## NAME

uname − get name of current UNIX system

## SYNOPSIS

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

**int uname (name)**
**char *name;**

## DESCRIPTION

*Uname* stores in the structure pointed to by *name* information identifying the current UNIX system.

*Uname* uses the structure defined in **<sys/utsname.h>**:

```
/*              @(#)/usr/src/ucb/sys/utsname.h  3.1              */
struct utsname {
                char        sysname[9];
                char        nodename[9];
                char        release[9];
                char        version[9];
};
extern struct utsname utsname;
```

*Uname* returns in *sysname* a null-terminated character name of the current UNIX system. Similarly, *nodename* may contain the name that the system is known by on a communications network. *Release* and *version* further identify the operating system.

## SEE ALSO

uname(1)

## DIAGNOSTICS

The error bit (c-bit) is set if *name* can not be written. From C, a −1 return indicates an error.

## ASSEMBLER

(utssys = 57.; uname = 0)
(pointer to name in r0)
sys       utssys; uname