

**NAME**

ustat – get filesystem statistics

**SYNOPSIS**

```
#include <sys/types.h>
#include <unistd.h> /* libc[45] */
#include <ustat.h> /* glibc2 */

int ustat(dev_t dev, struct ustat *ubuf);
```

**DESCRIPTION**

**ustat()** returns information about a mounted filesystem. *dev* is a device number identifying a device containing a mounted filesystem. *ubuf* is a pointer to a *ustat* structure that contains the following members:

```
daddr_t f_tfree; /* Total free blocks */
ino_t f_tinode; /* Number of free inodes */
char f_fname[6]; /* Filsys name */
char f_fpack[6]; /* Filsys pack name */
```

The last two fields, *f\_fname* and *f\_fpack*, are not implemented and will always be filled with null bytes ('\0').

**RETURN VALUE**

On success, zero is returned and the *ustat* structure pointed to by *ubuf* will be filled in. On error, *-1* is returned, and *errno* is set appropriately.

**ERRORS****EFAULT**

*ubuf* points outside of your accessible address space.

**EINVAL**

*dev* does not refer to a device containing a mounted filesystem.

**ENOSYS**

The mounted filesystem referenced by *dev* does not support this operation, or any version of Linux before 1.3.16.

**VERSIONS**

Since version 2.28, glibc no longer provides a wrapper for this system call.

**CONFORMING TO**

SVr4.

**NOTES**

**ustat()** is deprecated and has been provided only for compatibility. All new programs should use **statfs(2)** instead.

**HP-UX notes**

The HP-UX version of the *ustat* structure has an additional field, *f\_blksize*, that is unknown elsewhere. HP-UX warns: For some filesystems, the number of free inodes does not change. Such filesystems will return *-1* in the field *f\_tinode*. For some filesystems, inodes are dynamically allocated. Such filesystems will return the current number of free inodes.

**SEE ALSO**

**stat(2)**, **statfs(2)**

**COLOPHON**

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