

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:

<code>sysname</code>	Name of the operating system implementation.
<code>nodename</code>	Network name of this machine.
<code>release</code>	Release level of the operating system.
<code>version</code>	Version level of the operating system.
<code>machine</code>	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.