

**NAME**

`sigpause` – atomically release blocked signals and wait for interrupt

**SYNOPSIS**

```
#include <signal.h>

int sigpause(int sigmask); /* BSD (but see NOTES) */

int sigpause(int sig); /* System V / UNIX 95 */
```

**DESCRIPTION**

Don't use this function. Use `sigsuspend(2)` instead.

The function `sigpause()` is designed to wait for some signal. It changes the process's signal mask (set of blocked signals), and then waits for a signal to arrive. Upon arrival of a signal, the original signal mask is restored.

**RETURN VALUE**

If `sigpause()` returns, it was interrupted by a signal and the return value is `-1` with `errno` set to `EINTR`.

**ATTRIBUTES**

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

Interface	Attribute	Value
<code>sigpause()</code>	Thread safety	MT-Safe

**CONFORMING TO**

The System V version of `sigpause()` is standardized in POSIX.1-2001. It is also specified in POSIX.1-2008, where it is marked obsolete.

**NOTES****History**

The classical BSD version of this function appeared in 4.2BSD. It sets the process's signal mask to `sigmask`. UNIX 95 standardized the incompatible System V version of this function, which removes only the specified signal `sig` from the process's signal mask. The unfortunate situation with two incompatible functions with the same name was solved by the `sigsuspend(2)` function, that takes a `sigset_t *` argument (instead of an `int`).

**Linux notes**

On Linux, this routine is a system call only on the Sparc (sparc64) architecture.

Glibc uses the BSD version if the `_BSD_SOURCE` feature test macro is defined and none of `_POSIX_SOURCE`, `_POSIX_C_SOURCE`, `_XOPEN_SOURCE`, `_GNU_SOURCE`, or `_SVID_SOURCE` is defined. Otherwise, the System V version is used, and feature test macros must be defined as follows to obtain the declaration:

- \* Since glibc 2.26: `_XOPEN_SOURCE >= 500`
- \* Glibc 2.25 and earlier: `_XOPEN_SOURCE`

Since glibc 2.19, only the System V version is exposed by `<signal.h>`; applications that formerly used the BSD `sigpause()` should be amended to use `sigsuspend(2)`.

**SEE ALSO**

`kill(2)`, `sigaction(2)`, `sigprocmask(2)`, `sigsuspend(2)`, `sigblock(3)`, `sigvec(3)`, `feature_test_macros(7)`

**COLOPHON**

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