NAME

io_destroy − destroy an asynchronous I/O context

SYNOPSIS

#include <libaio.h>

int io_destroy(aio_context_t *ctx***);**

Link with −*laio*.

DESCRIPTION

io_destroy() removes the asynchronous I/O context from the list of I/O contexts and then destroys it. **io_destroy**() can also cancel any outstanding asynchronous I/O actions on *ctx* and block on completion.

RETURN VALUE

On success, **io_destroy**() returns 0. For the failure return, see NOTES.

ERRORS

EFAULT

The context pointed to is invalid.

EINVAL

The AIO context specified by *ctx* is invalid.

ENOSYS

io_destroy() is not implemented on this architecture.

VERSIONS

The asynchronous I/O system calls first appeared in Linux 2.5, August 2002.

CONFORMING TO

io_destroy() is Linux-specific and should not be used in programs that are intended to be portable.

NOTES

Glibc does not provide a wrapper function for this system call.

The wrapper provided in *libaio* for **io_destroy**() does not follow the usual C library conventions for indicating error: on error it returns a negated error number (the negative of one of the values listed in ERRORS). If the system call is invoked via **syscall**(2), then the return value follows the usual conventions for indicating an error: −1, with *errno* set to a (positive) value that indicates the error.

SEE ALSO

io_cancel(2), **io_getevents**(2), **io_setup**(2), **io_submit**(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/.