NAME

types — primitive system data types

SYNOPSIS

#include <sys/types.h>

DESCRIPTION

The data types defined in the include file are used in UNIX system code; some data of these types are accessible to user code:

```
/*      @(#)/usr/src/ucb/sys/types.h  3.1     */
/*
 * Typedefs
 */
typedef struct { int r[1]; } *      physadr;
typedef          unsigned     daddr_t;
typedef          char *       caddr_t;
typedef          unsigned int ino_t;
typedef          long         time_t;
typedef          int          label_t[6];
typedef          int          dev_t;
typedef          long         off_t;
typedef          long         paddr_t;
typedef          unsigned int spcnt_t;
```

The form *daddr_t* is used for disk addresses except in an i-node on disk, see *fs*(5). Times are encoded in seconds since 00:00:00 GMT, January 1, 1970. The major and minor parts of a device code specify kind and unit number of a device and are installation-dependent. Offsets are measured in bytes from the beginning of a file. The *label_t* variables are used to save the processor state while another process is running.

SEE ALSO

fs(5)