



# Tech Info Library

## A/UX: Increasing Maximum Open Files per Process

Article Created: 2 December 1991

### Article Change History

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08/31/92 - REVIEWED  
    o For technical accuracy.

### TOPIC -----

Is there a way to increase the maximum number of files that one A/UX process can open simultaneously?

Normally the maximum is 32 (and this includes stdin, stdout, and stderr). In `stdio.h` we found the identifier `FOPEN_MAX`, but modifying this isn't sufficient. We also found the identifiers `OPEN_MAX` in `limits.h` and `NOFILE` in `sys/params.h`. However, modifying these identifiers to a higher value (for example 40) in our own source doesn't work either.

Is it possible that these values are fixed in certain system libraries or in the object code of the system calls (`open`, `creat`)? Is there an easy way to change this, both in A/UX 2.0.1 and 3.0?

### DISCUSSION -----

There is no way to adjust the number of open files available to each process without recompiling the kernel, because it was hard-coded in the kernel. If you try to use "adb" to change this value, other kernel structures will be affected and mixed. You won't be able to recompile the kernel without kernel sources.

The upcoming A/UX 3.0 release increases the maximum number of open files per process to 128. These defined constants, `OPEN_MAX` (in `/usr/include/limits.h`) and `NOFILE` (in `/usr/include/sys/param.h`), are in A/UX 3.0

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Keywords: <None>

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19960215 11:05:19.00

Tech Info Library Article Number: 9494