

**NAME**

sgetmask, ssetmask – manipulation of signal mask (obsolete)

**SYNOPSIS**

**long sgetmask(void);**

**long ssetmask(long newmask);**

**DESCRIPTION**

These system calls are obsolete. *Do not use them*; use **sigprocmask(2)** instead.

**sgetmask()** returns the signal mask of the calling process.

**ssetmask()** sets the signal mask of the calling process to the value given in *newmask*. The previous signal mask is returned.

The signal masks dealt with by these two system calls are plain bit masks (unlike the *sigset\_t* used by **sigprocmask(2)**); use **sigmask(3)** to create and inspect these masks.

**RETURN VALUE**

**sgetmask()** always successfully returns the signal mask. **ssetmask()** always succeeds, and returns the previous signal mask.

**ERRORS**

These system calls always succeed.

**CONFORMING TO**

These system calls are Linux-specific.

**NOTES**

Glibc does not provide wrappers for these system calls; use **syscall(2)**.

These system calls are unaware of signal numbers greater than 31 (i.e., real-time signals).

It is not possible to block **SIGSTOP** or **SIGKILL**.

**SEE ALSO**

**sigprocmask(2)**, **signal(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/>.