NAME

pause − wait for signal

SYNOPSIS

#include <unistd.h>

int pause(void);

DESCRIPTION

pause() causes the calling process (or thread) to sleep until a signal is delivered that either terminates the process or causes the invocation of a signal-catching function.

RETURN VALUE

pause() returns only when a signal was caught and the signal-catching function returned. In this case, **pause**() returns −1, and *errno* is set to **EINTR**.

ERRORS

EINTR

a signal was caught and the signal-catching function returned.

CONFORMING TO

POSIX.1-2001, POSIX.1-2008, SVr4, 4.3BSD.

SEE ALSO

kill(2), **select**(2), **signal**(2), **sigsuspend**(2)

COLOPHON

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