

```

1: #ifndef _SVC_UTSNAME_H /* wrapper symbol for kernel use */
2: #define _SVC_UTSNAME_H /* subject to change without notice */
...
9: /*
10: * If you are compiling the kernel, the value used in initializing
11: * the utsname structure in name.cf must be the same as SYS_NMLN.
12: */
13: #if (defined (_POSIX_SOURCE) || defined(_XOPEN_SOURCE)) && !defined(_KERNEL)
14:
15: #if !defined(_STYPES)
16: #define _SYS_NMLN 257 /* 4.0 size of utsname elements */
17: /* Must be at least 257 to */
18: /* support Internet hostnames. */
19: #else
20: #define _SYS_NMLN 9 /* old size of utsname elements */
21: #endif /* _STYPES */
22:
23: struct utsname {
24:     char sysname[_SYS_NMLN];
25:     char nodename[_SYS_NMLN];
26:     char release[_SYS_NMLN];
27:     char version[_SYS_NMLN];
28:     char machine[_SYS_NMLN];
29: };
30:
31: #else /* !defined(POSIX_SOURCE) && !defined(_XOPEN_SOURCE) || defined(_KERNEL) */
32:
33: #if !defined(_STYPES)
34: #define SYS_NMLN 257 /* 4.0 size of utsname elements */
35: /* Must be at least 257 to */
36: /* support Internet hostnames. */
37: #else
38: #define SYS_NMLN 9 /* old size of utsname elements */
39: #endif /* _STYPES */
40:
41: /*
42: * SCO utsname structure.
43: */
44: struct scoutname {
45:     char sysname[9];
46:     char nodename[9];
47:     char release[16];
48:     char kernelid[20];
49:     char machine[9];
50:     char bustype[9];
51:     char sysserial[10];
52:     unsigned short sysorigin;
53:     unsigned short sysoem;
54:     char numuser[9];
55:     unsigned short numcpu;
56: };
57: extern struct scoutname scoutname;
58:
59: struct utsname {
60:     char sysname[SYS_NMLN];
61:     char nodename[SYS_NMLN];
62:     char release[SYS_NMLN];
63:     char version[SYS_NMLN];
64:     char machine[SYS_NMLN];
65: };
66: extern struct utsname utsname;
67:
...
133: #endif /* _SVC_UTSNAME_H */

```

```

1: #ifndef _LINUX_UTSNAME_H
2: #define _LINUX_UTSNAME_H
3:
4: #define __OLD_UTS_LEN 8
5: struct oldold_utsname {
6:     char sysname[9];
7:     char nodename[9];
8:     char release[9];
9:     char version[9];
10:    char machine[9];
11: };
12:
13: #define __NEW_UTS_LEN 64
14:
15: struct old_utsname {
16:     char sysname[65];
17:     char nodename[65];
18:     char release[65];
19:     char version[65];
20:     char machine[65];
21: };
22:
23: struct new_utsname {
24:     char sysname[65];
25:     char nodename[65];
26:     char release[65];
27:     char version[65];
28:     char machine[65];
29:     char domainname[65];
30: };
31:
32: extern struct new_utsname system_utsname;
33:
34: extern struct rw_semaphore uts_sem;
35: #endif

```