

NAME

capng_have_capabilities, capng_have_permitted_capabilities – check for capabilities

SYNOPSIS

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

```
capng_results_t capng_have_capabilities(capng_select_t set); capng_results_t capng_have_permitted_capabilities(void);
```

DESCRIPTION

capng_have_capabilities will check the selected internal capabilities sets to see what the status is. The capabilities sets must be previously setup with calls to capng_get_caps_process, capng_get_caps_fd, or in some other way setup. The options are CAPNG_SELECT_CAPS for the traditional capabilities, CAPNG_SELECT_BOUNDS for the bounding set, CAPNG_SELECT_BOTH if checking both are desired, CAPNG_SELECT_AMBIENT if only checking the ambient capabilities, or CAPNG_SELECT_ALL if testing all sets is desired. When capabilities are checked, it will only look at the effective capabilities.

If, however, the source of capabilities comes from a file, then you may need to additionally check the permitted capabilities. It's for this reason that **capng_have_permitted_capabilities** was created. It takes no arguments because it simply checks the permitted set.

RETURN VALUE

This function will return one of the following four self explanatory values: CAPNG_FAIL, CAPNG_NONE, CAPNG_PARTIAL, CAPNG_FULL.

SEE ALSO

capng_get_caps_process(3), capng_get_caps_fd(3), capng_have_capability(3), capabilities(7)

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