

NAME

capng_fill – fill chosen capabilities set

SYNOPSIS

```
#include <cap-ng.h>
```

```
void capng_fill(capng_select_t set);
```

DESCRIPTION

capng_fill sets all bits to a 1 in the selected POSIX capabilities set. The options are CAPNG_SELECT_CAPS for the traditional capabilities, CAPNG_SELECT_BOUNDS for the bounding set, CAPNG_SELECT_BOTH if filling both is desired, CAPNG_SELECT_AMBIENT if only operating on the ambient capabilities, or CAPNG_SELECT_ALL if filling all is desired.

RETURN VALUE

None.

NOTES

During capng_apply, bits in the bounding set can only be dropped. You cannot set them.

SEE ALSO

capng_apply(3), capabilities(7)

AUTHOR

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