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### ***Rocky Enterprise Linux 9.2 Manual Pages on command 'logout.3'***

#### ***\$ man logout.3***

LOGIN(3)                      Linux Programmer's Manual                      LOGIN(3)

#### NAME

login, logout - write utmp and wtmp entries

#### SYNOPSIS

```
#include <utmp.h>
```

```
void login(const struct utmp *ut);
```

```
int logout(const char *ut_line);
```

Link with -lutil.

#### DESCRIPTION

The utmp file records who is currently using the system. The wtmp file records all logins and logouts. See utmp(5).

The function login() takes the supplied struct utmp, ut, and writes it to both the utmp and the wtmp file.

The function logout() clears the entry in the utmp file again.

#### GNU details

More precisely, login() takes the argument ut struct, fills the field ut->ut\_type (if there is such a field) with the value USER\_PROCESS, and fills the field ut->ut\_pid (if there is such a field) with the process ID of the calling process. Then it tries to fill the field ut->ut\_line. It takes the first of stdin, stdout, stderr that is a terminal, and stores the corresponding pathname minus a possible leading /dev/ into this field, and then writes the struct to the utmp file. On the other hand, if no terminal name was found, this field is filled with "???" and the struct is not written to the utmp file.

After this, the struct is written to the wtmp file.

The `logout()` function searches the `utmp` file for an entry matching the `ut_line` argument. If a record is found, it is updated by zeroing out the `ut_name` and `ut_host` fields, updating the `ut_tv` timestamp field and setting `ut_type` (if there is such a field) to `DEAD_PROCESS`.

## RETURN VALUE

The `logout()` function returns 1 if the entry was successfully written to the database, or 0 if an error occurred.

## FILES

`/var/run/utmp`

user accounting database, configured through `_PATH_UTMP` in `<paths.h>`

`/var/log/wtmp`

user accounting log file, configured through `_PATH_WTMP` in `<paths.h>`

## ATTRIBUTES

For an explanation of the terms used in this section, see `attributes(7)`.

??

| Interface | Attribute | Value |  |
|-----------|-----------|-------|--|
|-----------|-----------|-------|--|

??

`login()`, Thread safety MT-Unsafe race:utent

`logout()`, sig:ALRM timer

??

In the above table, `utent` in `race:utent` signifies that if any of the functions `setutent(3)`, `getutent(3)`, or `endutent(3)` are used in parallel in different threads of a program, then data races could occur. `login()` and `logout()` calls those functions, so we use `race:utent` to remind users.

## CONFORMING TO

Not in POSIX.1. Present on the BSDs.

## NOTES

Note that the member `ut_user` of struct `utmp` is called `ut_name` in BSD. Therefore, `ut_name` is defined as an alias for `ut_user` in `<utmp.h>`.

## SEE ALSO

`getutent(3)`, `utmp(5)`

## COLOPHON

This page is part of release 5.10 of the Linux man-pages project. A description of the

project, information about reporting bugs, and the latest version of this page, can be found at <https://www.kernel.org/doc/man-pages/>.

GNU

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