

**NAME**

**getfsstat** - get list of all mounted file systems

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

```
#include <sys/param.h>
```

```
#include <sys/ucred.h>
```

```
#include <sys/mount.h>
```

*int*

```
getfsstat(struct statfs *buf, long bufsize, int mode);
```

**DESCRIPTION**

The **getfsstat()** system call returns information about all mounted file systems. The *buf* argument is a pointer to *statfs* structures, as described in *statfs(2)*.

Fields that are undefined for a particular file system are set to -1. The buffer is filled with an array of *statfs* structures, one for each mounted file system up to the byte count specified by *bufsize*. Note, the *bufsize* argument is the number of bytes that *buf* can hold, not the count of *statfs* structures it will hold.

If *buf* is given as NULL, **getfsstat()** returns just the number of mounted file systems.

Normally *mode* should be specified as MNT\_WAIT. If *mode* is set to MNT\_NOWAIT, **getfsstat()** will return the information it has available without requesting an update from each file system. Thus, some of the information will be out of date, but **getfsstat()** will not block waiting for information from a file system that is unable to respond. It will also skip any file system that is in the process of being unmounted, even if the unmount would eventually fail.

**RETURN VALUES**

Upon successful completion, the number of *statfs* structures is returned. Otherwise, -1 is returned and the global variable *errno* is set to indicate the error.

**ERRORS**

The **getfsstat()** system call fails if one or more of the following are true:

[EFAULT]           The *buf* argument points to an invalid address.

[EINVAL]           *mode* is set to a value other than MNT\_WAIT or MNT\_NOWAIT.

[EIO] An I/O error occurred while reading from or writing to the file system.

[EINTEGRITY] Corrupted data was detected while reading from the file system.

**SEE ALSO**

statfs(2), fstab(5), mount(8)

**HISTORY**

The `getfsstat()` system call first appeared in 4.4BSD.