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# INCLUDE(V)

NAME

**INCLUDE(V)** 

include – system data structure definitions file

#### SYNOPSIS

**#include** <*file*>

# DESCRIPTION

The directory *lusrlinclude* contains files with structure definitions, system macros, system constants, etc. which can be used by C programs via the *#include* statement. If the named file in <> exists in this directory, it will be included in the C program containing the include statement. It is recommended not to copy these structures into program source files, but rather to reference them via include. In the future, the operating system software will do the same. For MERT Release 0, this is unfortunately not yet true.

The subdirectory sys contains structures used within the operating system. List the contents of *lusrlinclude* and *lusrlinclude/sys* with the ls(I) command. The file names are suggestive of their contents, and the structures are commented.

The C compiler preprocessor accepts an option to point to an arbitrary *include* file, for which this is the default. This allows to use the <...> notation within C programs avoiding absolute pathnames.

# FILES

/usr/include/\*.h

### SEE ALSO

cc (I), ld (I), Intro (II), Intro (III), newio (III), C Reference Manual (Section 21)

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