

Re: Simple question about mmap() system call

Source: <http://unix.derkeiler.com/Mailing-Lists/FreeBSD/hackers/2006-06/msg00219.html>

- *From:* Stanislav Sedov <stas@xxxxxx>
 - *Date:* Fri, 23 Jun 2006 18:57:41 +0400
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On Fri, 23 Jun 2006 17:47:57 +0300 (EEST)
Dmitry Pryanishnikov <dmitry@xxxxxxxxxxxxxx> wrote:

Hello!

I'm writing an utility that should examine some bytes of a large file and modify them – that't all. I've decided to mmap() the file:

```
void *diskp;

if ((fd=open(argv[1], O_RDWR) == -1)
err(EX_NOINPUT, "Can't open %s for reading and writing", argv[1]);

if ((diskp=mmap(NULL, 512,
PROT_READ | PROT_WRITE, 0, fd, 0)) == MAP_FAILED)
err(EX_IOERR, "Can't mmap() file");

printf("<%c>\n",* (char *)diskp);
* (char *)diskp = '!';

if (msync(diskp, 0, MS_SYNC) || close(fd))
err(EX_IOERR, "Error closing file");
```

All proceeds w/o errors with the sample (2 bytes long) file, printf() shows actual first byte of my file. But modification doesn't get written back to the disk, file contents are unchanged after execution of my code. I'm sure I'm overlooking something very basic and stupid, but can't find what exactly.

munmap(2)?

—

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If the facts don't fit the theory, change the facts. — A. Einstein

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