopback,
    is_integer(Port) ->
    {ok,S} = sctp_open([IP,Port],[],{sctp_rebuf,65536}),
    io:format("Listening on ~w:~w
", [IP,Port,S]),
    ok = sctp_listen(S, true),
    server_loop(S).
```


server_loop(S) ->
    case gen_sctp:recv(S) of
    {error, Error} ->
        io:format("SCTP RECV ERROR: ~p~n", [Error]);
    Data ->
        io:format("Error: ~p~n", [Data])
    end,
    server_loop(S).

• Example of an Erlang SCTP Client which interacts with the above Server. Note that in this example, the Client creates an association with the Server with 5 outbound streams. For this reason, sending of "Test 0" over Stream 0 succeeds, but sending of "Test 5" over Stream 5 fails. The client then aborts the association, which results in the corresponding Event being received on the Server side.

-module(sctp_client).
-export([client/0, client/1, client/2]).
-include("inet.hrl").

client() ->
    client([localhost]).

client([Host]) ->
    client([Host,2006]);

client([Host, Port]) when is_list(Host), is_list(Port) ->
    client(Host,list_to_integer(Port)),
    init:stop();

client(Host, Port) when is_integer(Port) ->
    {ok,S} = gen_sctp:open(),
    {ok Assoc} = gen_sctp:connect
        (S, Host, Port, [{sctp_initmsg,#sctp_initmsg[num_ostreams=5]}]),
    io:format("Connection Successful, Assoc="~p", [Assoc]),
    io:write(gen_sctp:send(S, Assoc, 0, "Test 0")),
    io:nl(),
    timer:sleep(10000),
    io:write(gen_sctp:send(S, Assoc, 5, "Test 5")),
    io:nl(),
    timer:sleep(10000),
    io:write(gen_sctp:abort(S, Assoc)),
    io:nl(),
    timer:sleep(1000),
    gen_sctp:close(S).
SEE ALSO

inet(3) [page 234], gen\_tcp(3) [page 213], gen\_upd(3) [page 220], RFC 2960\textsuperscript{12} (Stream Control Transmission Protocol), Sockets API Extensions for SCTP.\textsuperscript{13}

\textsuperscript{12}URL: http://www.rfc-archive.org/getrfc.php?rfc=2960
\textsuperscript{13}URL: http://tools.ietf.org/html/draft-ietf-tsvwg-sctpsocket-13
The `gen_tcp` module provides functions for communicating with sockets using the TCP/IP protocol.

The following code fragment provides a simple example of a client connecting to a server at port 5678, transferring a binary and closing the connection:

```erlang
client() ->
    SomeHostInNet = "localhost" % to make it runnable on one machine
    {ok, Sock} = gen_tcp:connect(SomeHostInNet, 5678, [binary, {packet, 0}]),
    ok = gen_tcp:send(Sock, "Some Data"),
    ok = gen_tcp:close(Sock).
```

At the other end a server is listening on port 5678, accepts the connection and receives the binary:

```erlang
server() ->
    {ok, LSock} = gen_tcp:listen(5678, [binary, {packet, 0}, {active, false}]),
    {ok, Sock} = gen_tcp:accept(LSock),
    {ok, Bin} = do_recv(Sock, []),
    ok = gen_tcp:close(Sock),
    Bin.
```

```erlang
do_recv(Sock, Bs) ->
    case gen_tcp:recv(Sock, 0) of
        {ok, B} ->
            do_recv(Sock, [Bs, B]);
        {error, closed} ->
            {ok, list_to_binary(Bs)}
    end.
```

For more examples, see the examples [page 217] section.

### DATA TYPES

- `ip_address()`
  
  see `inet(3)`

- `posix()`
  
  see `inet(3)`

- `socket()`
  
  as returned by `accept/1,2` and `connect/3,4`
Exports

connect(Address, Port, Options) -> {ok, Socket} | {error, Reason}
connect(Address, Port, Options, Timeout) -> {ok, Socket} | {error, Reason}

Types:
- Address = string() | atom() | ip_address()
- Port = 0..65535
- Options = [Opt]
- Opt - see below
- Timeout = int() | infinity
- Socket = socket()
- Reason = posix()

Connects to a server on TCP port Port on the host with IP address Address. The Address argument can be either a hostname, or an IP address.

The available options are:

- list  Received Packet is delivered as a list.
- binary Received Packet is delivered as a binary.
- [ip, ip_address()] If the host has several network interfaces, this option specifies which one to use.
- {port, Port} Specify which local port number to use.
- {fd, int()} If a socket has somehow been connected without using gen_tcp, use this option to pass the file descriptor for it.
- inet6 Set up the socket for IPv6.
- inet Set up the socket for IPv4.
- Opt See inet:setopts/2 [page 238].

Packets can be sent to the returned socket Socket using send/2. Packets sent from the peer are delivered as messages:

{tcp, Socket, Data}

If the socket is closed, the following message is delivered:

{tcp_closed, Socket}

If an error occurs on the socket, the following message is delivered:

{tcp_error, Socket, Reason}

unless {active, false} is specified in the option list for the socket, in which case packets are retrieved by calling recv/2.

The optional Timeout parameter specifies a timeout in milliseconds. The default value is infinity.

Note:
The default values for options given to connect can be affected by the Kernel configuration parameter inet.default.connect_options. See inet(3) [page 234] for details.
listen(Port, Options) -> {ok, ListenSocket} | {error, Reason}

Types:
- Port = 0..65535
- Options = [Opt]
- Opt - see below
- ListenSocket - see below
- Reason = posix()

Sets up a socket to listen on the port Port on the local host.
If Port == 0, the underlying OS assigns an available port number, use inet:port/1 to retrieve it.

The available options are:

- **list** Received Packet is delivered as a list.
- **binary** Received Packet is delivered as a binary.
- **{backlog, B}** B is an integer >= 0. The backlog value defaults to 5. The backlog value defines the maximum length that the queue of pending connections may grow to.
- **{ip, ip_address()}** If the host has several network interfaces, this option specifies which one to listen on.
- **{fd, Fd}** If a socket has somehow been connected without using gen_tcp, use this option to pass the file descriptor for it.
- **inet6** Set up the socket for IPv6.
- **inet** Set up the socket for IPv4.
- **Opt** See inet:setopts/2 [page 238].

The returned socket ListenSocket can only be used in calls to accept/1,2.

**Note:**
The default values for options given to listen can be affected by the Kernel configuration parameter inet.default.listen.options. See inet(3) [page 234] for details.

accept(ListenSocket) -> {ok, Socket} | {error, Reason}
accept(ListenSocket, Timeout) -> {ok, Socket} | {error, Reason}

Types:
- ListenSocket - see listen/2
- Timeout = int() | infinity
- Socket = socket()
- Reason = closed | timeout | posix()
Accepts an incoming connection request on a listen socket. \texttt{Socket} must be a socket returned from \texttt{listen/2}. \texttt{Timeout} specifies a timeout value in ms, defaults to infinity.

Returns \{ok, \texttt{Socket}\} if a connection is established, or \{error, \texttt{closed}\} if \texttt{ListenSocket} is closed, or \{error, \texttt{timeout}\} if no connection is established within the specified time. May also return a POSIX error value if something else goes wrong, see \texttt{inet(3)} for possible error values.

Packets can be sent to the returned socket \texttt{Socket} using \texttt{send/2}. Packets sent from the peer are delivered as messages:

\{\texttt{tcp}, \texttt{Socket}, \texttt{Data}\}

unless \{\texttt{active}, \texttt{false}\} was specified in the option list for the listen socket, in which case packets are retrieved by calling \texttt{recv/2}.

\textbf{Note:}
It is worth noting that the \texttt{accept} call does not have to be issued from the socket owner process. Using version 5.5.3 and higher of the emulator, multiple simultaneous accept calls can be issued from different processes, which allows for a pool of acceptor processes handling incoming connections.

\begin{verbatim}
send(Socket, Packet) -&gt; ok | \{error, Reason\}

Types:
  * Socket = socket()
  * Packet = \{char()\} | binary()
  * Reason = posix()
Sends a packet on a socket.
There is no \texttt{send} call with timeout option, you use the \texttt{send\_timeout} socket option if timeouts are desired. See the examples [page 217] section.

recv(Socket, Length) -&gt; \{ok, Packet\} | \{error, Reason\}
recv(Socket, Length, Timeout) -&gt; \{ok, Packet\} | \{error, Reason\}

Types:
  * Socket = socket()
  * Length = int()
  * Packet = \{char()\} | binary()
  * Timeout = int() | infinity
  * Reason = closed | posix()
This function receives a packet from a socket in passive mode. A closed socket is indicated by a return value \{error, \texttt{closed}\}.

The \texttt{Length} argument is only meaningful when the socket is in \texttt{raw} mode and denotes the number of bytes to read. If \texttt{Length} = 0, all available bytes are returned. If \texttt{Length} &gt; 0, exactly \texttt{Length} bytes are returned, or an error; possibly discarding less than \texttt{Length} bytes of data when the socket gets closed from the other side.

The optional \texttt{Timeout} parameter specifies a timeout in milliseconds. The default value is infinity.
\end{verbatim}
controlling_process(Socket, Pid) -> ok | {error, Reason}

Types:
- Socket = socket()
- Pid = pid()
- Reason = closed | not_owner | posix()

Assigns a new controlling process Pid to Socket. The controlling process is the process which receives messages from the socket. If called by any other process than the current controlling process, {error, eperm} is returned.

close(Socket) -> ok | {error, Reason}

Types:
- Socket = socket()
- Reason = posix()

Closes a TCP socket.

shutdown(Socket, How) -> ok | {error, Reason}

Types:
- Socket = socket()
- How = read | write | read_write
- Reason = posix()

Immediately close a socket in one or two directions.

How == write means closing the socket for writing, reading from it is still possible.

To be able to handle that the peer has done a shutdown on the write side, the {exit_on_close, false} option is useful.

Examples

The following example illustrates usage of the {active,once} option and multiple accepts by implementing a server as a number of worker processes doing accept on one single listen socket. The start/2 function takes the number of worker processes as well as a port number to listen for incoming connections on. If LPort is specified as 0, an ephemeral port number is used, why the start function returns the actual port number allocated:

```
start(Num,LPort) ->
    case gen_tcp:listen(LPort,[{active, false},{packet,2}]) of
    {ok, ListenSock} ->
        start_servers(Num,ListenSock),
        {ok, Port} = inet:port(ListenSock),
        Port;
    {error,Reason} ->
        {error,Reason}
    end.
```

```
start_servers(0,_) ->
    ok;
start_servers(Num,LS) ->
```
spawn(?MODULE,server,[LS]),
start_servers(Num-1,LS).

server(LS) ->
case gen_tcp:accept(LS) of
   {ok,S} ->
      loop(S),
      server(LS);
   Other ->
      io:format("accept returned ~w - goodbye!~n",[Other]),
      ok
end.

loop(S) ->
inet:setopts(S,[{active,once}]),
receive
   {tcp,S,Data} ->
      Answer = process(Data), % Not implemented in this example
      gen_tcp:send(S,Answer),
      loop(S);
   {tcp_closed,S} ->
      io:format("Socket ~w closed [~w]~n",[S,self()]),
      ok
end.

A simple client could look like this:
client(PortNo,Message) ->
   {ok,Sock} = gen_tcp:connect("localhost",PortNo,[{active,false},
        {packet,2}]),
   gen_tcp:send(Sock,Message),
   A = gen_tcp:recv(Sock,0),
   gen_tcp:close(Sock),
   A.

The fact that the gen_tcp:send call does not accept a timeout option, is because timeouts on send is handled through the socket option send_timeout. The behavior of a send operation with no receiver is in a very high degree defined by the underlying TCP stack, as well as the network infrastructure. If one wants to write code that handles a hanging receiver that might eventually cause the sender to hang on a send call, one writes code like the following.

Consider a process that receives data from a client process that is to be forwarded to a server on the network. The process has connected to the server via TCP/IP and does not get any acknowledge for each message it sends, but has to rely on the send timeout option to detect that the other end is unresponsive. We could use the send_timeout option when connecting:

...{ok,Sock} = gen_tcp:connect(HostAddress, Port,
   [{active,false},
    {send_timeout, 5000},
    {packet,2}]),
   loop(Sock), % See below
...
In the loop where requests are handled, we can now detect send timeouts:

```erlang
loop(Sock) ->
    receive
        {Client, send_data, Binary} ->
            case gen_tcp:send(Sock, [Binary]) of
                {error, timeout} ->
                    io:format("Send timeout, closing!\n", []),
                    handle_send_timeout(), % Not implemented here
                    Client ! {self(),{error_sending, timeout}},
                    %% Usually, it's a good idea to give up in case of a
                    %% send timeout, as you never know how much actually
                    %% reached the server, maybe only a packet header?!
                    gen_tcp:close(Sock);
                {error, OtherSendError} ->
                    io:format("Some other error on socket (~p), closing", [OtherSendError]),
                    Client ! {self(),{error_sending, OtherSendError}},
                    gen_tcp:close(Sock);
                ok ->
                    Client ! {self(), data_sent},
                    loop(Sock)
            end
    end.
```

Usually it would suffice to detect timeouts on receive, as most protocols include some sort of acknowledgment from the server, but if the protocol is strictly one way, the send_timeout option comes in handy!
gen_udp

Erlang Module

The gen_udp module provides functions for communicating with sockets using the UDP protocol.

DATA TYPES

ip_address()  
see inet(3)

posix()  
see inet(3)

socket()  
as returned by open/1,2

Exports

open(Port) -> {ok, Socket} | {error, Reason}
open(Port, Options) -> {ok, Socket} | {error, Reason}

Types:
- Port = 0..65535
- Options = [Opt]
- Opt - see below
- Socket = socket()
- Reason = posix()

Associates a UDP port number (Port) with the calling process.

The available options are:

list  Received Packet is delivered as a list.
binary Received Packet is delivered as a binary.
{ip, ip_address()} If the host has several network interfaces, this option specifies which one to use.
{fd, int()} If a socket has somehow been opened without using gen_udp, use this option to pass the file descriptor for it.
inet6 Set up the socket for IPv6.
inet Set up the socket for IPv4.
The returned socket Socket is used to send packets from this port with send/4. When UDP packets arrive at the opened port, they are delivered as messages:

\{udp, Socket, IP, InPortNo, Packet\}

Note that arriving UDP packets that are longer than the receive buffer option specifies might be truncated without warning.

IP and InPortNo define the address from which Packet came. Packet is a list of bytes if the option list was specified. Packet is a binary if the option binary was specified. Default value for the receive buffer option is \{rebuf, 8192\}.

If Port == 0, the underlying OS assigns a free UDP port, use inet:port/1 to retrieve it.

send(Socket, Address, Port, Packet) -> ok | {error, Reason}

Types:
- Socket = socket()
- Address = string() | atom() | ip_address()
- Port = 0..65535
- Packet = [char()] | binary()
- Reason = not_owner | posix()

Sends a packet to the specified address and port. The Address argument can be either a hostname, or an IP address.

recv(Socket, Length) -> {ok, {Address, Port, Packet}} | {error, Reason}
recv(Socket, Length, Timeout) -> {ok, {Address, Port, Packet}} | {error, Reason}

Types:
- Socket = socket()
- Length = int()
- Address = ip_address()
- Port = 0..65535
- Packet = [char()] | binary()
- Timeout = int() | infinity
- Reason = not_owner | posix()

This function receives a packet from a socket in passive mode.
The optional Timeout parameter specifies a timeout in milliseconds. The default value is infinity.

controlling_process(Socket, Pid) -> ok

Types:
- Socket = socket()
- Pid = pid()

Assigns a new controlling process Pid to Socket. The controlling process is the process which receives messages from the socket.
close(Socket) -> ok | {error, Reason}

Types:
- Socket = socket()
- Reason = not_owner | posix()

Closes a UDP socket.
This documentation describes the Global module which consists of the following functionalities:

- registration of global names;
- global locks;
- maintenance of the fully connected network.

These services are controlled via the process global_name_server which exists on every node. The global name server is started automatically when a node is started. With the term global is meant over a system consisting of several Erlang nodes.

The ability to globally register names is a central concept in the programming of distributed Erlang systems. In this module, the equivalent of the register/2 and whereis/1 BIFs (for local name registration) are implemented, but for a network of Erlang nodes. A registered name is an alias for a process identifier (pid). The global name server monitors globally registered pids. If a process terminates, the name will also be globally unregistered.

The registered names are stored in replica global name tables on every node. There is no central storage point. Thus, the translation of a name to a pid is fast, as it is always done locally. When any action in taken which results in a change to the global name table, all tables on other nodes are automatically updated.

Global locks have lock identities and are set on a specific resource. For instance, the specified resource could be a pid. When a global lock is set, access to the locked resource is denied for all other resources other than the lock requester.

Both the registration and lock functionalities are atomic. All nodes involved in these actions will have the same view of the information.

The global name server also performs the critical task of continuously monitoring changes in node configuration: if a node which runs a globally registered process goes down, the name will be globally unregistered. To this end the global name server subscribes to nodeup and nodedown messages sent from the net_kernel module. Relevant Kernel application variables in this context are net_setuptime, net_ticktime, and dist_auto_connect. See also kernel(6) [page 34].

The server will also maintain a fully connected network. For example, if node N1 connects to node N2 (which is already connected to N3), the global name servers on the nodes N1 and N3 will make sure that also N1 and N3 are connected. If this is not desired, the command line flag -connect_all false can be used (see also [erl(1)]). In this case the name registration facility cannot be used, but the lock mechanism will still work.

If the global name server fails to connect nodes (N1 and N3 in the example above) a warning event is sent to the error logger. The presence of such an event does not exclude the possibility that the nodes will later connect—one can for example try the
command `rpc:call(N1, net_adm, ping, [N2])` in the Erlang shell—but it indicates some kind of problem with the network.

**Note:**
If the fully connected network is not set up properly, the first thing to try is to increase the value of `net_setuptime`.

### Exports

**del_lock(Id)**

`del_lock(Id)`

`del_lock(Id, Nodes)` → `void()`

**Types:**
- `Id` = `{ResourceId, LockRequesterId}`
- `ResourceId` = `term()`
- `LockRequesterId` = `term()`
- `Nodes` = `[node()]`

Deletes the lock `Id` synchronously.

**notify_all_name(Name, Pid1, Pid2)** → `none`

**Types:**
- `Name` = `term()`
- `Pid1` = `Pid2` = `pid()`

This function can be used as a name resolving function for `register_name/3` and `re_register_name/3`. It unregisters both pids, and sends the message `{global_name_conflict, Name, OtherPid}` to both processes.

**random_exit_name(Name, Pid1, Pid2)** → `Pid1 | Pid2`

**Types:**
- `Name` = `term()`
- `Pid1` = `Pid2` = `pid()`

This function can be used as a name resolving function for `register_name/3` and `re_register_name/3`. It randomly chooses one of the pids for registration and kills the other one.

**random_notify_name(Name, Pid1, Pid2)** → `Pid1 | Pid2`

**Types:**
- `Name` = `term()`
- `Pid1` = `Pid2` = `pid()`

This function can be used as a name resolving function for `register_name/3` and `re_register_name/3`. It randomly chooses one of the pids for registration, and sends the message `{global_name_conflict, Name}` to the other pid.
register_name(Name, Pid)
register_name(Name, Pid, Resolve) -> yes | no

Types:
- Name = term()
- Pid = pid()
- Resolve = fun() or {Module, Function} where
- Resolve(Name, Pid, Pid2) -> Pid | Pid2 | none

Globally associates the name Name with a pid, that is, Globally notifies all nodes of a
new global name in a network of Erlang nodes.

When new nodes are added to the network, they are informed of the globally registered
names that already exist. The network is also informed of any global names in newly
connected nodes. If any name clashes are discovered, the Resolve function is called. Its
purpose is to decide which pid is correct. If the function crashes, or returns anything
other than one of the pids, the name is unregistered. This function is called once for
each name clash.

There are three pre-defined resolve functions: random_exit_name/3,
random_notify_name/3, and notify_all_name/3. If no Resolve function is defined,
random_exit_name is used. This means that one of the two registered processes will be
selected as correct while the other is killed.

This function is completely synchronous. This means that when this function returns,
the name is either registered on all nodes or none.

The function returns yes if successful, no if it fails. For example, no is returned if an
attempt is made to register an already registered process or to register a process with a
name that is already in use.

**Note:**
Releases up to and including OTP R10 did not check if the process was already
registered. As a consequence the global name table could become inconsistent. The old (buggy) behavior can be chosen by giving the Kernel application variable
global_multi_name_action the value allow.

If a process with a registered name dies, or the node goes down, the name is
unregistered on all nodes.

registered_names() -> [Name]

Types:
- Name = term()

Returns a list of all globally registered names.

re_register_name(Name, Pid)
re_register_name(Name, Pid, Resolve) -> void()

Types:
- Name = term()
- Pid = pid()
- Resolve = fun() or {Module, Function} where
- Resolve(Name, Pid, Pid2) -> Pid | Pid2 | none

Atomically changes the registered name Name on all nodes to refer to Pid.
The Resolve function has the same behavior as in register_name/2,3.

send(Name, Msg) -> Pid

Types:
- Name = term()
- Msg = term()
- Pid = pid()

Sends the message Msg to the pid globally registered as Name.
Failure: If Name is not a globally registered name, the calling function will exit with reason {badarg, {Name, Msg}}.

set_lock(Id)
set_lock(Id, Nodes)
set_lock(Id, Nodes, Retries) -> boolean()

Types:
- Id = {ResourceId, LockRequesterId}
- ResourceId = term()
- LockRequesterId = term()
- Nodes = [node()]
- Retries = int() = 0 | infinity

Sets a lock on the specified nodes (or on all nodes if none are specified) on ResourceId for LockRequesterId. If a lock already exists on ResourceId for another requester than LockRequesterId, and Retries is not equal to 0, the process sleeps for a while and will try to execute the action later. When Retries attempts have been made, false is returned, otherwise true. If Retries is infinity, true is eventually returned (unless the lock is never released).

If no value for Retries is given, infinity is used.
This function is completely synchronous.
If a process which holds a lock dies, or the node goes down, the locks held by the process are deleted.
The global name server keeps track of all processes sharing the same lock, that is, if two processes set the same lock, both processes must delete the lock.
This function does not address the problem of a deadlock. A deadlock can never occur as long as processes only lock one resource at a time. But if some processes try to lock two or more resources, a deadlock may occur. It is up to the application to detect and rectify a deadlock.

Note:
Some values of ResourceId should be avoided or Erlang/OTP will not work properly.
A list of resources to avoid: global, dist_ac, mnesia_table_lock, mnesia_adjust_log_writes, pg2.
sync() -> void()

Synchronizes the global name server with all nodes known to this node. These are the nodes which are returned from `erlang:nodes()`. When this function returns, the global name server will receive global information from all nodes. This function can be called when new nodes are added to the network.

trans(Id, Fun)
trans(Id, Fun, Nodes)
trans(Id, Fun, Nodes, Retries) -> Res | aborted

Types:
- `Id` = `ResourceId`, `LockRequesterId`
- `ResourceId` = `term()`
- `LockRequesterId` = `term()`
- `Fun` = `fun()` | `{M, F}`
- `Nodes` = `[node()]`
- `Retries` = `int()` \(\geq 0\) | `infinity`
- `Res` = `term()`

Sets a lock on `Id` (using `set_lock/3`). If this succeeds, `Fun()` is evaluated and the result `Res` is returned. Returns `aborted` if the lock attempt failed. If `Retries` is set to `infinity`, the transaction will not abort.

`infinity` is the default setting and will be used if no value is given for `Retries`.

unregister_name(Name) -> void()

Types:
- `Name` = `term()`

Removes the globally registered name `Name` from the network of Erlang nodes.

whereis_name(Name) -> pid() | undefined

Types:
- `Name` = `term()`

Returns the pid with the globally registered name `Name`. Returns `undefined` if the name is not globally registered.

See Also

`global_group(3)` [page 228], `net_kernel(3)` [page 254],

Kernel Application (KERNEL) 227
The global group function makes it possible to group the nodes in a system into partitions, each partition having its own global name space, refer to global(3). These partitions are called global groups.

The main advantage of dividing systems to global groups is that the background load decreases while the number of nodes to be updated is reduced when manipulating globally registered names.

The Kernel configuration parameter global_groups defines the global groups (see also kernel(6) [page 32], config(4) [page 297]):

{global_groups, [GroupTuple]}

Types:

- GroupTuple = {GroupName, [Node]} | {GroupName, PublishType, [Node]}
- GroupName = atom() (naming a global group)
- PublishType = normal | hidden
- Node = atom() (naming a node)

A GroupTuple without PublishType is the same as a GroupTuple with PublishType == normal.

A node started with the command line flag -hidden, see [erl(1)], is said to be a hidden node. A hidden node will establish hidden connections to nodes not part of the same global group, but normal (visible) connections to nodes part of the same global group.

A global group defined with PublishType == hidden, is said to be a hidden global group. All nodes in a hidden global group are hidden nodes, regardless if they are started with the -hidden command line flag or not.

For the processes and nodes to run smoothly using the global group functionality, the following criteria must be met:

- An instance of the global group server, global_group, must be running on each node. The processes are automatically started and synchronized when a node is started.
- All involved nodes must agree on the global group definition, or the behavior of the system is undefined.
- All nodes in the system should belong to exactly one global group.

In the following description, a group node is a node belonging to the same global group as the local node.
Exports

`global_groups()` -> `{GroupName, GroupNames} | undefined`

Types:
- GroupName = atom()
- GroupNames = [GroupName]

Returns a tuple containing the name of the global group the local node belongs to, and the list of all other known group names. Returns undefined if no global groups are defined.

`info()` -> `[{Item, Info}]`

Types:
- Item, Info - see below

Returns a list containing information about the global groups. Each element of the list is a tuple. The order of the tuples is not defined.

- {state, State} If the local node is part of a global group, State == synced. If no global groups are defined, State == no_conf.
- {own_group_name, GroupName} The name (atom) of the group that the local node belongs to.
- {own_group_nodes, Nodes} A list of node names (atoms), the group nodes.
- {synced_nodes, Nodes} A list of node names, the group nodes currently synchronized with the local node.
- {sync_error, Nodes} A list of node names, the group nodes with which the local node has failed to synchronize.
- {no_contact, Nodes} A list of node names, the group nodes to which there are currently no connections.
- {other_groups, Groups} Groups is a list of tuples `{GroupName, Nodes}`, specifying the name and nodes of the other global groups.
- {monitoring, Pids} A list of pids, specifying the processes which have subscribed to nodeup and nodedown messages.

`monitor_nodes(Flag)` -> `ok`

Types:
- Flag = bool()

Depending on Flag, the calling process starts subscribing (Flag == true) or stops subscribing (Flag == false) to node status change messages. A process which has subscribed will receive the messages `{nodeup, Node}` and `{nodedown, Node}` when a group node connects or disconnects, respectively.

`own_nodes()` -> `Nodes`

Types:
- Nodes = [Node]
- Node = node()
registered_names(Where) -> Names

Types:
- Where = {node, Node} | {group, GroupName}
- Node = node()
- GroupName = atom()
- Names = [Name]
- Name = atom()

Returns the names of all group nodes, regardless of their current status.

send(Name, Msg) -> pid() | {badarg, {Name, Msg}}
send(Where, Name, Msg) -> pid() | {badarg, {Name, Msg}}

Types:
- Where = {node, Node} | {group, GroupName}
- Node = node()
- GroupName = atom()
- Name = atom()
- Msg = term()

Searches for Name, globally registered on the specified node or in the specified global group, or – if the Where argument is not provided – in any global group. The global groups are searched in the order in which they appear in the value of the global_groups configuration parameter.

If Name is found, the message Msg is sent to the corresponding pid. The pid is also the return value of the function. If the name is not found, the function returns {badarg, {Name, Msg}}.

sync() -> ok

Synchronizes the group nodes, that is, the global name servers on the group nodes. Also check the names globally registered in the current global group and unregisters them on any known node not part of the group.

If synchronization is not possible, an error report is sent to the error logger (see also error_logger(3)).

Failure: {error, {’invalid global_groups definition’, Bad}} if the global_groups configuration parameter has an invalid value Bad.

whereis_name(Name) -> pid() | undefined
whereis_name(Where, Name) -> pid() | undefined

Types:
- Where = {node, Node} | {group, GroupName}
- Node = node()
- GroupName = atom()
- Name = atom()
Searches for Name, globally registered on the specified node or in the specified global group, or - if the Where argument is not provided - in any global group. The global groups are searched in the order in which they appear in the value of the global_groups configuration parameter.

If Name is found, the corresponding pid is returned. If the name is not found, the function returns undefined.

NOTE

In the situation where a node has lost its connections to other nodes in its global group, but has connections to nodes in other global groups, a request from another global group may produce an incorrect or misleading result. For example, the isolated node may not have accurate information about registered names in its global group.

Note also that the send/2,3 function is not secure.

Distribution of applications is highly dependent of the global group definitions. It is not recommended that an application is distributed over several global groups of the obvious reason that the registered names may be moved to another global group at failover/takeover. There is nothing preventing doing this, but the application code must in such case handle the situation.

SEE ALSO

[erl(1)], global(3) [page 223]
This module contains the interface to the `heart` process. `heart` sends periodic heartbeats to an external port program, which is also named `heart`. The purpose of the heart port program is to check that the Erlang runtime system it is supervising is still running. If the port program has not received any heartbeats within `HEART_BEAT_TIMEOUT` seconds (default is 60 seconds), the system can be rebooted. Also, if the system is equipped with a hardware watchdog timer and is running Solaris, the watchdog can be used to supervise the entire system.

An Erlang runtime system to be monitored by a heart program, should be started with the command line flag `-heart` (see also [erl(1)]). The `heart` process is then started automatically:

```erlang
% erl -heart ...
```

If the system should be rebooted because of missing heartbeats, or a terminated Erlang runtime system, the environment variable `HEART_COMMAND` has to be set before the system is started. If this variable is not set, a warning text will be printed but the system will not reboot. However, if the hardware watchdog is used, it will trigger a reboot `HEART_BEAT_BOOT_DELAY` seconds later nevertheless (default is 60).

To reboot on the WINDOWS platform `HEART_COMMAND` can be set to `heart -shutdown` (included in the Erlang delivery) or of course to any other suitable program which can activate a reboot.

The hardware watchdog will not be started under Solaris if the environment variable `HW_WD_DISABLE` is set.

The `HEART_BEAT_TIMEOUT` and `HEART_BEAT_BOOT_DELAY` environment variables can be used to configure the heart timeouts, they can be set in the operating system shell before Erlang is started or be specified at the command line:

```erlang
% erl -heart -env HEART_BEAT_TIMEOUT 30 ...
```

The value (in seconds) must be in the range $10 < X \leq 65535$.

It should be noted that if the system clock is adjusted with more than `HEART_BEAT_TIMEOUT` seconds, `heart` will timeout and try to reboot the system. This can happen, for example, if the system clock is adjusted automatically by use of NTP (Network Time Protocol).

In the following descriptions, all function fails with reason badarg if `heart` is not started.
Exports

set_cmd(Cmd) -> ok | {error, {bad_cmd, Cmd}}

Types:
  • Cmd = string()

Sets a temporary reboot command. This command is used if a HEART\_COMMAND other than the one specified with the environment variable should be used in order to reboot the system. The new Erlang runtime system will (if it misbehaves) use the environment variable HEART\_COMMAND to reboot.

Limitations: The length of the Cmd command string must be less than 2047 characters.

clear_cmd() -> ok

Clears the temporary boot command. If the system terminates, the normal HEART\_COMMAND is used to reboot.

get_cmd() -> {ok, Cmd}

Types:
  • Cmd = string()

Get the temporary reboot command. If the command is cleared, the empty string will be returned.
inet
Erlang Module

Provides access to TCP/IP protocols.
See also ERTS User’s Guide Inet configuration for more information on how to configure
an Erlang runtime system for IP communication.

Two Kernel configuration parameters affect the behaviour of all sockets opened on an
Erlang node: inet_default_connect_options can contain a list of default options used
for all sockets returned when doing connect, and inet_default_listen_options can
contain a list of default options used when issuing a listen call. When accept is
issued, the values of the listensocket options are inherited, why no such application
variable is needed for accept.

Using the Kernel configuration parameters mentioned above, one can set default options
for all TCP sockets on a node. This should be used with care, but options like
{delay_send, true} might be specified in this way. An example of starting an Erlang
node with all sockets using delayed send could look like this:

$ erl -sname test -kernel
inet_default_connect_options '[[delay_send, true]]'
inet_default_listen_options '[[delay_send, true]]'

Note that the default option {active, true} currently cannot be changed, for internal
reasons.

DATA TYPES

#hostent{h_addr_list = [ip_address()] % list of addresses for this host
h_addrtype = inet | inet6
h_aliases = [hostname()] % list of aliases
h_length = int() % length of address in bytes
h_name = hostname() % official name for host

The record is defined in the Kernel include file "inet.hrl"

Add the following directive to the module:
-include_lib("kernel/include/inet.hrl").

hostname() = atom() | string()

ip_address() = {N1,N2,N3,N4} % IPv4
| {K1,K2,K3,K4,K5,K6,K7,K8} % IPv6
 Ni = 0..255
 Ki = 0..65535

posix()
 an atom which is named from the Posix error codes used in
Unix, and in the runtime libraries of most C compilers

socket()
see gen_tcp(3), gen_udp(3)

Addresses as inputs to functions can be either a string or a tuple. For instance, the IP address 150.236.20.73 can be passed to gethostbyaddr/1 either as the string “150.236.20.73” or as the tuple [150, 236, 20, 73].

IPv4 address examples:

<table>
<thead>
<tr>
<th>Address</th>
<th>ip_address()</th>
</tr>
</thead>
<tbody>
<tr>
<td>127.0.0.1</td>
<td>{127,0,0,1}</td>
</tr>
<tr>
<td>192.168.42.2</td>
<td>{192,168,42,2}</td>
</tr>
</tbody>
</table>

IPv6 address examples:

<table>
<thead>
<tr>
<th>Address</th>
<th>ip_address()</th>
</tr>
</thead>
<tbody>
<tr>
<td>::1</td>
<td>{0,0,0,0,0,0,0,1}</td>
</tr>
<tr>
<td>::192.168.42.2</td>
<td>{0,0,0,0,0,(192 bsl 8) bor 168,(42 bsl 8) bor 2}</td>
</tr>
<tr>
<td>FFFF::192.168.42.2</td>
<td>{16#FFFF,0,0,0,0,0,(192 bsl 8) bor 168,(42 bsl 8) bor 2}</td>
</tr>
<tr>
<td>3ffe:b80:1f8d:2:204:acff:fe17:bf38</td>
<td>{16#3ffe,16#b80,16#1f8d,16#2,16#204,16#acff,16#fe17,16#bf38}</td>
</tr>
<tr>
<td>fe80::204:acff:fe17:bf38</td>
<td>{16#fe80,0,0,0,0,16#204,16#acff,16#fe17,16#bf38}</td>
</tr>
</tbody>
</table>

A function that may be useful is inetParse:address/1:

1> inetParse:address("192.168.42.2").
   {ok,[192,168,42,2]}
2> inetParse:address("FFFF::192.168.42.2").
   {ok,[65535,0,0,0,0,0,49320,10754]}

Exports

close(Socket) -> ok
Types:  
• Socket = socket()  
Closes a socket of any type.

getRc() -> [{Par, Val}]
Types:  
• Par, Val – see below  
Returns the state of the Inet configuration database in form of a list of recorded configuration parameters. (See the ERTS User’s Guide, Inet configuration, for more information). Only parameters with other than default values are returned.

formatError(Posix) -> string()
Types:
- Posix = posix()

Returns a diagnostic error string. See the section below for possible Posix values and the corresponding strings.

getaddr(Host, Family) -> {ok, Address} | {error, posix()}

Types:
- Host = ip_address() | string() | atom()
- Family = inet | inet6
- Address = ip_address()
- posix() = term()

Returns the IP-address for Host as a tuple of integers. Host can be an IP-address, a single hostname or a fully qualified hostname.

getaddrs(Host, Family) -> {ok, Addresses} | {error, posix()}

Types:
- Host = ip_address() | string() | atom()
- Addresses = [ip_address()]
- Family = inet | inet6

Returns a list of all IP-addresses for Host. Host can be an IP-address, a single hostname or a fully qualified hostname.

gethostbyaddr(Address) -> {ok, Hostent} | {error, posix()}

Types:
- Address = string() | ip_address()
- Hostent = #hostent()

Returns a hostent record given an address.

gethostbyname(Name) -> {ok, Hostent} | {error, posix()}

Types:
- Hostname = hostname()
- Hostent = #hostent()

Returns a hostent record given a hostname.

gethostbyname(Name, Family) -> {ok, Hostent} | {error, posix()}

Types:
- Hostname = hostname()
- Family = inet | inet6
- Hostent = #hostent()

Returns a hostent record given a hostname, restricted to the given address family.

gethostname() -> {ok, Hostname}

Types:
Hostname = string()

Returns the local hostname. Will never fail.

getopts(Socket, Options) -> OptionValues | {error, posix()}

Types:
- Socket = term()
- Options = [Opt | RawOptReq]
- Opt = atom()
- RawOptReq = {raw, Protocol, OptionNum, ValueSpec}
- Protocol = int()
- OptionNum = int()
- ValueSpec = ValueSize | ValueBin
- ValueSize = int()
- ValueBin = binary()
- OptionValues = [{Opt, Val} | {raw, Protocol, OptionNum, ValueBin}]

Gets one or more options for a socket. See setopts/2 [page 238] for a list of available options.

The number of elements in the returned OptionValues list does not necessarily correspond to the number of options asked for. If the operating system fails to support an option, it is simply left out in the returned list. An error tuple is only returned when getting options for the socket is impossible (i.e. the socket is closed or the buffer size in a raw request is too large). This behavior is kept for backward compatibility reasons.

A RawOptReq can be used to get information about socket options not (explicitly) supported by the emulator. The use of raw socket options makes the code non portable, but allows the Erlang programmer to take advantage of unusual features present on the current platform.

The RawOptReq consists of the tag raw followed by the protocol level, the option number and either a binary or the size, in bytes, of the buffer in which the option value is to be stored. A binary should be used when the underlying getsockopt requires input in the argument field, in which case the size of the binary should correspond to the required buffer size of the return value. The supplied values in a RawOptReq correspond to the second, third and fourth/fifth parameters to the getsockopt call in the C socket API. The value stored in the buffer is returned as a binary ValueBin where all values are coded in the native endianess.

Asking for and inspecting raw socket options require low level information about the current operating system and TCP stack.

As an example, consider a Linux machine where the TCP_INFO option could be used to collect TCP statistics for a socket. Let’s say we’re interested in the tcpi_sacked field of the struct tcp_info filled in when asking for TCP_INFO. To be able to access this information, we need to know both the numeric value of the protocol level IPPROTO_TCP, the numeric value of the option TCP_INFO, the size of the struct tcp_info and the size and offset of the specific field. By inspecting the headers or writing a small C program, we found IPPROTO_TCP to be 6, TCP_INFO to be 11, the structure size to be 92 (bytes), the offset of tcpi_sacked to be 28 bytes and the actual value to be a 32 bit integer. We could use the following code to retrieve the value:
get_tcpi_sacked(Sock) ->
   {ok,[[raw,_,_,_,Info]]} = inet:getopts(Sock,[[raw,6,11,92]]),
   <<:_/28/binary,TcpiSacked:32/native,_/binary>> = Info,
   TcpiSacked.

Preferably, you would check the machine type, the OS and the kernel version prior to
executing anything similar to the code above.

peername(Socket) -> {ok, {Address, Port}} | {error, posix()}

Types:
- Socket = socket()
- Address = ip_address()
- Port = int()

Returns the address and port for the other end of a connection.

port(Socket) -> {ok, Port}

Types:
- Socket = socket()
- Port = int()

Returns the local port number for a socket.

sockname(Socket) -> {ok, {Address, Port}} | {error, posix()}

Types:
- Socket = socket()
- Address = ip_address()
- Port = int()

Returns the local address and port number for a socket.

setopts(Socket, Options) -> ok | {error, posix()}

Types:
- Socket = term()
- Options = [{Opt, Val} | {raw, Protocol, Option, ValueBin}]
- Protocol = int()
- OptionNum = int()
- ValueBin = binary()
- Opt, Val – see below

Sets one or more options for a socket. The following options are available:
{active, true | false | once} If the value is true, which is the default, everything received from the socket will be sent as messages to the receiving process. If the value is false (passive mode), the process must explicitly receive incoming data by calling `gen_tcp:recv/2,3` or `gen_udp:recv/2,3` (depending on the type of socket).

If the value is once (\{active, once\}), one data message from the socket will be sent to the process. To receive one more message, `setopts/2` must be called again with the \{active, once\} option.

When using \{active, once\}, the socket changes behaviour automatically when data is received. This can sometimes be confusing in combination with connection oriented sockets (i.e. `gen_tcp`) as a socket with \{active, false\} behaviour reports closing differently than a socket with \{active, true\} behaviour. To make programming easier, a socket where the peer closed and this was detected while in \{active, false\} mode, will still generate the message \{tcp_closed,Socket\} when set to \{active, once\} or \{active, true\} mode. It is therefore safe to assume that the message \{tcp_closed,Socket\}, possibly followed by socket port termination (depending on the `exit_on_close` option) will eventually appear when a socket changes back and forth between \{active, true\} and \{active, false\} mode. However, when peer closing is detected is all up to the underlying TCP/IP stack and protocol.

Note that \{active,true\} mode provides no flow control; a fast sender could easily overflow the receiver with incoming messages. Use active mode only if your high-level protocol provides its own flow control (for instance, acknowledging received messages) or the amount of data exchanged is small. \{active,false\} mode or use of the \{active, once\} mode provides flow control; the other side will not be able send faster than the receiver can read.

{broadcast, Boolean} (UDP sockets) Enable/disable permission to send broadcasts

{delay_send, Boolean} Normally, when an Erlang process sends to a socket, the driver will try to immediately send the data. If that fails, the driver will use any means available to queue up the message to be sent whenever the operating system says it can handle it. Setting \{delay_send, true\} will make all messages queue up. This makes the messages actually sent onto the network be larger but fewer. The option actually affects the scheduling of send requests versus Erlang processes instead of changing any real property of the socket. Needless to say it is an implementation specific option. Default is false.

{dontroute, Boolean} Enable/disable routing bypass for outgoing messages

{exit_on_close, Boolean} By default this option is set to true. The only reason to set it to false is if you want to continue sending data to the socket after a close has been detected, for instance if the peer has used `gen_tcp:shutdown/2` (page 217) to shutdown the write side.

{header, Size} This option is only meaningful if the binary option was specified when the socket was created. If the header option is specified, the first Size number bytes of data received from the socket will be elements of a list, and the rest of the data will be a binary given as the tail of the same list. If for example Size == 2, the data received will match [Byte1,Byte2|Binary].

{keepalive, Boolean} (TCP/IP sockets) Enables/disables periodic transmission on a connected socket, when no other data is being exchanged. If the other end does not respond, the connection is considered broken and an error message will be sent to the controlling process. Default disabled.
{nodelay, Boolean}[TCP/IP sockets] If Boolean == true, the TCP_NODELAY option is turned on for the socket, which means that even small amounts of data will be sent immediately.

{packet, PacketType}[TCP/IP sockets] Defines the type of packets to use for a socket. The following values are valid:

- raw | 0 No packaging is done.
- 1 | 2 | 4 Packets consist of a header specifying the number of bytes in the packet, followed by that number of bytes. The length of header can be one, two, or four bytes; the order of the bytes is big-endian. Each send operation will generate the header, and the header will be stripped off on each receive operation.

asn1 | cdr | sunrm | fcgi | tpkt | line These packet types only have effect on receiving. When sending a packet, it is the responsibility of the application to supply a correct header. On receiving, however, there will be one message sent to the controlling process for each complete packet received, and, similarly, each call to gen_tcp:recv/2,3 returns one complete packet. The header is not stripped off.

The meanings of the packet types are as follows:

- asn1 - ASN.1 BER,
- sunrm - Sun's RPC encoding,
- cdr - CORBA (GIOP 1.1),
- fcgi - Fast CGI,
- tpkt - TPKT format [RFC1006],
- line - Line mode, a packet is a line terminated with newline, lines longer than the receive buffer are truncated.

http The Hypertext Transfer Protocol. The packets are returned with the format according to HttpPacket described in erlang:decode_packet/3 [page 96]. A socket in passive mode will return {ok, HttpPacket} from gen_tcp:recv while an active socket will send messages like {http, Socket, HttpPacket}. Note that the packet type http is not needed when reading from a socket.

{packet_size, Integer}[TCP/IP sockets] Sets the max allowed length of the packet body. If the packet header indicates that the length of the packet is longer than the max allowed length, the packet is considered invalid. The same happens if the packet header is too big for the socket receive buffer.

{read_packets, Integer}[UDP sockets] Sets the max number of UDP packets to read without intervention from the socket when data is available. When many packets have been read and delivered to the destination process, new packets are not read until a new notification of available data has arrived. The default is 5, and if this parameter is set too high the system can become unresponsive due to UDP packet flooding.

{recbuf, Integer} Gives the size of the receive buffer to use for the socket.

{reuseaddr, Boolean} Allows or disallows local reuse of port numbers. By default, reuse is disallowed.

{send_timeout, Integer} Only allowed for connection oriented sockets. Specifies a longest time to wait for a send operation to be accepted by the underlying TCP stack. When the limit is exceeded, the send operation will return {error,timeout}. How much of a packet that actually got sent is unknown, why the socket should be closed whenever a timeout has occured. Default is infinity.

{sndbuf, Integer} Gives the size of the send buffer to use for the socket.
{priority, Integer} Sets the SO_PRIORITY socket level option on platforms where this is implemented. The behaviour and allowed range varies on different systems. The option is ignored on platforms where the option is not implemented. Use with caution.

{tos, Integer} Sets IP_TOS IP level options on platforms where this is implemented. The behaviour and allowed range varies on different systems. The option is ignored on platforms where the option is not implemented. Use with caution.

In addition to the options mentioned above, raw option specifications can be used. The raw options are specified as a tuple of arity four, beginning with the tag raw, followed by the protocol level, the option number and the actual option value specified as a binary. This corresponds to the second, third and fourth argument to the setsockopt call in the C socket API. The option value needs to be coded in the native endianess of the platform and, if a structure is required, needs to follow the struct alignment conventions on the specific platform.

Using raw socket options require detailed knowledge about the current operating system and TCP stack.

As an example of the usage of raw options, consider a Linux system where you want to set the TCP_LINGER2 option on the IPPROTO_TCP protocol level in the stack. You know that on this particular system it defaults to 60 (seconds), but you would like to lower it to 30 for a particular socket. The TCP_LINGER2 option is not explicitly supported by inet, but you know that the protocol level translates to the number 6, the option number to the number 8 and the value is to be given as a 32 bit integer. You can use this line of code to set the option for the socket named Sock:

```erlang
inget:sockopts(Sock, [{raw, 6, 8, <<30:32/native>>}]),
```

As many options are silently discarded by the stack if they are given out of range, it could be a good idea to check that a raw option really got accepted. This code places the value in the variable TcpLinger2:

```erlang
{ok, [{raw, 6, 8, <<TcpLinger2:32/native>>}]}=inet:getopts(Sock, [{raw, 6, 8, 4}]),
```

Code such as the examples above is inherently non portable, even different versions of the same OS on the same platform may respond differently to this kind of option manipulation. Use with care.

Note that the default options for TCP/IP sockets can be changed with the Kernel configuration parameters mentioned in the beginning of this document.

### POSIX Error Codes

- e2big - argument list too long
- eacces - permission denied
- eaddrinuse - address already in use
- eaddrnotavail - cannot assign requested address
- eadv - advertise error
- eafnosupport - address family not supported by protocol family
- eagain - resource temporarily unavailable
- ealign - EALIGN
- ealready - operation already in progress
- ebade - bad exchange descriptor
- ebadf - bad file number
- ebadfd - file descriptor in bad state
- ebadmsg - not a data message
- ebadr - bad request descriptor
- ebadrpc - RPC structure is bad
- ebadrc - bad request code
- ebadslt - invalid slot
- efont - bad font file format
- ebuss - file busy
- echild - no children
- echrng - channel number out of range
- ecomm - communication error on send
- econnaborted - software caused connection abort
- econnrefused - connection refused
- econnreset - connection reset by peer
- edeadlk - resource deadlock avoided
- edeadlock - resource deadlock avoided
- edestaddrreq - destination address required
- edirty - mounting a dirty fs w/o force
- edom - math argument out of range
- edotdot - cross mount point
- edquot - disk quota exceeded
- eduppkg - duplicate package name
- eexist - file already exists
- efault - bad address in system call argument
- ebig - file too large
- ehostdown - host is down
- ehostunreach - host is unreachable
- eidrm - identifier removed
- einit - initialization error
- einprogress - operation now in progress
- eintr - interrupted system call
- eioval - invalid argument
- eio - I/O error
- eisconn - socket is already connected
- eisdir - illegal operation on a directory
- eisnam - is a named file
- el2hlt - level 2 halted
- el2nsync - level 2 not synchronized
- el3hlt - level 3 halted
- el3rst - level 3 reset
- elbin - EL BIN
- elibacc - cannot access a needed shared library
- elibbad - accessing a corrupted shared library
- elibexec - cannot exec a shared library directly
- elibmax - attempting to link in more shared libraries than system limit
- elibscn - .lib section in a.out corrupted
- elnrng - link number out of range
- eloop - too many levels of symbolic links
- emfile - too many open files
- emlink - too many links
- emsgsize - message too long
- emultihop - multihop attempted
- enametoolong - file name too long
- enavail - not available
- enet - ENET
- enetdown - network is down
- enetreset - network dropped connection on reset
- enetunreach - network is unreachable
- enfile - file table overflow
- enoano - anode table overflow
- enobufs - no buffer space available
- ENCSI - no CSI structure available
- enodata - no data available
- enodev - no such device
- enoent - no such file or directory
- enoexec - exec format error
- enolck - no locks available
- enolink - link has been severed
- enomem - not enough memory
- enomsg - no message of desired type
- enonet - machine is not on the network
- enopkg - package not installed
- enoprotmopt - bad protocol option
- enospd - no space left on device
- enosr - out of stream resources or not a stream device
- enosym - unresolved symbol name
- enosys - function not implemented
- enotblk - block device required
- enotcomm - socket is not connected
- enotdir - not a directory
- enotempty - directory not empty
- enotnam - not a named file
- enotsock - socket operation on non-socket
- enotsup - operation not supported
- enotty - inappropriate device for ioctl
- enotuniq - name not unique on network
- enxio - no such device or address
- eopnotsupp - operation not supported on socket
- eperm - not owner
- epfnosupport - protocol family not supported
- epipe - broken pipe
- eproclim - too many processes
- eprocunavail - bad procedure for program
- eprogmismatch - program version wrong
- eprogunavail - RPC program not available
- eproto - protocol error
- eprotofosupport - protocol not supported
- eprototype - protocol wrong type for socket
- erange - math result unrepresentable
- erefused - EREFUSED
- eremchg - remote address changed
- eremdev - remote device
- eremote - pathname hit remote file system
- eremoteio - remote i/o error
- eremoterelease - EREMOTERELEASE
- erofs - read-only file system
- erpcmismatch - RPC version is wrong
- erremote - object is remote
- eshutdown - cannot send after socket shutdown
- esocktnosupport - socket type not supported
- espipe - invalid seek
- esrch - no such process
- esrmnt - srmount error
- estale - stale remote file handle
- esuccess - Error 0
- etime - timer expired
- etimedout - connection timed out
- etoomanyrefs - too many references
-etxtbsy - text file or pseudo-device busy
- euclidean - structure needs cleaning
- eunatch - protocol driver not attached
- **eusers** - too many users
- **eversion** - version mismatch
- **ewouldblock** - operation would block
- **exdev** - cross-domain link
- **exfull** - message tables full
- **nxdomain** - the hostname or domain name could not be found
The `init` module is pre-loaded and contains the code for the `init` system process which coordinates the start-up of the system. The first function evaluated at start-up is `boot(BootArgs)`, where `BootArgs` is a list of command line arguments supplied to the Erlang runtime system from the local operating system. See [erl(1)].

`init` reads the boot script which contains instructions on how to initiate the system. See [script(4)] for more information about boot scripts.

`init` also contains functions to restart, reboot, and stop the system.

Exports

`boot(BootArgs) -> void()`

Types:
- `BootArgs = [binary()]`

Starts the Erlang runtime system. This function is called when the emulator is started and coordinates system start-up.

`BootArgs` are all command line arguments except the emulator flags, that is, flags and plain arguments. See [erl(1)].

`init` itself interprets some of the flags, see Command Line Flags [page 249] below. The remaining flags ("user flags") and plain arguments are passed to the `init` loop and can be retrieved by calling `get_arguments/0` and `get_plain_arguments/0`, respectively.

`get_args() -> [Arg]`

Types:
- `Arg = atom()`

Returns any plain command line arguments as a list of atoms (possibly empty). It is recommended that `get_plain_arguments/1` is used instead, because of the limited length of atoms.

`get_argument(Flag) -> {ok, Arg} | error`

Types:
- `Flag = atom()`
- `Arg = [Values]`
- `Values = [string()]`

Returns all values associated with the command line user flag `Flag`. If `Flag` is provided several times, each `Values` is returned in preserved order.
% erl -a b c -a d
...
1> init:get_argument(a).
{ok,[["b","c"],["d"]]}

There are also a number of flags, which are defined automatically and can be retrieved using this function:

root The installation directory of Erlang/OTP, $ROOT.

2> init:get_argument(root).
{ok,[["/usr/local/otp/releases/otp beamsolaris8 r10b patched"]]}

progname The name of the program which started Erlang.

3> init:get_argument(progname).
{ok,[["erl"]]}

home The home directory.

4> init:get_argument(home).
{ok,[["/home/harry"]]}

Returns error if there is no value associated with Flag.

get_arguments() -> Flags
Types:
  • Flags = [{Flag, Values}]
  • Flag = atom()
  • Values = [string()]
Returns all command line flags, as well as the system defined flags, see get_argument/1.

get_plain_arguments() -> [Arg]
Types:
  • Arg = string()
Returns any plain command line arguments as a list of strings (possibly empty).

get_status() -> {InternalStatus, ProvidedStatus}
Types:
  • InternalStatus = starting | started | stopping
  • ProvidedStatus = term()
The current status of the init process can be inspected. During system startup (initialization), InternalStatus is starting, and ProvidedStatus indicates how far the boot script has been interpreted. Each {progress, Info} term interpreted in the boot script affects ProvidedStatus, that is, ProvidedStatus gets the value of Info.

reboot() -> void()
All applications are taken down smoothly, all code is unloaded, and all ports are closed before the system terminates. If the -heart command line flag was given, the heart program will try to reboot the system. Refer to heart(3) for more information.

To limit the shutdown time, the time init is allowed to spend taking down applications, the -shutdown_time command line flag should be used.

restart() -> void()

The system is restarted inside the running Erlang node, which means that the emulator is not restarted. All applications are taken down smoothly, all code is unloaded, and all ports are closed before the system is booted again in the same way as initially started. The same BootArgs are used again.

To limit the shutdown time, the time init is allowed to spend taking down applications, the -shutdown_time command line flag should be used.

script_id() -> Id

Types:
• Id = term()

Get the identity of the boot script used to boot the system. Id can be any Erlang term. In the delivered boot scripts, Id is {Name, Vsn}. Name and Vsn are strings.

stop() -> void()

All applications are taken down smoothly, all code is unloaded, and all ports are closed before the system terminates. If the -heart command line flag was given, the heart program is terminated before the Erlang node terminates. Refer to heart(3) for more information.

To limit the shutdown time, the time init is allowed to spend taking down applications, the -shutdown_time command line flag should be used.

stop(Status) -> void()

Types:
• Status = int() >= 0 | string()

All applications are taken down smoothly, all code is unloaded, and all ports are closed before the system terminates by calling halt(Status). If the -heart command line flag was given, the heart program is terminated before the Erlang node terminates. Refer to heart(3) for more information.

To limit the shutdown time, the time init is allowed to spend taking down applications, the -shutdown_time command line flag should be used.
Command Line Flags

The `init` module interprets the following command line flags:

-- Everything following -- up to the next flag is considered plain arguments and can be retrieved using `get_plain_arguments/0`.

-`eval Expr` Scans, parses and evaluates an arbitrary expression `Expr` during system initialization. If any of these steps fail (syntax error, parse error or exception during evaluation), Erlang stops with an error message. Here is an example that seeds the random number generator:

```erlang
% erl -eval '{X,Y,Z} = now(), random:seed(X,Y,Z).'  
```

This example uses Erlang as a hexadecimal calculator:

```erlang
% erl -noshell -eval 'R = 16#1F+16#A0, io:format("~.16B\n", [R])' \  
-s erlang halt  
```

If multiple `-eval` expressions are specified, they are evaluated sequentially in the order specified. `-eval` expressions are evaluated sequentially with `-s` and `-run` function calls (this also in the order specified). As with `-s` and `-run`, an evaluation that does not terminate, blocks the system initialization process.

-`extra` Everything following `-extra` is considered plain arguments and can be retrieved using `get_plain_arguments/0`.

-`run Mod [Func [Arg1, Arg2, ...]]` Evaluates the specified function call during system initialization. `Func` defaults to `start`. If no arguments are provided, the function is assumed to be of arity 0. Otherwise it is assumed to be of arity 1, taking the list `[Arg1, Arg2, ...]` as argument. All arguments are passed as strings. If an exception is raised, Erlang stops with an error message.

Example:

```erlang
% erl -run foo -run foo bar -run foo bar baz 1 2  
```

This starts the Erlang runtime system and evaluates the following functions:

```erlang
foo:start()  
foo:bar()  
foo:bar(["baz", "1", "2"]).  
```

The functions are executed sequentially in an initialization process, which then terminates normally and passes control to the user. This means that a `-run` call which does not return will block further processing; to avoid this, use some variant of `spawn` in such cases.

-`s Mod [Func [Arg1, Arg2, ...]]` Evaluates the specified function call during system initialization. `Func` defaults to `start`. If no arguments are provided, the function is assumed to be of arity 0. Otherwise it is assumed to be of arity 1, taking the list `[Arg1, Arg2, ...]` as argument. All arguments are passed as atoms. If an exception is raised, Erlang stops with an error message.

Example:
This starts the Erlang runtime system and evaluates the following functions:

```erlang
foo:start()
foo:bar()
foo:bar([baz, '1', '2']).
```

The functions are executed sequentially in an initialization process, which then terminates normally and passes control to the user. This means that a `-s` call which does not return will block further processing; to avoid this, use some variant of `spawn` in such cases.

Due to the limited length of atoms, it is recommended that `-run` be used instead.

**Example**

```erlang
% erl -- a b -children thomas claire -ages 7 3 -- x y
...
```

```
1> init:getplainarguments().
["a","b","x","y"]
2> init:getargument(children).
{ok,[["thomas","claire"]]}
3> init:getargument(ages).
{ok, [["7","3"]]}
4> init:getargument(silly).
error
```

**SEE ALSO**

erl,primloader(3) [page 87], heart(3) [page 232]
This module contains various network utility functions.

Exports

dns_hostname(Host) -> {ok, Name} | {error, Host}
  Types:
  • Host = atom() | string()
  • Name = string()
  Returns the official name of Host, or {error, Host} if no such name is found. See also inet(3).

host_file() -> Hosts | {error, Reason}
  Types:
  • Hosts = [Host]
  • Host = atom()
  • Reason = term()
  Reads the .hosts.erlang file, see the section Files below. Returns the hosts in this file as a list, or returns {error, Reason} if the file could not be read. See file(3) for possible values of Reason.

localhost() -> Name
  Types:
  • Name = string()
  Returns the name of the local host. If Erlang was started with the -name command line flag, Name is the fully qualified name.

names() -> {ok, [{Name, Port}]} | {error, Reason}
names(Host) -> {ok, [{Name, Port}]} | {error, Reason}
  Types:
  • Name = string()
  • Port = int()
  • Reason = address | term()}
Similar to `epmd -names`, see `epmd(1)`. Host defaults to the local host. Returns the names and associated port numbers of the Erlang nodes that `epmd` at the specified host has registered.

Returns `{error, address}` if `epmd` is not running. See `inet(3)` for other possible values of Reason.

```prolog
(arne@dunn)1> net_adm:names().
{ok,[{"arne",40262}]}
```

### ping(Node) -> pong | pang

**Types:**
- `Node = node()`

Tries to set up a connection to `Node`. Returns `pang` if it fails, or `pong` if it is successful.

### world() -> [node()]

### world(Arg) -> [node()]

**Types:**
- `Arg = silent | verbose`

This function calls `names(Host)` for all hosts which are specified in the Erlang host file `.hosts.erlang`, collects the replies and then evaluates `ping(Node)` on all those nodes. Returns the list of all found nodes, regardless of the return value of `ping(Node)`.

Arg defaults to `silent`. If `Arg == verbose`, the function writes information about which nodes it is pinging to stdout.

This function can be useful when a node is started, and the names of the other nodes in the network are not initially known.

Failure: `{error, Reason}` if `host_file()` returns `{error, Reason}`.

### world_list(Hosts) -> [node()]

### world_list(Hosts, Arg) -> [node()]

**Types:**
- `Hosts = [Host]`
- `Host = atom()`
- `Arg = silent | verbose`

As `world/0,1`, but the hosts are given as argument instead of being read from `.hosts.erlang`. 
Files

The `.hosts.erlang` file consists of a number of host names written as Erlang terms. It is looked for in the current work directory, the user's home directory, and `$OTP_ROOT` (the root directory of Erlang/OTP), in that order.

The format of the `.hosts.erlang` file must be one host name per line. The host names must be within quotes as shown in the following example:

```
'super.eua.ericsson.se'.
'renat.eua.ericsson.se'.
'grouse.eua.ericsson.se'.
'gauffin1.eua.ericsson.se'.
```

(new line)
The net kernel is a system process, registered as `net_kernel`, which must be running for distributed Erlang to work. The purpose of this process is to implement parts of the BIFs `spawn/4` and `spawn_link/4`, and to provide monitoring of the network.

An Erlang node is started using the command line flag `-name` or `-sname`:

```
$ erl -sname foobar
```

It is also possible to call `net_kernel:start([foobar])` directly from the normal Erlang shell prompt:

```
1> net_kernel:start([foobar, shortnames]).
{ok,<0.64.0>}
(foobar@gringotts)2>
```

If the node is started with the command line flag `-sname`, the node name will be `foobar@Host`, where `Host` is the short name of the host (not the fully qualified domain name). If started with the `-name` flag, `Host` is the fully qualified domain name. See `erl(1)`.

Normally, connections are established automatically when another node is referenced. This functionality can be disabled by setting the Kernel configuration parameter `dist_auto_connect` to `false`, see `kernel(6)` [page 32]. In this case, connections must be established explicitly by calling `net_kernel:connect_node/1`.

Which nodes are allowed to communicate with each other is handled by the magic cookie system, see [Distributed Erlang] in the Erlang Reference Manual.

### Exports

```
allow(Nodes) -> ok | error
```

Types:
- `Nodes` = `[node()]`

Limits access to the specified set of nodes. Any access attempts made from (or to) nodes not in `Nodes` will be rejected.

Returns `error` if any element in `Nodes` is not an atom.

```
connect_node(Node) -> true | false | ignored
```

Types:
- `Node` = `node()`
Establishes a connection to Node. Returns true if successful, false if not, and ignored if the local node is not alive.

\texttt{monitor\_nodes(Flag)} -> ok | Error
\texttt{monitor\_nodes(Flag, Options)} -> ok | Error

Types:
- Flag = true | false
- Options = [Option]
- Option - see below
- Error = error | {error, term()}

The calling process subscribes or unsubscribes to node status change messages. A nodeup message is delivered to all subscribing process when a new node is connected, and a nodedown message is delivered when a node is disconnected.

If Flag is true, a new subscription is started. If Flag is false, all previous subscriptions - started with the same Options - are stopped. Two option lists are considered the same if they contain the same set of options.

As of kernel version 2.11.4, and erts version 5.5.4, the following is guaranteed:

- nodeup messages will be delivered before delivery of any message from the remote node passed through the newly established connection.
- nodedown messages will not be delivered until all messages from the remote node that have been passed through the connection have been delivered.

Note, that this is not guaranteed for kernel versions before 2.11.4.

As of kernel version 2.11.4 subscriptions can also be made before the net\_kernel server has been started, i.e., \texttt{net\_kernel:monitor\_nodes/[1,2]} does not return ignored.

The format of the node status change messages depends on Options. If Options is [], which is the default, the format is:

\{nodeup, Node\} | \{nodedown, Node\}

Node = node()

If Options /= [], the format is:

\{nodeup, Node, InfoList\} | \{nodedown, Node, InfoList\}

Node = node()

InfoList = [[\{Tag, Val\}]

InfoList is a list of tuples. Its contents depends on Options, see below.

Also, when OptionList == [] only visible nodes, that is, nodes that appear in the result of nodes/0 [page 122], are monitored.

Option can be any of the following:

\{node\_type, NodeType\} Currently valid values for NodeType are:
- visible Subscribe to node status change messages for visible nodes only. The tuple \{node\_type, visible\} is included in InfoList.
- hidden Subscribe to node status change messages for hidden nodes only. The tuple \{node\_type, hidden\} is included in InfoList.
all Subscribe to node status change messages for both visible and hidden nodes. The tuple {node_type, visible | hidden} is included in InfoList.

nodedown_reason The tuple {nodedown_reason, Reason} is included in InfoList in nodedown messages. Reason can be:

connection_setup_failed The connection setup failed (after nodeup messages had been sent).
no_network No network available.
net_kernel_terminated The net_kernel process terminated.
shutdown Unspecified connection shutdown.
connection_closing The connection was closed.
disconnect The connection was disconnected (forced from the current node).
net_tick_timeout Net tick timeout.
send_net_tick_failed Failed to send net tick over the connection.
get_status_failed Status information retrieval from the Port holding the connection failed.

get_net_ticktime() -> Res

Types:
  • Res = NetTicktime | {ongoing_change_to, NetTicktime}
  • NetTicktime = int()

Gets net_ticktime (see kernel(6) [page 32]).

Currently defined return values (Res):

NetTicktime net_ticktime is NetTicktime seconds
{ongoing_change_to, NetTicktime} net_kernel is currently changing net_ticktime
to NetTicktime seconds.

set_net_ticktime(NetTicktime) -> Res

set_net_ticktime(NetTicktime, TransitionPeriod) -> Res

Types:
  • NetTicktime = int() > 0
  • TransitionPeriod = int() >= 0
  • Res = unchanged | change_initiated | {ongoing_change_to, NewNetTicktime}
  • NewNetTicktime = int() > 0

Sets net_ticktime (see kernel(6) [page 32]) to NetTicktime seconds
TransitionPeriod defaults to 60.

Some definitions:

The minimum transition traffic interval (MTTI) is minimum(NetTicktime,
PreviousNetTicktime)*1000 div 4 milliseconds.

The transition period The time of the least number of consecutive MTTIs to cover
TransitionPeriod seconds following the call to set_net_ticktime/2 (i.e. ((TransitionPeriod*1000 - 1) div MTTI + 1)*MTTI milliseconds).
If \( \text{NetTicktime} < \text{PreviousNetTicktime} \), the actual \( \text{net_ticktime} \) change will be done at the end of the transition period; otherwise, at the beginning. During the transition period, \text{net_kernel} will ensure that there will be outgoing traffic on all connections at least every \( \text{MTTI} \) millisecond.

**Note:**
The \( \text{net_ticktime} \) changes have to be initiated on all nodes in the network (with the same \( \text{NetTicktime} \)) before the end of any transition period on any node; otherwise, connections may erroneously be disconnected.

Returns one of the following:

- unchanged \( \text{net_ticktime} \) already had the value of \( \text{NetTicktime} \) and was left unchanged.
- change initiated \( \text{net_kernel} \) has initiated the change of \( \text{net_ticktime} \) to \( \text{NetTicktime} \) seconds.
- \( \{\text{ongoing change to, NewNetTicktime}\} \) The request was ignored; because, \( \text{net_kernel} \) was busy changing \( \text{net_ticktime} \) to \( \text{NewTicktime} \) seconds.

\[
\text{start}([\text{Name}]) \rightarrow \{\text{ok, pid()}}\ | \{\text{error, Reason}}\ \\
\text{start}([\text{Name, NameType}]) \rightarrow \{\text{ok, pid()}}\ | \{\text{error, Reason}}\ \\
\text{start}([\text{Name, NameType, Ticktime}]) \rightarrow \{\text{ok, pid()}}\ | \{\text{error, Reason}}
\]

Types:
- \( \text{Name} = \text{atom()} \)
- \( \text{NameType} = \text{shortnames | longnames} \)
- \( \text{Reason} = \{\text{already started, pid()}} | \text{term()} \)

Note that the argument is a list with exactly one, two or three arguments. \text{NameType} defaults to \text{longnames} and \text{Ticktime} to 15000.

Turns a non-distributed node into a distributed node by starting \text{net_kernel} and other necessary processes.

\[
\text{stop()} \rightarrow \text{ok} | \{\text{error, not allowed}} | \text{not found}\}
\]

Turns a distributed node into a non-distributed node. For other nodes in the network, this is the same as the node going down. Only possible when the net kernel was started using \text{start/1}, otherwise returns \{\text{error, not allowed}\}. Returns \{\text{error, not found}\} if the local node is not alive.
OS

Erlang Module

The functions in this module are operating system specific. Careless use of these functions will result in programs that will only run on a specific platform. On the other hand, with careful use these functions can be of help in enabling a program to run on most platforms.

Exports

\[
\text{cmd(Command)} \rightarrow \text{string()}
\]

Types:
\[
\begin{align*}
\text{Command} & = \text{string()} \mid \text{atom()}
\end{align*}
\]

Executes \text{Command} in a command shell of the target OS, captures the standard output of the command and returns this result as a string. This function is a replacement of the previous \text{unix:cmd/1}; on a Unix platform they are equivalent.

Examples:
\[
\begin{align*}
\text{LsOut} & = \text{os:cmd("ls"), \% on unix platform} \\
\text{DirOut} & = \text{os:cmd("dir"), \% on Win32 platform}
\end{align*}
\]

Note that in some cases, standard output of a command when called from another program (for example, \text{os:cmd/1}) may differ, compared to the standard output of the command when called directly from an OS command shell.

\[
\text{find\_executable(Name)} \rightarrow \text{Filename} \mid \text{false}
\]

\[
\text{find\_executable(Name, Path)} \rightarrow \text{Filename} \mid \text{false}
\]

Types:
\[
\begin{align*}
\text{Name} & = \text{string()} \\
\text{Path} & = \text{string()} \\
\text{Filename} & = \text{string()}
\end{align*}
\]

These two functions look up an executable program given its name and a search path, in the same way as the underlying operating system. \text{find\_executable/1} uses the current execution path (that is, the environment variable \text{PATH} on Unix and Windows). \text{Path}, if given, should conform to the syntax of execution paths on the operating system. The absolute filename of the executable program \text{Name} is returned, or \text{false} if the program was not found.

\[
\text{getenv()} \rightarrow [\text{string()}]
\]
Returns a list of all environment variables. Each environment variable is given as a single string on the format "VarName=Value", where VarName is the name of the variable and Value its value.

```erlang
getenv(VarName) -> Value | false
```

Types:
- VarName = string()
- Value = string()

Returns the Value of the environment variable VarName, or false if the environment variable is undefined.

```erlang
getpid() -> Value
```

Types:
- Value = string()

Returns the process identifier of the current Erlang emulator in the format most commonly used by the operating system environment. Value is returned as a string containing the (usually) numerical identifier for a process. On Unix, this is typically the return value of the getpid() system call. On VxWorks, Value contains the task id (decimal notation) of the Erlang task. On Windows, the process id as returned by the GetCurrentProcessId() system call is used.

```erlang
putenv(VarName, Value) -> true
```

Types:
- VarName = string()
- Value = string()

Sets a new Value for the environment variable VarName.

```erlang
type() -> [Osfamily, Osname] | Osfamily
```

Types:
- Osfamily = win32 | unix | vxworks
- Osname = atom()

Returns the Osfamily and, in some cases, Osname of the current operating system. On Unix, Osname will have same value as uname -s returns, but in lower case. For example, on Solaris 1 and 2, it will be sunos. In Windows, Osname will be either nt (on Windows NT), or windows (on Windows 95). On VxWorks the OS family alone is returned, that is vxworks.

**Note:**
Think twice before using this function. Use the filename module if you want to inspect or build file names in a portable way. Avoid matching on the Osname atom.

```erlang
version() -> [Major, Minor, Release] | VersionString
```
Types:
- Major = Minor = Release = integer()
- VersionString = string()

Returns the operating system version. On most systems, this function returns a tuple, but a string will be returned instead if the system has versions which cannot be expressed as three numbers.

Note:
Think twice before using this function. If you still need to use it, always call os:type() first.
packages

Erlang Module

Introduction

Packages are simply namespaces for modules. All old Erlang modules automatically belong to the top level ("empty-string") namespace, and do not need any changes.

The full name of a packaged module is written as e.g. "fee.fie.foe.foo", i.e., as atoms separated by periods, where the package name is the part up to but not including the last period; in this case "fee.fie.foe". A more concrete example is the module erl.lang.term, which is in the package erl.lang. Package names can have any number of segments, as in erl.lang.list.sort. The atoms in the name can be quoted, as in foo.'Bar'.baz, or even the whole name, as in 'foo.bar.baz' but the concatenation of atoms and periods must not contain two consecutive period characters or end with a period, as in 'foo..bar', 'foo..bar', or foo.'bar.'. The periods must not be followed by whitespace.

The code loader maps module names onto the file system directory structure. E.g., the module erl.lang.term corresponds to a file .../erl/lang/term.beam in the search path. Note that the name of the actual object file corresponds to the last part only of the full module name. (Thus, old existing modules such as lists simply map to .../lists.beam, exactly as before.)

A packaged module in a file "foo/bar/fred.erl" is declared as:

```erlang
-module(foo.bar.fred).
```

This can be compiled and loaded from the Erlang shell using c(fred), if your current directory is the same as that of the file. The object file will be named fred.beam.

The Erlang search path works exactly as before, except that the package segments will be appended to each directory in the path in order to find the file. E.g., assume the path is ["/usr/lib/erl", "/usr/local/lib/otp/legacy/ebin", "/home/barney/erl"]. Then, the code for a module named foo.bar.fred will be searched for first as "/usr/lib/erl/foo/bar/fred.beam", then "/usr/local/lib/otp/legacy/ebin/foo/bar/fred.beam" and lastly "/home/barney/erl/foo/bar/fred.beam". A module like lists, which is in the top-level package, will be looked for as "/usr/lib/erl/lists.beam", "/usr/local/lib/otp/legacy/ebin/lists.beam" and "/home/barney/erl/lists.beam".

Programming

Normally, if a call is made from one module to another, it is assumed that the called module belongs to the same package as the source module. The compiler automatically expands such calls. E.g., in:

```erlang
-module(foo.bar.m1).
-export([f/1]).

f(X) -> m2:g(X).
```

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m2:g(X) becomes a call to foo.bar.m2 If this is not what was intended, the call can be written explicitly, as in

- module(foo.bar.m1).
- export([f/1]).

f(X) -> fee.fie.foe.m2:g(X).

Because the called module is given with an explicit package name, no expansion is done in this case.

If a module from another package is used repeatedly in a module, an import declaration can make life easier:

- module(foo.bar.m1).
- export([f/1, g/1]).
- import(fee.fie.foe.m2).

f(X) -> m2:g(X).
g(X) -> m2:h(X).

will make the calls to m2 refer to fee.fie.foe.m2. More generally, a declaration
- import(Package.Module). will cause calls to Module to be expanded to Package.Module.

Old-style function imports work as normal (but full module names must be used); e.g.:

- import(fee.fie.foe.m2, [g/1, h/1]).

however, it is probably better to avoid this form of import altogether in new code, since it makes it hard to see what calls are really “remote”.

If it is necessary to call a module in the top-level package from within a named package, the module name can be written either with an initial period as in e.g. “.lists”, or with an empty initial atom, as in “’lists”. However, the best way is to use an import declaration - this is most obvious to the eye, and makes sure we don’t forget adding a period somewhere:

- module(foo.bar.fred).
- export([f/1]).
- import(lists).

f(X) -> lists:reverse(X).

The dot-syntax for module names can be used in any expression. All segments must be constant atoms, and the result must be a well-formed package/module name. E.g.:

spawn(foo.bar.fred, f, [X])

is equivalent to spawn(‘foo.bar.fred’, f, [X]).

The Erlang Shell

The shell also automatically expands remote calls, however currently no expansions are made by default. The user can change the behaviour by using the import/1 shell command (or its abbreviation use/1). E.g.:

1> import(foo.bar.m).
ok
2> m:f().
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packages

will evaluate foo.bar.m:f(). If a new import is made of the same name, this overrides any previous import. (It is likely that in the future, some system packages will be pre-imported.)

In addition, the shell command import_all/1 (and its alias use_all/1) imports all modules currently found in the path for a given package name. E.g., assuming the files 
".../foo/bar/fred.beam", 
".../foo/bar/barney.beam" and 
".../foo/bar/bambam.beam" can be found from our current path,

1> import_all(foo.bar).

will make fred, barney and bambam expand to foo.bar.fred, foo.bar.barney and foo.bar.bambam, respectively.

Note: The compiler does not have an “import all” directive, for the reason that Erlang has no compile time type checking. E.g. if the wrong search path is used at compile time, a call m:f(...) could be expanded to foo.bar.m:f(...) without any warning, instead of the intended frob.ozz.m:f(...), if package foo.bar happens to be found first in the path. Explicitly declaring each use of a module makes for safe code.

Exports

no functions exported
This module implements process groups. The groups in this module differ from the groups in the module `pg` in several ways. In `pg`, each message is sent to all members in the group. In this module, each message may be sent to one, some, or all members.

A group of processes can be accessed by a common name. For example, if there is a group named `foobar`, there can be a set of processes (which can be located on different nodes) which are all members of the group `foobar`. There is no special functions for sending a message to the group. Instead, client functions should be written with the functions `get_members/1` and `get_local_members/1` to find out which processes are members of the group. Then the message can be sent to one or more members of the group.

If a member terminates, it is automatically removed from the group.

**Warning:**
This module is used by the `disk_log` module for managing distributed disk logs. The disk log names are used as group names, which means that some action may need to be taken to avoid name clashes.

### Exports

**create(Name) -> void()**

Types:
- `Name` = `term()`

Creates a new, empty process group. The group is globally visible on all nodes. If the group exists, nothing happens.

**delete(Name) -> void()**

Types:
- `Name` = `term()`

Deletes a process group.

**get_closest_pid(Name) -> Pid | {error, Reason}**

Types:
- `Name` = `term()`
- `Pid` = `pid()`
- Reason = \{\text{no\_process, Name} \mid \text{no\_such\_group, Name}\}

This is a useful dispatch function which can be used from client functions. It returns a process on the local node, if such a process exist. Otherwise, it chooses one randomly.

get\_members(Name) \rightarrow [\text{Pid}] \mid \{\text{error, Reason}\}

Types:
- \text{Name} = \text{term()}
- \text{Pid} = \text{pid()}
- \text{Reason} = \{\text{no\_such\_group, Name}\}

Returns all processes in the group \text{Name}. This function should be used from within a client function that accesses the group. It is therefore optimized for speed.

get\_local\_members(Name) \rightarrow [\text{Pid}] \mid \{\text{error, Reason}\}

Types:
- \text{Name} = \text{term()}
- \text{Pid} = \text{pid()}
- \text{Reason} = \{\text{no\_such\_group, Name}\}

Returns all processes running on the local node in the group \text{Name}. This function should to be used from within a client function that accesses the group. It is therefore optimized for speed.

join(Name, Pid) \rightarrow \text{ok} \mid \{\text{error, Reason}\}

Types:
- \text{Name} = \text{term()}
- \text{Pid} = \text{pid()}
- \text{Reason} = \{\text{no\_such\_group, Name}\}

Joins the process \text{Pid} to the group \text{Name}. A process can join a group several times; it must then leave the group the same number of times.

leave(Name, Pid) \rightarrow \text{ok} \mid \{\text{error, Reason}\}

Types:
- \text{Name} = \text{term()}
- \text{Pid} = \text{pid()}
- \text{Reason} = \{\text{no\_such\_group, Name}\}

Makes the process \text{Pid} leave the group \text{Name}. If the process is not a member of the group, \text{ok} is returned.

which\_groups() \rightarrow [\text{Name}]

Types:
- \text{Name} = \text{term()}

Returns a list of all known groups.

start() start\_link() \rightarrow \{\text{ok, Pid}\} \mid \{\text{error, Reason}\}
Types:
- Pid = pid()
- Reason = term()

Starts the pg2 server. Normally, the server does not need to be started explicitly, as it is started dynamically if it is needed. This is useful during development, but in a target system the server should be started explicitly. Use configuration parameters for kernel for this.

See Also

kernel(6) [page 32], [pg(3)]
Erlang Module

This module contains services which are similar to remote procedure calls. It also contains broadcast facilities and parallel evaluators. A remote procedure call is a method to call a function on a remote node and collect the answer. It is used for collecting information on a remote node, or for running a function with some specific side effects on the remote node.

Exports

call(Node, Module, Function, Args) -> Res | {badrpc, Reason}

Types:
- Node = node()
- Module = Function = atom()
- Args = [term()]
- Res = term()
- Reason = term()

Evaluates apply(Module, Function, Args) on the node Node and returns the corresponding value Res, or {badrpc, Reason} if the call fails.

call(Node, Module, Function, Args, Timeout) -> Res | {badrpc, Reason}

Types:
- Node = node()
- Module = Function = atom()
- Args = [term()]
- Res = term()
- Reason = timeout | term()
- Timeout = int() | infinity

Evaluates apply(Module, Function, Args) on the node Node and returns the corresponding value Res, or {badrpc, Reason} if the call fails. Timeout is a timeout value in milliseconds. If the call times out, Reason is timeout. If the reply arrives after the call times out, no message will contaminate the caller’s message queue, since this function spawns off a middleman process to act as (a void) destination for such an orphan reply. This feature also makes this function more expensive than call/4 at the caller’s end.

block_call(Node, Module, Function, Args) -> Res | {badrpc, Reason}

Types:
Like \texttt{call/4}, but the RPC server at \texttt{Node} does not create a separate process to handle the call. Thus, this function can be used if the intention of the call is to block the RPC server from any other incoming requests until the request has been handled. The function can also be used for efficiency reasons when very small fast functions are evaluated, for example BIFs that are guaranteed not to suspend.

\texttt{block\_call(Node, Module, Function, Args, Timeout) \rightarrow Res | \{badrpc, Reason\}}

Types:
- \texttt{Node = node()}
- \texttt{Module = Function = atom()}
- \texttt{Args = \[term()\]}
- \texttt{Res = term()}
- \texttt{Reason = term()}

Like \texttt{block\_call/4}, but with a timeout value in the same manner as \texttt{call/5}.

\texttt{async\_call(Node, Module, Function, Args) \rightarrow Key}

Types:
- \texttt{Node = node()}
- \texttt{Module = Function = atom()}
- \texttt{Args = \[term()\]}
- \texttt{Key} – see below

Implements call streams with promises, a type of RPC which does not suspend the caller until the result is finished. Instead, a key is returned which can be used at a later stage to collect the value. The key can be viewed as a promise to deliver the answer.

In this case, the key \texttt{Key} is returned, which can be used in a subsequent call to \texttt{yield/1} or \texttt{nb\_yield/1,2} to retrieve the value of evaluating \texttt{apply(Module, Function, Args)} on the node \texttt{Node}.

\texttt{yield(Key) \rightarrow Res | \{badrpc, Reason\}}

Types:
- \texttt{Key} – see \texttt{async\_call/4}
- \texttt{Res = term()}
- \texttt{Reason = term()}

Returns the promised answer from a previous \texttt{async\_call/4}. If the answer is available, it is returned immediately. Otherwise, the calling process is suspended until the answer arrives from \texttt{Node}.

\texttt{nb\_yield(Key) \rightarrow \{value, Val\} | timeout}

Types:
• Key - see async_call/4
• Val = Res | {badrpc, Reason}
• Res = term()
• Reason = term()

Equivalent to nb_yield(Key, 0).

nb_yield(Key, Timeout) -> {value, Val} | timeout

Types:
• Key - see async_call/4
• Timeout = int() | infinity
• Val = Res | {badrpc, Reason}
• Res = term()
• Reason = term()

This is a non-blocking version of yield/1. It returns the tuple \{value, Val\} when the computation has finished, or timeout when Timeout milliseconds has elapsed.

multicall(Module, Function, Args) -> {ResL, BadNodes}

Types:
• Module = Function = atom()
• Args = [term()]
• ResL = [term()]
• BadNodes = [node()]

Equivalent to multicall([[node()|nodes()]], Module, Function, Args, infinity).

multicall(Nodes, Module, Function, Args) -> {ResL, BadNodes}

Types:
• Nodes = [node()]
• Module = Function = atom()
• Args = [term()]
• ResL = [term()]
• BadNodes = [node()]

Equivalent to multicall(Nodes, Module, Function, Args, infinity).

multicall(Module, Function, Args, Timeout) -> {ResL, BadNodes}

Types:
• Module = Function = atom()
• Args = [term()]
• Timeout = int() | infinity
• ResL = [term()]
• BadNodes = [node()]

Equivalent to multicall([[node()|nodes()]], Module, Function, Args, Timeout).

multicall(Nodes, Module, Function, Args, Timeout) -> {ResL, BadNodes}
In contrast to an RPC, a multicall is an RPC which is sent concurrently from one client to multiple servers. This is useful for collecting some information from a set of nodes, or for calling a function on a set of nodes to achieve some side effects. It is semantically the same as iteratively making a series of RPCs on all the nodes, but the multicall is faster as all the requests are sent at the same time and are collected one by one as they come back.

The function evaluates \texttt{apply(Module, Function, Args)} on the specified nodes and collects the answers. It returns \{\texttt{ResL}, \texttt{Badnodes}\}, where \texttt{Badnodes} is a list of the nodes that terminated or timed out during computation, and \texttt{ResL} is a list of the return values. \texttt{Timeout} is a time (integer) in milliseconds, or \texttt{infinity}.

The following example is useful when new object code is to be loaded on all nodes in the network, and also indicates some side effects RPCs may produce:

\begin{verbatim}
%% Find object code for module Mod
{Mod, Bin, File} = code:get_object_code(Mod),

%% and load it on all nodes including this one
{ResL, _} = rpc:multicall(code, load_binary, [Mod, Bin, File,]),

%% and then maybe check the ResL list.
\end{verbatim}
• Args = [term()]
  Evaluates apply(Module, Function, Args) on the specified nodes. No answers are collected.

abcast(Name, Msg) -> void()
Types:
  • Name = atom()
  • Msg = term()
Equivalent to abcast([node()]|nodes(), Name, Msg).

abcast(Nodes, Name, Msg) -> void()
Types:
  • Nodes = [node()]
  • Name = atom()
  • Msg = term()
Broadcasts the message Msg asynchronously to the registered process Name on the specified nodes.

sbcast(Name, Msg) -> {GoodNodes, BadNodes}
Types:
  • Name = atom()
  • Msg = term()
  • GoodNodes = BadNodes = [node()]
Equivalent to sbcast([node()]|nodes(), Name, Msg).

sbcast(Nodes, Name, Msg) -> {GoodNodes, BadNodes}
Types:
  • Name = atom()
  • Msg = term()
  • Nodes = GoodNodes = BadNodes = [node()]
Broadcasts the message Msg synchronously to the registered process Name on the specified nodes.
Returns {GoodNodes, BadNodes}, where GoodNodes is the list of nodes which have Name as a registered process.

The function is synchronous in the sense that it is known that all servers have received the message when the call returns. It is not possible to know that the servers have actually processed the message.

Any further messages sent to the servers, after this function has returned, will be received by all servers after this message.

server_call(Node, Name, ReplyWrapper, Msg) -> Reply | {error, Reason}
Types:
  • Node = node()
  • Name = atom()
This function can be used when interacting with a server called \texttt{Name} at node \texttt{Node}. It is assumed that the server receives messages in the format \{\texttt{From, Msg}\} and replies using \texttt{From ! \{ReplyWrapper, Node, Reply\}}. This function makes such a server call and ensures that the entire call is packed into an atomic transaction which either succeeds or fails. It never hangs, unless the server itself hangs.

The function returns the answer \texttt{Reply} as produced by the server \texttt{Name}, or \{\texttt{error, Reason}\}.

\begin{verbatim}
multi_server_call(Name, Msg) -> {Replies, BadNodes}

Types:
\begin{itemize}
\item Name = atom()
\item Msg = term()
\item Replies = [Reply]
\item Reply = term()
\item BadNodes = [node()]
\end{itemize}

Equivalent to \texttt{multi_server_call([node()|nodes()], Name, Msg)}.
\end{verbatim}

\begin{verbatim}
multi_server_call(Nodes, Name, Msg) -> {Replies, BadNodes}

Types:
\begin{itemize}
\item Nodes = [node()]
\item Name = atom()
\item Msg = term()
\item Replies = [Reply]
\item Reply = term()
\item BadNodes = [node()]
\end{itemize}

This function can be used when interacting with servers called \texttt{Name} on the specified nodes. It is assumed that the servers receive messages in the format \{\texttt{From, Msg}\} and reply using \texttt{From ! \{Name, Node, Reply\}}, where \texttt{Node} is the name of the node where the server is located. The function returns \{\texttt{Replies, BadNodes}\}, where \texttt{Replies} is a list of all \texttt{Reply} values and \texttt{BadNodes} is a list of the nodes which did not exist, or where the server did not exist, or where the server terminated before sending any reply.
\end{verbatim}

\begin{verbatim}
safe_multi_server_call(Name, Msg) -> {Replies, BadNodes}
safe_multi_server_call(Nodes, Name, Msg) -> {Replies, BadNodes}
\end{verbatim}

\textbf{Warning:}
This function is deprecated. Use \texttt{multi_server_call/2,3} instead.

In Erlang/OTP R6B and earlier releases, \texttt{multi_server_call/2,3} could not handle the case where the remote node exists, but there is no server called \texttt{Name}. Instead this function had to be used. In Erlang/OTP R7B and later releases, however, the functions are equivalent, except for this function being slightly slower.
parallel_eval(FuncCalls) -> ResL

Types:
- FuncCalls = [{Module, Function, Args}]
- Module = Function = atom()
- Args = [term()]
- ResL = [term()]

For every tuple in FuncCalls, evaluates apply(Module, Function, Args) on some node in the network. Returns the list of return values, in the same order as in FuncCalls.

pmap({Module, Function}, ExtraArgs, List2) -> List1

Types:
- Module = Function = atom()
- ExtraArgs = [term()]
- List1 = [Elem]
- Elem = term()
- List2 = [term()]

Evaluates apply(Module, Function, [Elem|ExtraArgs]), for every element Elem in List1, in parallel. Returns the list of return values, in the same order as in List1.

pinfo(Pid) -> [{Item, Info}] | undefined

Types:
- Pid = pid()
- Item, Info - see erlang:process_info/1

Location transparent version of the BIF process_info/1.

pinfo(Pid, Item) -> {Item, Info} | undefined | []

Types:
- Pid = pid()
- Item, Info - see erlang:process_info/1

Location transparent version of the BIF process_info/2.
Sequential tracing makes it possible to trace all messages resulting from one initial message. Sequential tracing is completely independent of the ordinary tracing in Erlang, which is controlled by the `erlang:trace/3` BIF. See the chapter What is Sequential Tracing [page 277] below for more information about what sequential tracing is and how it can be used.

`seq_trace` provides functions which control all aspects of sequential tracing. There are functions for activation, deactivation, inspection and for collection of the trace output.

**Note:**
The implementation of sequential tracing is in beta status. This means that the programming interface still might undergo minor adjustments (possibly incompatible) based on feedback from users.

### Exports

**set_token** *(Token) -> PreviousToken*

Types:
- `Token` = `PreviousToken` = `term()` | `[]`

Sets the trace token for the calling process to `Token`. If `Token` == `[]` then tracing is disabled, otherwise `Token` should be an Erlang term returned from `get_token/0` or `set_token/1`. `set_token/1` can be used to temporarily exclude message passing from the trace by setting the trace token to empty like this:

```
OldToken = seq_trace:set_token([]),  % set to empty and save
       % old value
% do something that should not be part of the trace
io:format("Exclude the signalling caused by this\n")
seq_trace:set_token(OldToken),  % activate the trace token again
...
```

Returns the previous value of the trace token.

**set_token** *(Component, Val) -> {Component, OldVal}*

Types:
- `Component` = `label` | `serial` | `Flag`
- `Flag` = `send` | `receive` | `print` | `timestamp`


- Val = OldVal – see below

Sets the individual Component of the trace token to Val. Returns the previous value of the component.

set_token(label, Int) The label component is an integer which identifies all events belonging to the same sequential trace. If several sequential traces can be active simultaneously, label is used to identify the separate traces. Default is 0.

set_token(serial, SerialValue) SerialValue = {Previous, Current}. The serial component contains counters which enables the traced messages to be sorted, should never be set explicitly by the user as these counters are updated automatically. Default is {0, 0}.

set_token(send, Bool) A trace token flag (true | false) which enables/disables tracing on message sending. Default is false.

set_token('receive', Bool) A trace token flag (true | false) which enables/disables tracing on message reception. Default is false.

set_token(print, Bool) A trace token flag (true | false) which enables/disables tracing on explicit calls to seq_trace:print/1. Default is false.

set_token(timestamp, Bool) A trace token flag (true | false) which enables/disables a timestamp to be generated for each traced event. Default is false.

get_token() -> TraceToken

Types:

- TraceToken = term() | []

Returns the value of the trace token for the calling process. If [] is returned, it means that tracing is not active. Any other value returned is the value of an active trace token. The value returned can be used as input to the set_token/1 function.

get_token(Component) -> {Component, Val}

Types:

- Component = label | serial | Flag
- Flag = send | 'receive' | print | timestamp
- Val = see set_token/2

Returns the value of the trace token component Component. See set_token/2 [page 274] for possible values of Component and Val.

print(TraceInfo) -> void()

Types:

- TraceInfo = term()

Puts the Erlang term TraceInfo into the sequential trace output if the calling process currently is executing within a sequential trace and the print flag of the trace token is set.

print(Label, TraceInfo) -> void()

Types:
- Label = int()
- TraceInfo = term()

Same as print/1 with the additional condition that TraceInfo is output only if Label is equal to the label component of the trace token.

reset_trace() -> void()

Sets the trace token to empty for all processes on the local node. The process internal counters used to create the serial of the trace token is set to 0. The trace token is set to empty for all messages in message queues. Together this will effectively stop all ongoing sequential tracing in the local node.

set_system_tracer(Tracer) -> OldTracer

Types:
- Tracer = OldTracer = pid() | port() | false

Sets the system tracer. The system tracer can be either a process or port denoted by Tracer. Returns the previous value (which can be false if no system tracer is active). Failure: {badarg, Info} if Pid is not an existing local pid.

get_system_tracer() -> Tracer

Types:
- Tracer = pid() | port() | false

Returns the pid or port identifier of the current system tracer or false if no system tracer is activated.

Trace Messages Sent To the System Tracer

The format of the messages are:

{seq_trace, Label, SeqTraceInfo, TimeStamp}

or

{seq_trace, Label, SeqTraceInfo}

depending on whether the timestamp flag of the trace token is set to true or false. Where:

Label = int()
TimeStamp = {Seconds, Milliseconds, Microseconds}
    Seconds = Milliseconds = Microseconds = int()

The SeqTraceInfo can have the following formats:

{send, Serial, From, To, Message} Used when a process From with its trace token flag print set to true has sent a message.

{receive, Serial, From, To, Message} Used when a process To receives a message with a trace token that has the 'receive' flag set to true.

{print, Serial, From, .., Info} Used when a process From has called
    seq_trace:print(Label, TraceInfo) and has a trace token with the print flag set to true and label set to Label.
Serial is a tuple \(\{\text{PreviousSerial}, \text{ThisSerial}\}\), where the first integer 
\(\text{PreviousSerial}\) denotes the serial counter passed in the last received message which 
carried a trace token. If the process is the first one in a new sequential trace, 
\(\text{PreviousSerial}\) is set to the value of the process internal “trace clock”. The second 
integer \(\text{ThisSerial}\) is the serial counter that a process sets on outgoing messages and it 
is based on the process internal “trace clock” which is incremented by one before it is 
attached to the trace token in the message.

What is Sequential Tracing

Sequential tracing is a way to trace a sequence of messages sent between different local 
or remote processes, where the sequence is initiated by one single message. In short it 
works like this:

Each process has a trace token, which can be empty or not empty. When not empty the 
trace token can be seen as the tuple \(\{\text{Label}, \text{Flags}, \text{Serial}, \text{From}\}\). The trace token 
is passed invisibly with each message.

In order to start a sequential trace the user must explicitly set the trace token in the 
process that will send the first message in a sequence.

The trace token of a process is set each time the process matches a message in a receive 
statement, according to the trace token carried by the received message, empty or not.

On each Erlang node a process can be set as the system tracer. This process will receive 
trace messages each time a message with a trace token is sent or received (if the trace 
token flag send or ‘receive’ is set). The system tracer can then print each trace event, 
write it to a file or whatever suitable.

**Note:**
The system tracer will only receive those trace events that occur locally within the 
Erlang node. To get the whole picture of a sequential trace that involves processes on 
several Erlang nodes, the output from the system tracer on each involved node must 
be merged (off line).

In the following sections Sequential Tracing and its most fundamental concepts are 
described.

Trace Token

Each process has a current trace token. Initially the token is empty. When the process 
sends a message to another process, a copy of the current token will be sent “invisibly” 
along with the message.

The current token of a process is set in two ways, either

1. explicitly by the process itself, through a call to \texttt{seq_trace: set_token}, or
2. when a message is received.
In both cases the current token will be set. In particular, if the token of a message received is empty, the current token of the process is set to empty.

A trace token contains a label, and a set of flags. Both the label and the flags are set in 1 and 2 above.

Serial

The trace token contains a component which is called serial. It consists of two integers Previous and Current. The purpose is to uniquely identify each traced event within a trace sequence and to order the messages chronologically and in the different branches if any.

The algorithm for updating Serial can be described as follows:

Let each process have two counters prev_cnt and curr_cnt which both are set to 0 when a process is created. The counters are updated at the following occasions:

- When the process is about to send a message and the trace token is not empty.
  
  Let the serial of the trace token be tprev and tcurr.
  
  curr_cnt := curr_cnt + 1
  tprev := prev_cnt
  tcurr := curr_cnt

  The trace token with tprev and tcurr is then passed along with the message.

- When the process calls seq_trace:print(Label, Info), Label matches the label part of the trace token and the trace token print flag is true.

  The same algorithm as for send above.

- When a message is received and contains a nonempty trace token.
  
  The process trace token is set to the trace token from the message.

  Let the serial of the trace token be tprev and tcurr.

  if (curr_cnt < tcurr )
    curr_cnt := tcurr
    prev_cnt := tcurr

  The curr_cnt of a process is incremented each time the process is involved in a sequential trace. The counter can reach its limit (27 bits) if a process is very long-lived and is involved in much sequential tracing. If the counter overflows it will not be possible to use the serial for ordering of the trace events. To prevent the counter from overflowing in the middle of a sequential trace the function seq_trace:reset_trace/0 can be called to reset the prev_cnt and curr_cnt of all processes in the Erlang node. This function will also set all trace tokens in processes and their message queues to empty and will thus stop all ongoing sequential tracing.

Performance considerations

The performance degradation for a system which is enabled for Sequential Tracing is negligible as long as no tracing is activated. When tracing is activated there will of course be an extra cost for each traced message but all other messages will be unaffected.
Ports

Sequential tracing is not performed across ports.
If the user for some reason wants to pass the trace token to a port this has to be done manually in the code of the port controlling process. The port controlling processes have to check the appropriate sequential trace settings (as obtained from \texttt{seq_trace:get_token/1} and include trace information in the message data sent to their respective ports.

Similarly, for messages received from a port, a port controller has to retrieve trace specific information, and set appropriate sequential trace flags through calls to \texttt{seq_trace:set_token/2}.

Distribution

Sequential tracing between nodes is performed transparently. This applies to C-nodes built with Erl\_Interface too. A C-node built with Erl\_Interface only maintains one trace token, which means that the C-node will appear as one process from the sequential tracing point of view.

In order to be able to perform sequential tracing between distributed Erlang nodes, the distribution protocol has been extended (in a backward compatible way). A node which supports sequential tracing can communicate with an older (OTP R3B) node but messages passed within that node can of course not be traced.

Example of Usage

The example shown here will give rough idea of how the new primitives can be used and what kind of output it will produce.

Assume that we have an initiating process with \texttt{Pid == \langle 0.30.0 \rangle} like this:

\begin{verbatim}
-module(seqex).
-compile(export_all).

loop(Port) ->
    receive
        {Port,Message} ->
            seq_trace:set_token(label,17),
            seq_trace:set_token('receive',true),
            seq_trace:set_token(print,\true),
            seq_trace:print(17,"**** Trace Started ****"),
            call_server ! {self(),\texttt{the_message}};
            {ack,Ack} ->
                ok
        end,
    loop(Port).
\end{verbatim}

And a registered process \texttt{call_server} with \texttt{Pid == \langle 0.31.0 \rangle} like this:
loop() ->
    receive
        {PortController,Message} ->
            Ack = {received, Message},
            seq_trace:print(17,"We are here now"),
            PortController ! {ack,Ack}
    end,
    loop().

A possible output from the system's sequential tracer (inspired by AXE-10 and MD-110) could look like:

17:<0.30.0> Info {0,1} WITH
"**** Trace Started ****"
17:<0.31.0> Received {0,2} FROM <0.30.0> WITH
{<0.30.0>,the_message}
17:<0.31.0> Info {2,3} WITH
"We are here now"
17:<0.30.0> Received {2,4} FROM <0.31.0> WITH
{ack,{received,the_message}}

The implementation of a system tracer process that produces the printout above could look like this:

tracer() ->
    receive
        {seq_trace,Label,TraceInfo} ->
            print_trace(Label,TraceInfo,false);
        {seq_trace,Label,TraceInfo,Ts} ->
            print_trace(Label,TraceInfo,Ts);
        Other -> ignore
    end,
    tracer().

print_trace(Label,TraceInfo,false) ->
    io:format("~p:", [Label]),
    print_trace(TraceInfo);
print_trace(Label,TraceInfo,Ts) ->
    io:format("~p ~p:", [Label,Ts]),
    print_trace(TraceInfo).

print_trace({print,Serial,From,_,Info}) ->
    io:format("~p Info ~p WITH~n~p~n", [From,Serial,Info]);
print_trace({'receive',Serial,From,To,Message}) ->
    io:format("~p Received ~p FROM ~p WITH~n~p~n", [To,Serial,From,Message]);
print_trace({send,Serial,From,To,Message}) ->
    io:format("~p Sent ~p TO ~p WITH~n~p~n", [From,Serial,To,Message]).

The code that creates a process that runs the tracer function above and sets that process as the system tracer could look like this:

start() ->
    Pid = spawn(?MODULE,tracer,[]),
    seq_trace:set_system_tracer(Pid), % set Pid as the system tracer
ok.

With a function like `test/0` below the whole example can be started.

```erlang
test() ->
    P = spawn(?MODULE, loop, [port]),
    register(call_server, spawn(?MODULE, loop, [])),
    start(),
    P ! {port, message}.
```
user

Erlang Module

user is a server which responds to all the messages defined in the I/O interface. The code in user.erl can be used as a model for building alternative I/O servers.
wrap_log_reader

wrap_log_reader is a function to read internally formatted wrap disk logs, refer to disk_log(3). wrap_log_reader does not interfere with disk_log activities; there is however a known bug in this version of the wrap_log_reader, see chapter bugs below.

A wrap disk log file consists of several files, called index files. A log file can be opened and closed. It is also possible to open just one index file separately. If an non-existent or a non-internally formatted file is opened, an error message is returned. If the file is corrupt, no attempt to repair it will be done but an error message is returned.

If a log is configured to be distributed, there is a possibility that all items are not loggen on all nodes. wrap_log_reader does only read the log on the called node, it is entirely up to the user to be sure that all items are read.

Exports

chunk(Continuation)
chunk(Continuation, N) -> {Continuation2, Terms} | {Continuation2, Terms, Badbytes} | {Continuation2, eof} | {error, Reason}

Types:
- Continuation = continuation()
- N = int() > 0 | infinity
- Continuation2 = continuation()
- Terms = [term()]
- Badbytes = integer()

This function makes it possible to efficiently read the terms which have been appended to a log. It minimises disk I/O by reading large 8K chunks from the file.

The first time chunk is called an initial continuation returned from the open/1, open/2 must be provided.

When chunk/3 is called, N controls the maximum number of terms that are read from the log in each chunk. Default is infinity, which means that all the terms contained in the 8K chunk are read. If less than N terms are returned, this does not necessarily mean that end of file is reached.

The chunk function returns a tuple {Continuation2, Terms}, where Terms is a list of terms found in the log. Continuation2 is yet another continuation which must be passed on into any subsequent calls to chunk. With a series of calls to chunk it is then possible to extract all terms from a log.

The chunk function returns a tuple {Continuation2, Terms, Badbytes} if the log is opened in read only mode and the read chunk is corrupt. Badbytes indicates the number of non-Erlang terms found in the chunk. Note also that the log is not repaired.
chunk returns \{Continuation2, eof\} when the end of the log is reached, and \{error, Reason\} if an error occurs.

The returned continuation may or may not be valid in the next call to chunk. This is because the log may wrap and delete the file into which the continuation points. To make sure this does not happen, the log can be blocked during the search.

\[\text{close(Continuation)} \rightarrow \text{ok}\]

Types:
- Continuation = continuation()

This function closes a log file properly.

\[\text{open(Filename)} \rightarrow \text{OpenRet}\]
\[\text{open(Filename, N)} \rightarrow \text{OpenRet}\]

Types:
- File = string() | atom()
- N = integer()
- OpenRet = \{ok, Continuation\} | \{error, Reason\}
- Continuation = continuation()

Filename specifies the name of the file which is to be read.

N specifies the index of the file which is to be read. If N is omitted the whole wrap log file will be read; if it is specified only the specified index file will be read.

The open function returns \{ok, Continuation\} if the log/index file was successfully opened. The Continuation is to be used when chunking or closing the file.

The function returns \{error, Reason\} for all errors.

Bugs

This version of the wrap_log_reader does not detect if the disk_log wraps to a new index file between a wrap_log_reader:open and the first wrap_log_reader:chunk. In this case the chuck will actually read the last logged items in the log file, because the opened index file was truncated by the disk_log.

See Also

disk_log(3) [page 56]
The zlib module provides an API for the zlib library (http://www.zlib.org). It is used to compress and decompress data. The data format is described by RFCs 1950 to 1952. A typical (compress) usage looks like:

```erlang
Z = zlib:open(),
ok = zlib:deflateInit(Z,default),
Compress = fun(end_of_data, _Cont) -> [];
    (Data, Cont) ->
        [zlib:deflate(Z, Data)|Cont(Read(),Cont)]
    end,
Compressed = Compress(Read(),Compress),
Last = zlib:deflate(Z, [], finish),
ok = zlib:deflateEnd(Z),
zlib:close(Z),
list_to_binary([Compressed|Last])
```

In all functions errors, `{EXIT,Reason,Backtrace}`, might be thrown, where `Reason` describes the error. Typical reasons are:

- `badarg` Bad argument
- `data_error` The data contains errors
- `stream_error` Inconsistent stream state
- `einval` Bad value or wrong function called
- `{need_dictionary,Adler32}` See inflate/2

**DATA TYPES**

- `iodata = iolist() | binary()`
- `iolist = [char() | binary() | iolist()]
  a binary is allowed as the tail of the list`
- `zstream = a zlib stream, see open/0`
Exports

open() \rightarrow Z

Types:
- Z = zstream()
Open a zlib stream.

close(Z) \rightarrow ok

Types:
- Z = zstream()
Closes the stream referenced by Z.

deflateInit(Z) \rightarrow ok

Types:
- Z = zstream()
Same as zlib: deflateInit(Z, default).

deflateInit(Z, Level) \rightarrow ok

Types:
- Z = zstream()
- Level = none | default | best_speed | best_compression | 0..9
Initialize a zlib stream for compression.
Level decides the compression level to be used, 0 (none), gives no compression at all, 1 (best_speed) gives best speed and 9 (best_compression) gives best compression.

deflateInit(Z, Level, Method, WindowBits, MemLevel, Strategy) \rightarrow ok

Types:
- Z = zstream()
- Level = none | default | best_speed | best_compression | 0..9
- Method = deflated
- WindowBits = 9..15|-9..-15
- MemLevel = 1..9
- Strategy = default|filtered|huffman_only
Initiates a zlib stream for compression.

The Level parameter decides the compression level to be used. 0 (none), gives no compression at all, 1 (best_speed) gives best speed and 9 (best_compression) gives best compression.

The Method parameter decides which compression method to use, currently the only supported method is deflated.

The WindowBits parameter is the base two logarithm of the window size (the size of the history buffer). It should be in the range 9 through 15. Larger values of this parameter result in better compression at the expense of memory usage. The default value is 15 if deflateInit/2. A negative WindowBits value suppresses the zlib header (and checksum) from the stream. Note that the zlib source mentions this only as an undocumented feature.

The MemLevel parameter specifies how much memory should be allocated for the internal compression state. MemLevel=1 uses minimum memory but is slow and reduces compression ratio; MemLevel=9 uses maximum memory for optimal speed. The default value is 8.

The Strategy parameter is used to tune the compression algorithm. Use the value default for normal data, filtered for data produced by a filter (or predictor), or huffman only to force Huffman encoding only (no string match). Filtered data consists mostly of small values with a somewhat random distribution. In this case, the compression algorithm is tuned to compress them better. The effect of filtered is to force more Huffman coding and less string matching; it is somewhat intermediate between default and huffman_only. The Strategy parameter only affects the compression ratio but not the correctness of the compressed output even if it is not set appropriately.

deflate(Z, Data) -> Compressed

Types:
- Z = zstream()
- Data = iodata()
- Compressed = iolist()

Same as deflate(Z, Data, none).

deflate(Z, Data, Flush) ->

Types:
- Z = zstream()
- Data = iodata()
- Flush = none | sync | full | finish
- Compressed = iolist()

deflate/3 compresses as much data as possible, and stops when the input buffer becomes empty. It may introduce some output latency (reading input without producing any output) except when forced to flush.

If the parameter Flush is set to sync, all pending output is flushed to the output buffer and the output is aligned on a byte boundary, so that the decompressor can get all input data available so far. Flushing may degrade compression for some compression algorithms and so it should be used only when necessary.
If `Flush` is set to `full`, all output is flushed as with `sync`, and the compression state is reset so that decompression can restart from this point if previous compressed data has been damaged or if random access is desired. Using `full` too often can seriously degrade the compression.

If the parameter `Flush` is set to `finish`, pending input is processed, pending output is flushed and `deflate/3` returns. Afterwards the only possible operations on the stream are `deflateReset/1` or `deflateEnd/1`.

`Flush` can be set to `finish` immediately after `deflateInit` if all compression is to be done in one step.

```prolog
deflate: deflateInit(Z),
B1 = deflate: deflate(Z, Data),
B2 = deflate: deflate(Z, \<< >>, finish),
deflate: deflateEnd(Z),
list_to_binary([B1, B2])
deflateSetDictionary(Z, Dictionary) -> Adler32
Types:
  • Z = zstream()
  • Dictionary = binary()
  • Adler32 = integer()

Initializes the compression dictionary from the given byte sequence without producing any compressed output. This function must be called immediately after `deflateInit/[1|2|6]` or `deflateReset/1`, before any call of `deflate/3`. The compressor and decompressor must use exactly the same dictionary (see `inflateSetDictionary/2`). The adler checksum of the dictionary is returned.

deflateReset(Z) -> ok
Types:
  • Z = zstream()

This function is equivalent to `deflateEnd/1` followed by `deflateInit/[1|2|6]`, but does not free and reallocate all the internal compression state. The stream will keep the same compression level and any other attributes.

deflateParams(Z, Level, Strategy) -> ok
Types:
  • Z = zstream()
  • Level = none | default | best_speed | best_compression | 0..9
  • Strategy = default | filtered | huffman_only

Dynamically update the compression level and compression strategy. The interpretation of `Level` and `Strategy` is as in `deflateInit/6`. This can be used to switch between compression and straight copy of the input data, or to switch to a different kind of input data requiring a different strategy. If the compression level is changed, the input available so far is compressed with the old level (and may be flushed); the new level will take effect only at the next call of `deflate/3`.

Before the call of `deflateParams`, the stream state must be set as for a call of `deflate/3`, since the currently available input may have to be compressed and flushed.
deflateEnd(Z) -> ok
Types:
- \( Z = \text{zstream}() \)

End the deflate session and cleans all data used. Note that this function will throw an `data_error` exception if the last call to `deflate/3` was not called with `Flush` set to `finish`.

inflateInit(Z) -> ok
Types:
- \( Z = \text{zstream}() \)

Initialize a zlib stream for decompression.

inflateInit(Z, WindowBits) -> ok
Types:
- \( Z = \text{zstream}() \)
- \( \text{WindowBits} = 9..15 | -9..-15 \)

Initialize decompression session on zlib stream.

The `WindowBits` parameter is the base two logarithm of the maximum window size (the size of the history buffer). It should be in the range 9 through 15. The default value is 15 if `inflateInit/1` is used. If a compressed stream with a larger window size is given as input, `inflate()` will throw the `data_error` exception. A negative `WindowBits` value makes zlib ignore the zlib header (and checksum) from the stream. Note that the zlib source mentions this only as an undocumented feature.

inflate(Z, Data) -> DeCompressed
Types:
- \( Z = \text{zstream}() \)
- \( \text{Data} = \text{iodata}() \)
- \( \text{DeCompressed} = \text{iolist}() \)

`inflate/2` decompresses as much data as possible. It may introduce some output latency (reading input without producing any output).
If a preset dictionary is needed at this point (see `inflateSetDictionary` below),
`inflate/2` throws a `{need_dictionary,Adler}` exception where Adler is the adler32 checksum of the dictionary chosen by the compressor.

inflateSetDictionary(Z, Dictionary) -> ok
Types:
- \( Z = \text{zstream}() \)
- \( \text{Dictionary} = \text{binary}() \)

Initializes the decompression dictionary from the given uncompressed byte sequence.
This function must be called immediately after a call of `inflate/2` if this call threw a `{need_dictionary,Adler}` exception. The dictionary chosen by the compressor can be determined from the Adler value thrown by the call to `inflate/2`. The compressor and decompressor must use exactly the same dictionary (see `deflateSetDictionary/2`).

Example:
unpack(Z, Compressed, Dict) ->
  case catch zlib:inflate(Z, Compressed) of
   {'EXIT',[{need_dictionary,DictID},_,]} ->
     zlib:inflateSetDictionary(Z, Dict),
     Uncompressed = zlib:inflate(Z, []);
   Uncompressed ->
     Uncompressed
end.

inflateReset(Z) -> ok
Types:
  Z = zstream()
This function is equivalent to inflateEnd/1 followed by inflateInit/1, but does not
free and reallocate all the internal decompression state. The stream will keep attributes
that may have been set by inflateInit/[1|2].

inflateEnd(Z) -> ok
Types:
  Z = zstream()
End the inflate session and cleans all data used. Note that this function will throw a
data_error exception if no end of stream was found (meaning that not all data has
been uncompressed).

setBufSize(Z, Size) -> ok
Types:
  Z = zstream()
  Size = integer()
Sets the intermediate buffer size.

getBufSize(Z) -> Size
Types:
  Z = zstream()
  Size = integer()
Get the size of intermediate buffer.

crc32(Z) -> CRC
Types:
  Z = zstream()
  CRC = integer()
Get the current calculated CRC checksum.

crc32(Z, Binary) -> CRC
Types:
  Z = zstream()
- Binary = binary()
- CRC = integer()

Calculate the CRC checksum for Binary.

crc32(Z, PrevCRC, Binary) -> CRC

Types:
- Z = zstream()
- PrevCRC = integer()
- Binary = binary()
- CRC = integer()

Update a running CRC checksum for Binary. If Binary is the empty binary, this function returns the required initial value for the CRC.

Crc = lists:fold1(fun(Bin,Crc0) ->
    zlib:crc32(Z, Crc0, Bin),
    end, zlib:crc32(Z,<< >>), Bins)

 crc32_combine(Z, CRC1, CRC2, Size2) -> CRC

Types:
- Z = zstream()
- CRC = integer()
- CRC1 = integer()
- CRC2 = integer()
- Size2 = integer()

Combine two CRC checksums into one. For two binaries Bin1 and Bin2 with sizes of Size1 and Size2, with CRC checksums CRC1 and CRC2. crc32_combine/4 returns the CRC checksum of <<Bin1/binary,Bin2/binary>>, requiring only CRC1, CRC2, and Size2.

adler32(Z, Binary) -> Checksum

Types:
- Z = zstream()
- Binary = binary()
- Checksum = integer()

Calculate the Adler-32 checksum for Binary.

adler32(Z, PrevAdler, Binary) -> Checksum

Types:
- Z = zstream()
- PrevAdler = integer()
- Binary = binary()
- Checksum = integer()

Update a running Adler-32 checksum for Binary. If Binary is the empty binary, this function returns the required initial value for the checksum.
Crc = lists:foldl(fun(Bin,Crc) ->
        zlib:adler32(Z, Crc0, Bin),
        end, zlib:adler32(Z,<<>>, Bins)
    )

adler32_combine(Z, Adler1, Adler2, Size2) -> Adler

Types:
• Z = zstream()
• Adler = integer()
• Adler1 = integer()
• Adler2 = integer()
• Size2 = integer()

Combine two Adler-32 checksums into one. For two binaries, Bin1 and Bin2 with sizes of Size1 and Size2, with Adler-32 checksums Adler1 and Adler2. adler32_combine/4 returns the Adler checksum of <<Bin1/binary,Bin2/binary>>, requiring only Adler1, Adler2, and Size2.

compress(Binary) -> Compressed

Types:
• Binary = Compressed = binary()
Compose a binary (with zlib headers and checksum).

uncompress(Binary) -> Decompressed

Types:
• Binary = Decompressed = binary()
Uncompose a binary (with zlib headers and checksum).

zip(Binary) -> Compressed

Types:
• Binary = Compressed = binary()
Compose a binary (without zlib headers and checksum).

unzip(Binary) -> Decompressed

Types:
• Binary = Decompressed = binary()
Uncompose a binary (without zlib headers and checksum).

gzip(Data) -> Compressed

Types:
• Binary = Compressed = binary()
Compose a binary (with gz headers and checksum).

gunzip(Bin) -> Decompressed

Types:
- Binary = Decompressed = binary()
Uncompress a binary (with gz headers and checksum).
The application resource file specifies the resources an application uses, and how the application is started. There must always be one application resource file called Application.app for each application Application in the system. The file is read by the application controller when an application is loaded/started. It is also used by the functions in systools, for example when generating start scripts.

**FILE SYNTAX**

The application resource file should be called Application.app where Application is the name of the application. The file should be located in the ebin directory for the application.

It must contain one single Erlang term, which is called an application specification:

```
{application, Application, [
{description, Description},
{id, Id},
{vsn, Vsn},
{modules, Modules},
{maxP, MaxP},
{maxT, MaxT},
{registered, Names},
{applications, Apps},
{env, Env},
{mod, Start},
{start_phases, Phases}]
}
```

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<tr>
<td>Phases</td>
<td>[{Phase,PhaseArgs}]</td>
</tr>
</tbody>
</table>
Module = Name = App = Par = Phase = atom()
Val = StartArgs = PhaseArgs = term()

Application is the name of the application.
For the application controller, all keys are optional. The respective default values are used for any omitted keys.
The functions in systools require more information. If they are used, the following keys are mandatory: description, vsn, modules, registered and applications. The other keys are ignored by systools.

description A one-line description of the application.
id Product identification, or similar.
vsn The version of the application.
modules All modules introduced by this application. systools uses this list when generating start scripts and tar files. A module can only be defined in one application.
maxP Deprecated - will be ignored
The maximum number of processes allowed in the application.
maxT The maximum time in milliseconds that the application is allowed to run. After the specified time the application will automatically terminate.
registered All names of registered processes started in this application. systools uses this list to detect name clashes between different applications.
included applications All applications which are included by this application. When this application is started, all included application will automatically be loaded, but not started, by the application controller. It is assumed that the topmost supervisor of the included application is started by a supervisor of this application.
applications All applications which must be started before this application is allowed to be started. systools uses this list to generate correct start scripts. Defaults to the empty list, but note that all applications have dependencies to (at least) kernel and stdlib.
env Configuration parameters used by the application. The value of a configuration parameter is retrieved by calling application:get_env/1,2. The values in the application resource file can be overridden by values in a configuration file (see config(4)) or by command line flags (see erl(1)).
mod Specifies the application callback module and a start argument, see application(3).
The mod key is necessary for an application implemented as a supervision tree, or the application controller will not know how to start it. The mod key can be omitted for applications without processes, typically code libraries such as the application STD LIB.
start phases A list of start phases and corresponding start arguments for the application. If this key is present, the application master will - in addition to the usual call to Module:start/2 - also call Module:start_phase(Phase,Type,PhaseArgs) for each start phase defined by the start phases key, and only after this extended start procedure will application:start(Application) return.
Start phases may be used to synchronize startup of an application and its included applications. In this case, the mod key must be specified as:

{mod, {application_starter,[Module,StartArgs]}}
The application master will then call `Module:start/2` for the primary application, followed by calls to `Module:start_phase/3` for each start phase (as defined for the primary application) both for the primary application and for each of its included application, for which the start phase is defined.

This implies that for an included application, the set of start phases must be a subset of the set of phases defined for the primary application. Refer to OTP Design Principles for more information.

SEE ALSO

application(3) [page 36], systools(3)
A configuration file contains values for configuration parameters for the applications in the system. The `erl` command line argument `-config Name` tells the system to use data in the system configuration file `Name.config`.

Configuration parameter values in the configuration file will override the values in the application resource files (see `app(4)`). The values in the configuration file can be overridden by command line flags (see `erl(1)`).

The value of a configuration parameter is retrieved by calling `application:get_env/1,2`.

**FILE SYNTAX**

The configuration file should be called `Name.config` where `Name` is an arbitrary name.

The `.config` file contains one single Erlang term. The file has the following syntax:

\[
\begin{align*}
&\{\text{Application1, \{Par11, Val11\}, ..}\}, \\
&\ldots \\
&\{\text{ApplicationN, \{ParN1, ValN1\}, ..}\}\}.
\end{align*}
\]

- **Application** = `atom()` is the name of the application.
- **Par** = `atom()` is the name of a configuration parameter.
- **Val** = `term()` is the value of a configuration parameter.

**sys.config**

When starting Erlang in embedded mode, it is assumed that exactly one system configuration file is used, named `sys.config`. This file should be located in `$ROOT/releases/Vsn`, where `$ROOT` is the Erlang/OTP root installation directory and `Vsn` is the release version.

Release handling relies on this assumption. When installing a new release version, the new `sys.config` is read and used to update the application configurations.

This means that specifying another, or additional, `.config` files would lead to inconsistent update of application configurations. Therefore, in Erlang 5.4/OTP R10B, the syntax of `sys.config` was extended to allow pointing out other `.config` files:

\[
\begin{align*}
&\{\text{Application, \{Par, Val\}\} | \text{File}\}.
\end{align*}
\]

- **File** = `string()` is the name of another `.config` file. The extension `.config` may be omitted. It is recommended to use absolute paths. A relative path is relative the current working directory of the emulator.
When traversing the contents of `sys.config` and a filename is encountered, its contents are read and merged with the result so far. When an application configuration tuple `{Application, Env}` is found, it is merged with the result so far. Merging means that new parameters are added and existing parameter values overwritten. Example:

`sys.config:`

```
[{{myapp,[[par1,val1],[par2,val2]]},
  "/home/user/myconfig"]].
```

`myconfig.config:`

```
[{{myapp,[[par2,val3],[par3,val4]]}].
```

This will yield the following environment for `myapp`:

```
[{{par1,val1},{par2,val3},{par3,val4}}]
```

The behaviour if a file specified in `sys.config` does not exist or is erroneous in some other way, is backwards compatible. Starting the runtime system will fail. Installing a new release version will not fail, but an error message is given and the erroneous file is ignored.

SEE ALSO

`app(4), erl(1), OTP Design Principles`
## Index of Modules and Functions

Modules are typed in *this way*. Functions are typed in *this way*.

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