

**NAME**

bsd\_signal – signal handling with BSD semantics

**SYNOPSIS**

```
#include <signal.h>
```

```
typedef void (*sighandler_t)(int);
```

```
sighandler_t bsd_signal(int signum, sighandler_t handler);
```

Feature Test Macro Requirements for glibc (see **feature\_test\_macros(7)**):

```
bsd_signal():
```

Since glibc 2.26:

```
_XOPEN_SOURCE >= 500
```

```
&& ! (_POSIX_C_SOURCE >= 200809L)
```

Glibc 2.25 and earlier:

```
_XOPEN_SOURCE
```

**DESCRIPTION**

The **bsd\_signal()** function takes the same arguments, and performs the same task, as **signal(2)**.

The difference between the two is that **bsd\_signal()** is guaranteed to provide reliable signal semantics, that is: a) the disposition of the signal is not reset to the default when the handler is invoked; b) delivery of further instances of the signal is blocked while the signal handler is executing; and c) if the handler interrupts a blocking system call, then the system call is automatically restarted. A portable application cannot rely on **signal(2)** to provide these guarantees.

**RETURN VALUE**

The **bsd\_signal()** function returns the previous value of the signal handler, or **SIG\_ERR** on error.

**ERRORS**

As for **signal(2)**.

**ATTRIBUTES**

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

Interface	Attribute	Value
<b>bsd_signal()</b>	Thread safety	MT-Safe

**CONFORMING TO**

4.2BSD, POSIX.1-2001. POSIX.1-2008 removes the specification of **bsd\_signal()**, recommending the use of **sigaction(2)** instead.

**NOTES**

Use of **bsd\_signal()** should be avoided; use **sigaction(2)** instead.

On modern Linux systems, **bsd\_signal()** and **signal(2)** are equivalent. But on older systems, **signal(2)** provided unreliable signal semantics; see **signal(2)** for details.

The use of *sighandler\_t* is a GNU extension; this type is defined only if the **\_GNU\_SOURCE** feature test macro is defined.

**SEE ALSO**

**sigaction(2)**, **signal(2)**, **sysv\_signal(3)**, **signal(7)**

**COLOPHON**

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