#### **NAME**

mq\_notify - register for notification when a message is available

## **SYNOPSIS**

#include <mqueue.h>

mqd\_t mq\_notify(mqd\_t mqdes, const struct sigevent \*notification);

Link with -lrt.

# **DESCRIPTION**

**mq\_notify**() allows the calling process to register or unregister for delivery of an asynchronous notification when a new message arrives on the empty message queue referred to by the descriptor *mqdes*.

The *notification* argument is a pointer to a *sigevent* structure that is defined something like the following:

```
union sigval {
                    /* Data passed with notification */
                       /* Integer value */
  int sival int;
                         /* Pointer value */
  void *sival ptr;
};
struct sigevent {
           sigev_notify; /* Notification method */
  int
           sigev signo; /* Notification signal */
  int
  union sigval sigev_value; /* Data passed with
                     notification */
  void
           (*sigev_notify_function) (union sigval);
                   /* Function for thread
                     notification */
  void
            *sigev notify attributes;
                   /* Thread function attributes */
};
```

If *notification* is a non-NULL pointer, then **mq\_notify**() registers the calling process to receive message notification. The *sigev\_notify* field of the *sigevent* to which *notification* points specifies how notification is to be performed. This field has one of the following values:

## SIGEV\_NONE

A "null" notification: the calling process is registered as the target for notification, but when a message arrives, no notification is sent.

## SIGEV SIGNAL

Notify the process by sending the signal specified in  $sigev\_signo$ . If the signal is caught with a signal handler that was registered using the **sigaction**(2) **SA\_SIGINFO** flag, then the following fields are set in the  $siginfo\_t$  structure that is passed as the second argument of the handler:  $si\_code$  is set to **SI\_MESGQ**;  $si\_signo$  is set to the signal number;  $si\_value$  is set to the value specified in  $notification->sigev\_value$ ;  $si\_pid$  is set to the PID of the process that sent the message; and  $si\_uid$  is set to the real user ID of the sending process. The same information is available if the signal is accepted using **sigwaitinfo**(2).

# SIGEV\_THREAD

Deliver notification by invoking *notification*—>*sigev\_notify\_function* as the start function of a new thread. The function is invoked with *notification*—>*sigev\_value* as its sole argument. If *notification*—>*sigev\_notify\_attributes* is not NULL, then it should point to a *pthread\_attr\_t* structure that defines attributes for the thread (see **pthread\_attr\_init**(3)).

Only one process can be registered to receive notification from a message queue.

If notification is NULL, and the calling process is currently registered to receive notifications for this

Linux 2009-03-31 1

message queue, then the registration is removed; another process can then register to receive a message notification for this queue.

Message notification only occurs when a new message arrives and the queue was previously empty. If the queue was not empty at the time **mq\_notify**() was called, then a notification will only occur after the queue is emptied and a new message arrives.

If another process or thread is waiting to read a message from an empty queue using **mq\_receive**(3), then any message notification registration is ignored: the message is delivered to the process or thread calling **mq\_receive**(3), and the message notification registration remains in effect.

Notification occurs once: after a notification is delivered, the notification registration is removed, and another process can register for message notification. If the notified process wishes to receive the next notification, it can use **mq\_notify**() to request a further notification. This should be done before emptying all unread messages from the queue. (Placing the queue in non-blocking mode is useful for emptying the queue of messages without blocking once it is empty.)

#### RETURN VALUE

On success mq\_notify() returns 0; on error, -1 is returned, with *errno* set to indicate the error.

#### **ERRORS**

#### **EBADF**

The descriptor specified in *mqdes* is invalid.

#### **EBUSY**

Another process has already registered to receive notification for this message queue.

#### **EINVAL**

notification—>sigev\_notify is not one of the permitted values; or notification—>sigev\_notify is **SIGEV\_SIGNAL** and notification—>sigev\_signo is not a valid signal number.

## **ENOMEM**

Insufficient memory.

POSIX.1-2008 says that an implementation *may* generate an **EINVAL** error if *notification* is NULL, and the caller is not currently registered to receive notifications for the queue *mqdes*.

#### **CONFORMING TO**

POSIX.1-2001.

### **EXAMPLE**

The following program registers a notification request for the message queue named in its command-line argument. Notification is performed by creating a thread. The thread executes a function which reads one message from the queue and then terminates the process.

```
ssize_t nr;
  void *buf:
  mqd_t mqdes = *((mqd_t *) sv.sival_ptr);
  /* Determine max. msg size; allocate buffer to receive msg */
  if (mq\_getattr(mqdes, &attr) == -1)
    handle_error("mq_getattr");
  buf = malloc(attr.mq_msgsize);
  if (buf == NULL)
    handle_error("malloc");
  nr = mq_receive(mqdes, buf, attr.mq_msgsize, NULL);
  if (nr == -1)
    handle_error("mq_receive");
  printf("Read %ld bytes from MQ\n", (long) nr);
  free(buf);
  exit(EXIT_SUCCESS);
                              /* Terminate the process */
int
main(int argc, char *argv[])
  mqd_t mqdes;
  struct sigevent not;
  assert(argc == 2);
  mqdes = mq_open(argv[1], O_RDONLY);
  if (mqdes == (mqd_t) -1)
    handle_error("mq_open");
  not.sigev_notify = SIGEV_THREAD;
  not.sigev_notify_function = tfunc;
  not.sigev_notify_attributes = NULL;
  not.sigev_value.sival_ptr = &mqdes; /* Arg. to thread func. */
  if (mq notify(mqdes, &not) == -1)
    handle_error("mq_notify");
  pause(); /* Process will be terminated by thread function */
```

# **SEE ALSO**

mq\_close(3), mq\_getattr(3), mq\_open(3), mq\_receive(3), mq\_send(3), mq\_unlink(3), mq\_overview(7)

## **COLOPHON**

This page is part of release 3.22 of the Linux *man-pages* project. A description of the project, and information about reporting bugs, can be found at http://www.kernel.org/doc/man-pages/.