

**NAME**

**uname** - get system identification

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

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

```
int
```

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

**DESCRIPTION**

The **uname()** function stores NUL-terminated strings of information identifying the current system into the structure referenced by *name*.

The *utsname* structure is defined in the *<sys/utsname.h>* header file, and contains the following members:

sysname	Name of the operating system implementation.
nodename	Network name of this machine.
release	Release level of the operating system.
version	Version level of the operating system.
machine	Machine hardware platform.

**RETURN VALUES**

The **uname()** function returns the value 0 if successful; otherwise the value -1 is returned and the global variable *errno* is set to indicate the error.

**ENVIRONMENT**

**UNAME\_s** If the environment variable **UNAME\_s** is set, it will override the *sysname* member.

**UNAME\_r** If the environment variable **UNAME\_r** is set, it will override the *release* member.

**UNAME\_v**

If the environment variable **UNAME\_v** is set, it will override the *version* member.

**UNAME\_m**

If the environment variable `UNAME_m` is set, it will override the *machine* member.

**ERRORS**

The `uname()` function may fail and set *errno* for any of the errors specified for the library functions `sysctl(3)`.

**SEE ALSO**

`uname(1)`, `sysctl(3)`

**STANDARDS**

The `uname()` function conforms to IEEE Std 1003.1-1988 ("POSIX.1").

**HISTORY**

The `uname()` function first appeared in 4.4BSD.