NAME

sysfs − get filesystem type information

SYNOPSIS

int sysfs(int *option***, const char *** *fsname***);**

int sysfs(int *option***, unsigned int** *fs_index***, char ****buf***);**

int sysfs(int *option***);**

DESCRIPTION

Note: if you are looking for information about the **sysfs** filesystem that is normally mounted at */sys*, see sysfs(5).

The (obsolete) **sysfs**() system call returns information about the filesystem types currently present in the kernel. The specific form of the **sysfs**() call and the information returned depends on the *option* in effect:

1 Translate the filesystem identifier string *fsname* into a filesystem type index.

2 Translate the filesystem type index *fs_index* into a null-terminated filesystem identifier string. This string will be written to the buffer pointed to by *buf*. Make sure that *buf* has enough space to accept the string.

3 Return the total number of filesystem types currently present in the kernel.

The numbering of the filesystem type indexes begins with zero.

RETURN VALUE

On success, **sysfs**() returns the filesystem index for option **1**, zero for option **2**, and the number of currently configured filesystems for option **3**. On error, −1 is returned, and *errno* is set appropriately.

ERRORS

EFAULT

Either *fsname* or *buf* is outside your accessible address space.

EINVAL

fsname is not a valid filesystem type identifier; *fs_index* is out-of-bounds; *option* is invalid.

CONFORMING TO

SVr4.

NOTES

This System-V derived system call is obsolete; don't use it. On systems with */proc*, the same information can be obtained via */proc/filesystems*; use that interface instead.

BUGS

There is no libc or glibc support. There is no way to guess how large *buf* should be.

COLOPHON

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