

**NAME**

setlogmask – set log priority mask

**SYNOPSIS**

```
#include <syslog.h>
```

```
int setlogmask(int mask);
```

**DESCRIPTION**

A process has a log priority mask that determines which calls to **syslog(3)** may be logged. All other calls will be ignored. Logging is enabled for the priorities that have the corresponding bit set in *mask*. The initial mask is such that logging is enabled for all priorities.

The **setlogmask()** function sets this logmask for the calling process, and returns the previous mask. If the mask argument is 0, the current logmask is not modified.

The eight priorities are **LOG\_EMERG**, **LOG\_ALERT**, **LOG\_CRIT**, **LOG\_ERR**, **LOG\_WARNING**, **LOG\_NOTICE**, **LOG\_INFO**, and **LOG\_DEBUG**. The bit corresponding to a priority *p* is *LOG\_MASK(p)*. Some systems also provide a macro *LOG\_UPTO(p)* for the mask of all priorities in the above list up to and including *p*.

**RETURN VALUE**

This function returns the previous log priority mask.

**ERRORS**

None.

**ATTRIBUTES**

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

| Interface    | Attribute     | Value                  |
|--------------|---------------|------------------------|
| setlogmask() | Thread safety | MT-Unsafe race:LogMask |

**CONFORMING TO**

POSIX.1-2001, POSIX.1-2008.

**SEE ALSO**

**closelog(3)**, **openlog(3)**, **syslog(3)**

**COLOPHON**

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