

NAME

aa-status – display various information about the current AppArmor policy.

SYNOPSIS

aa-status [option]

DESCRIPTION

aa-status will report various aspects of the current state of AppArmor confinement. By default, it displays the same information as if the `--verbose` argument were given. A sample of what this looks like is:

```
apparmor module is loaded.
110 profiles are loaded.
102 profiles are in enforce mode.
8 profiles are in complain mode.
Out of 129 processes running:
13 processes have profiles defined.
8 processes have profiles in enforce mode.
5 processes have profiles in complain mode.
```

Other argument options are provided to report individual aspects, to support being used in scripts.

OPTIONS

aa-status accepts only one argument at a time out of:

- `--enabled`
returns error code if AppArmor is not enabled.
- `--profiled`
displays the number of loaded AppArmor policies.
- `--enforced`
displays the number of loaded enforcing AppArmor policies.
- `--complaining`
displays the number of loaded non-enforcing AppArmor policies.
- `--verbose`
displays multiple data points about loaded AppArmor policy set (the default action if no arguments are given).
- `--json`
displays multiple data points about loaded AppArmor policy set in a JSON format, fit for machine consumption.
- `--pretty-json`
same as `--json`, formatted to be readable by humans as well as by machines.
- `--help`
displays a short usage statement.

EXIT STATUS

Upon exiting, **aa-status** will set its exit status to the following values:

- 0** if apparmor is enabled and policy is loaded.
- 1** if apparmor is not enabled/loaded.
- 2** if apparmor is enabled but no policy is loaded.
- 3** if the apparmor control files aren't available under `/sys/kernel/security/`.
- 4** if the user running the script doesn't have enough privileges to read the apparmor control files.

BUGS

aa-status must be run as root to read the state of the loaded policy from the apparmor module. It uses the `/proc` filesystem to determine which processes are confined and so is susceptible to race conditions.

If you find any additional bugs, please report them at <<https://bugs.launchpad.net/apparmor/+filebug>>.

SEE ALSO

apparmor (7), **apparmor.d** (5), and <<https://wiki.apparmor.net>>.