## **NAME**

sgetmask, ssetmask – manipulation of signal mask (obsolete)

## **SYNOPSIS**

long sgetmask(void);

long ssetmask(long newmask);

*Note*: There are no glibc wrappers for these system calls; see NOTES.

## DESCRIPTION

These system calls are obsolete. *Do not use them*; use **sigprocmask**(2) instead.

**sgetmask**() returns the signal mask of the calling process.

**ssetmask**() sets the signal mask of the calling process to the value given in *newmask*. The previous signal mask is returned.

The signal masks dealt with by these two system calls are plain bit masks (unlike the *sigset\_t* used by **sig-procmask**(2)); use **sigmask**(3) to create and inspect these masks.

#### **RETURN VALUE**

**sgetmask**() always successfully returns the signal mask. **ssetmask**() always succeeds, and returns the previous signal mask.

#### **ERRORS**

These system calls always succeed.

## **VERSIONS**

Since Linux 3.16, support for these system calls is optional, depending on whether the kernel was built with the **CONFIG\_SGETMASK\_SYSCALL** option.

# **CONFORMING TO**

These system calls are Linux-specific.

## **NOTES**

Glibc does not provide wrappers for these obsolete system calls; in the unlikely event that you want to call them, use **syscall**(2).

These system calls are unaware of signal numbers greater than 31 (i.e., real-time signals).

These system calls do not exist on x86-64.

It is not possible to block **SIGSTOP** or **SIGKILL**.

## **SEE ALSO**

sigprocmask(2), signal(7)

### **COLOPHON**

This page is part of release 5.02 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/.