

NAME

ustat – get filesystem statistics

LIBRARY

Standard C library (*libc*, *-lc*)

SYNOPSIS

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

[[deprecated]] 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 to indicate the error.

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 Linux 1.3.16.

VERSIONS

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

STANDARDS

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)**