**NAME** 

```
sg\_get\_load\_stats - get system load
```

# **SYNOPSIS**

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

```
sg_load_stats *sg_get_load_stats(void);
```

# **DESCRIPTION**

This call returns a pointer to a static buffer of sg\_load\_stats.

On most systems this function is just a wrapper to the getloadavg system call.

# **RETURN VALUES**

The structure returned is of type sg\_load\_stats.

```
typedef struct{
    double min1;
    double min5;
    double min15;
}sg_load_stats;

min1 The load average over 1 minute.
min5 The load average over 5 minutes.
min15 The load average over 15 minutes.
```

## **SEE ALSO**

statgrab(3)

## WEBSITE

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

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