

NAME

utime — update times in file

SYNOPSIS

```
int utime (name, times)
char *name;
struct utimbuf *times;
```

DESCRIPTION

Utime is used to set both the access and modification times of a file. *Name* points to a null-terminated string naming a file, and *times* points to a structure containing two long integer time values:

```
struct utimbuf {
    long int actime;          /* access time */
    long int modtime;       /* modification time */
};
```

Only the owner of the file and the super-user may issue this call in this way.

Another way to use *utime* is to set *times* to NULL; in this case, the access and modification times of the file are set to the current time, and the user need only have write access to the file.

SEE ALSO

stat(2)

DIAGNOSTICS

The error bit (c-bit) is set if *name* does not exist, if permission is denied, or if the file system is read-only. From C, a `-1` return indicates an error.

ASSEMBLER

(utime = 30.)

sys utime; file; timep