

NAME

`sg_get_network_iface_stats` – get network interface statistics

SYNOPSIS

```
#include <statgrab.h>
```

```
sg_network_iface_stats *sg_get_network_iface_stats(int *entries);
```

DESCRIPTION

The `sg_get_network_iface_stats` function takes a pointer to an int, `entries`, which is filled with the number of network interfaces the machine has. This is needed to know how many `sg_network_iface_stats` structures have been returned. A pointer is returned to the first `sg_network_iface_stats`.

`sg_get_network_iface_stats` returns statistics about the network interfaces in the machine. Specifically, it returns the speed of the interface, the duplex state, and whether it is currently up.

RETURN VALUES

The `sg_get_network_iface_stats` returns a pointer to a structure of type `sg_network_iface_stats`.

```
typedef enum{
    SG_IFACE_DUPLEX_FULL,
    SG_IFACE_DUPLEX_HALF,
    SG_IFACE_DUPLEX_UNKNOWN
}sg_iface_duplex;
```

Note: The `SG_IFACE_DUPLEX_UNKNOWN` value could mean that duplex hasn't been negotiated yet.

```
typedef struct{
    char *interface_name;
    int speed;
    sg_iface_duplex duplex;
    int up;
}sg_network_iface_stats;
```

`interface_name`

The name known to the operating system. (eg. on linux it might be `eth0`)

`speed` The speed of the interface, in megabits/sec.

`duplex` The duplex state the interface is in. See `sg_iface_duplex` for permitted values.

`up` Whether the interface is up.

SEE ALSO

statgrab(3)

WEBSITE

<http://www.i-scream.org/libstatgrab/>