

**NAME**

`creat` — create a new file

**SYNOPSIS**

```
int creat (name, mode)
char *name;
int mode;
```

**DESCRIPTION**

`Creat` creates a new file or prepares to rewrite an existing file called *name*, given as the address of a null-terminated string. If the file did not exist, it is given mode *mode*, as modified by the process's mode mask (see `umask(2)`). Also see `chmod(2)` for the construction of the *mode* argument.

If the file did exist, its mode and owner remain unchanged but it is truncated to 0 length.

The file is also opened for writing, and its file descriptor is returned.

The *mode* given is arbitrary; the file will be opened for writing even if the *mode* does not allow writing. This feature is used by programs which deal with temporary files of fixed names. The creation is done with a mode that forbids writing. Then if a second instance of the program attempts a `creat`, an error is returned and the program knows that the name is unusable for the moment.

**SEE ALSO**

`chmod(2)`, `close(2)`, `umask(2)`, `write(2)`

**DIAGNOSTICS**

The value `-1` is returned if: a needed directory is not searchable; the file does not exist and the directory in which it is to be created is not writable; the file does exist and is unwritable; the file is a directory; there are already 20 files open.

**ASSEMBLER**

```
(creat = 8.)
sys creat; name; mode
(file descriptor in r0)
```