

NAME

uname - get system identification

LIBRARY

Standard C Library (libc, -lc)

SYNOPSIS

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

```
int
```

```
uname(struct utsname *name);
```

DESCRIPTION

The **uname()** function stores NUL-terminated strings of information identifying the current system into the structure referenced by *name*.

The *utsname* structure is defined in the *<sys/utsname.h>* header file, and contains the following members:

sysname	Name of the operating system implementation.
nodename	Network name of this machine.
release	Release level of the operating system.
version	Version level of the operating system.
machine	Machine hardware platform.

RETURN VALUES

The **uname()** function returns the value 0 if successful; otherwise the value -1 is returned and the global variable *errno* is set to indicate the error.

ENVIRONMENT

UNAME_s If the environment variable **UNAME_s** is set, it will override the *sysname* member.

UNAME_r If the environment variable **UNAME_r** is set, it will override the *release* member.

UNAME_v

If the environment variable **UNAME_v** is set, it will override the *version* member.

UNAME_m

If the environment variable UNAME_m is set, it will override the *machine* member.

ERRORS

The **uname()** function may fail and set *errno* for any of the errors specified for the library functions `sysctl(3)`.

SEE ALSO

`uname(1)`, `sysctl(3)`

STANDARDS

The **uname()** function conforms to IEEE Std 1003.1-1988 ("POSIX.1").

HISTORY

The **uname()** function first appeared in 4.4BSD.