
The Open Group Base Specifications Issue 7, 2018 edition
IEEE Std 1003.1-2017 (Revision of IEEE Std 1003.1-2008)
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NAME

sys/utsname.h - system name structure

SYNOPSIS

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

DESCRIPTION

The `<sys/utsname.h>` header shall define the structure **utsname** which shall include at least the following members:

```
char  sysname[]  Name of this implementation of the operating system.
char  nodename[] Name of this node within the communications
                    network to which this node is attached, if any.
char  release[]  Current release level of this implementation.
char  version[]  Current version level of this release.
char  machine[]  Name of the hardware type on which the system is running.
```

The character arrays are of unspecified size, but the data stored in them shall be terminated by a null byte.

The following shall be declared as a function and may also be defined as a macro:

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

The following sections are informative.

APPLICATION USAGE

None.

RATIONALE

None.

FUTURE DIRECTIONS

None.

SEE ALSO

XSH [uname](#)

CHANGE HISTORY

First released in Issue 1. Derived from Issue 1 of the SVID.

Issue 6

IEEE Std 1003.1-2001/Cor 2-2004, item XBD/TC2/D6/27 is applied, changing the description of *nodename* within the **utsname** structure from ``an implementation-defined communications network'' to ``the communications network to which this node is attached, if any''.

End of informative text.

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