FMOVE(f)   **FMOVE(f)**

NAME
> fmove − move file into contiguous area

SYNOPSIS
> (fmove = 78.)
> **sys fmove; dev; inode; flag**
>
> **fmove(dev, inode, flag)**

DESCRIPTION
> *Fmove* moves the file specified by inode number *inode* on device *dev* into a contiguous area of
> the file system starting at a lower block address if possible. The inode number and device on
> which a file resides can be obtained from *fstat* or *stat* (see *fstat(II)* and *stat(II)*). The file is
> locked and may not be accessed by other users while the file is being moved. If the value of
> *flag* is zero and the file cannot be moved into a contiguous area lower than which it currently
> resides in, it is not moved. If *flag* is non-zero, the file will always be moved if enough contigu-
> ous space is available.
>
> This system call may be used to move a file into a contiguous area thereby guaranteeing
> minimum latency in read/write operations on the file and ensuring fast response to large physi-
> cal I/O transfers to/from the file.

SEE ALSO
> fmove(c), fmove(d).

DIAGNOSTICS
> The error bit (c-bit) is set if the user is not super-user, the file is currrently active or it cannot
> be moved because of insufficient space. From C, a −1 value is returned on an error.