NAME
fstyp - determine filesystem type

SYNOPSIS
fstyp [**-l**] [**-s**] [**-u**] *special*

DESCRIPTION
The **fstyp** utility is used to determine the filesystem type on a given device. It can recognize BeFS (BeOS), ISO-9660, exFAT, Ext2, FAT, NTFS, and UFS filesystems. When the **-u** flag is specified, **fstyp** also recognizes certain additional metadata formats that cannot be handled using mount(8), such as geli(8) providers, and ZFS pools.

The filesystem name is printed to the standard output as, respectively:
> befs
> cd9660
> exfat
> ext2fs
> geli
> hammer
> hammer2
> msdosfs
> ntfs
> ufs
> zfs

Because **fstyp** is built specifically to detect filesystem types, it differs from file(1) in several ways. The output is machine-parsable, filesystem labels are supported, the utility runs sandboxed using capsicum(4), and does not try to recognize any file format other than filesystems.

These options are available:

-l
> In addition to filesystem type, print filesystem label if available.

-s
> Ignore file type. By default, **fstyp** only works on regular files and disk-like device nodes. Trying to read other file types might have unexpected consequences or hang indefinitely.

-u
> Include filesystems and devices that cannot be mounted directly by mount(8).

EXIT STATUS

The **fstyp** utility exits 0 on success, and >0 if an error occurs or the filesystem type is not recognized.

SEE ALSO

file(1), capsicum(4), autofs(5), geli(8), glabel(8), mount(8), zpool(8)

HISTORY

The **fstyp** command appeared in FreeBSD 10.2.

AUTHORS

The **fstyp** utility was developed by Edward Tomasz Napierala *<trasz@FreeBSD.org>* under sponsorship from the FreeBSD Foundation. ZFS and GELI support was added by Allan Jude *<allanjude@FreeBSD.org>*.