

## Op:sys\_utsname.h

sys/utsname.h - system name structure

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

**Contents** [1 DESCRIPTION](#) [2 APPLICATION USAGE](#) [3 RATIONALE](#) [4 FUTURE DIRECTIONS](#) [5 RELATED](#)  
[6 COPYRIGHT](#) [7 CATEGORY](#)

### DESCRIPTION

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

<code>char sysname[]</code>	Name of this implementation of the operating system.
<code>char nodename[]</code>	Name of this node within an implementation-defined communications network.
<code>char release[]</code>	Current release level of this implementation.
<code>char version[]</code>	Current version level of this release.
<code>char machine[]</code>	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.

## **RELATED**

The System Interfaces volume of IEEE Std 1003.1-2001, **uname()**

## **COPYRIGHT**

Portions of this text are reprinted and reproduced in electronic form from IEEE Std 1003.1, 2003 Edition, Stan-

dard for Information Technology -- Portable Operating System Interface (POSIX), The Open Group Base Specifica-

tions Issue 6, Copyright (C) 2001-2003 by the Institute of Electrical and Electronics Engineers, Inc and The Open

Group. In the event of any discrepancy between this version and the original IEEE and The Open Group Standard,

the original IEEE and The Open Group Standard is the referee document. The original Standard can be obtained

online at <http://www.opengroup.org/unix/online.html> .

IEEE/The Open Group 2003 <sys/utsname.h>(P)