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() only returns 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

SVr4, 4.3BSD, POSIX.1-2001.

SEE ALSO

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

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/.